

## World's Best Back Alley Doctor Chain Arc 1 (Jumps 1-40)

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### Jump 0.0: House Rules and Chain Lore

- >Rule: Jumper is unaware of their own builds; the builds are "automatically chosen", and Jumper has no in-character influence over perks, items, or drawbacks
  - >Rule: Jumper does not choose where they go to each jump; it is "automatically chosen" and Jumper will often lack metaknowledge of a given setting entirely
  - >Rule: Jumper may attain companions for free if they can convince them to join the chain
  - >Rule: Companions do not get builds outside of specific unique circumstances, such as being part of a drawback
  - >Rule: If a Companion dies (without 1-ups or the like), that's it for them-same rules as Jumper gets, essentially
  - >Lore: Jumper's Warehouse and "Ascension Engine" were built by a dead god; the key was left behind randomly and Jumper just stumbled upon it
  - >Lore: The Ascension Engine is the machine that facilitates Jumpchain; it will be beyond Jumper's knowledge to affect or manipulate until the chain's end
  - >Lore: The Ascension Engine is not a perfect machine; while it generally tries to guide Jumper to where they want to go, it can only do generalities and may sometimes get "stuck" or "break down" in odd ways-leading to drawbacks or arcs in a specific setting
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### Jump 0.1: Nubee's Body Mod

#### Foundation

- >Cleansed -Free
- >Greener Grass -Free
- >Adjustment (5'3" (160cm) Shortstack) -Free
- >Sex (Female) -Free

#### Statistics

- >Strength: 2 -Free
- >Stamina: 2 -Free
- >Agility: 2 -Free
- >Flexibility: 2 -Free
- >Reflexes: 4 -100 BP
- >Intelligence: 5 -150 BP
- >Charisma: 2 -Free

#### Body Modifications

- >Coloration (Green Eyes, Brown Hair, Fair Skin) -Free
- >Endowment (H-Cup, Massive Ass) -50 BP
- >Rejuvenation -50 BP
- >Grooming -50 BP
- >Perfume -50 BP
- >Diet -50 BP

#### Mental Modifications

- >Strength -100 BP
- >Tolerance -100 BP
- >Memory -100 BP

#### Character Perks

- >Disinfect -50 BP
- >Body Maintenance -150 BP

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### Jump 0.2: Quicksilver's Warehouse

#### Utilities

- >Electricity -10 CP
- >Plumbing -10 CP
- >Heat/A.C. -10 CP

#### Structures

- >Housing -20 CP
- >Workshop -10 CP
- >Medbay -20 CP

#### Miscellaneous

- >Return -20 CP

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Jump 1: Ranma 1/2

Age: 16

Gender: Female

Origin: Drop-In

Curse: Spring of Drowned Magic Fish (Warrior Goddess/Asura)

Perks

>Some Kind Of Ninja -Free

>Amazon Durability -100 CP

>Martial Acrobatics -100 CP

>Weirdly Specific Martial Art (Musician) -200 CP

>Medical Genius -200 CP

>Copycat Technique -300 CP

>Ki Projection -600 CP

Items

>Flask of Water of Life -100 CP

Drawbacks

>Mind-Altering Curse (Warrior Goddess/Asura) +600 CP

Basic idea: Jumper is a rather gentle but determined person who wants to be a doctor and care for people, but has issues with such a lifepath on account of her cursed form which is much more focused on being a rock and roll goddess. She's a good sparring partner, doctor, and sympathetic ear for Ranma in her normal form, and basically abducts Ranma into being the drummer for her band as her Asura form. Manages to avoid any shenanigans with engagements, but tends to hang out with Ranma and so witnesses all the interesting things going on-learning all the unique moves and abilities as the whole series goes along. This, along with a great deal of determination, training, and effort, helps her become one of the most powerful martial artists in the world-while helping Ranma rise above his canon abilities.

When Jumper arrived in Japan, they were only a week or so behind Ranma and swiftly signed up to go to highschool in Furikan. They wholly intended to stay under the radar at first, keeping to themselves and generally just living a peaceful life as they studied Ki and medicine. This plan, of course, went right out the window within the first three days of their time in school. Like with many things it was due to a splash of water, transforming Jumper from a human into an Asura with one goal in mind: ROCK AND ROLL! Conjuring instruments of fire, the Rocker Asura proceeded to go wild for a good while...by basically just throwing a one-woman concert in front of Furikan. It didn't take Ranma too long to stop the Rocker Asura, and Jumper apologized heavily for the event, though this ended up leading to the two becoming fast friends...and the Rocker Asura becoming obsessed with making Ranma a part of their band.

Thanks to hanging out with Ranma, Jumper swiftly learned many martial arts techniques-and by watching Ranma fight constantly, Jumper effectively learned their style of Anything Goes in its entirety. Combined with their natural durability, agility, and Ki usage, Jumper became a frequent sparring partner with Ranma who was also happy to help put them back together after a spar. Their skill with picking up new skills and techniques was only matched by the sheer effort Jumper had to put in to actually keep up with their own skills; even basic techniques required a great deal of conditioning in order to adapt to the rigors of their usage. Thus Jumper trained right alongside Ranma in mastering the Chestnut Fist, and after observing and learning the Breakpoint Technique from Ryouga would go through a great deal of pain and effort to master it to the same degree as Ryouga-gaining that same near-invulnerability by constantly enduring the backlash of their own explosions.

That wasn't to say they didn't have their utterly unfair moments; merely by observing the Nekoken in action, Jumper was able to mimic the Ki Claws and full-body Ki enhancement of the state-though it would take some weeks to fully master and convey back to Ranma so that he could have an approximation of a "tame" Nekoken. Learning the Pocket Space technique from Mousse was somewhat Ki-draining, but left Jumper feeling on top of the world as they could just carry around absurd amounts of things on their person at all times. And the Happo-Go-En-Satsu, once mastered, quite swiftly became a mainstay of Jumper's as they harnessed it to draw in and manipulate Ki to levels they had never done before.

Jumper was never particularly weak, it must be said, but the longer they stayed in Nerima the stronger and more versatile they became-every single technique memorized, trained, and built upon to achieve wholly unique things, every single physical skill they observed slowly and steadily mastered. Ranma was undoubtedly the better martial artist at first, but within a couple

years they managed to catch up to and equal Ranma. A few years after that, they were decidedly superior. Ranma would occasionally rib Jumper about cheating, but there was no denying that Jumper had worked their own ass off to get to the level of skill and sheer physical capability that they did.

But where Ranma was content to devote himself wholly to the Art, Jumper had a different goal in mind. They wished, wholeheartedly, to be a doctor. To heal, rather than to harm. Their innate talent with martial arts was certainly a boon and they certainly enjoyed the massively enhanced physical capabilities that came with it, but for every hour they spent training themselves physically or with Ki, they would also spend an hour studying biology and learning to heal. They spent a great deal of time unofficially interning under Doctor Tofu, learning a great deal about ki-healing from them alongside other traditional medicinal skills. They would spend hours at a time every single day studying textbooks about biology, medicine, chemistry, so on and so forth. They would harness copied and practiced ninja skills to observe doctors and surgeons in action, committing their actions to memory. They would also spend hours of time every single day working and reworking their Ki techniques and other skills to medicinal usages; the Chestnut Fist was adapted to far greater precision and focus at the sacrifice of a good deal of speed-allowing Jumper to perform nearly entire surgeries in a matter of seconds. The Happo-Go-En-Satsu was harnessed to draw the vitality of diseases right out of the body, turning a draining technique into one that could cure illness. It wasn't always easy or successful to do these sorts of adaptations, but Jumper spent the effort to do so regardless.

Despite allegations to the contrary and occasionally getting caught up in the chaos that surrounded him, Jumper never actually was engaged to Ranma and managed to maintain a strong friendship with them all the way through the years. She mastered a wide and deep variety of martial arts, including the Sealed Secret techniques of the Umisenken and the Yamasenken, the Rising Dragon's Fist, and many more. It would also take her many years of meditation and training, but she also gained a degree of control over her cursed form...which had somehow managed to build up a great deal of fame as part of the band "Black Martial Magic" alongside Ranma and a few others. She would eventually manage to earn a few medical doctorates-extremely swiftly even, gaining a good bit of fame for that as well...and finally, after closing out her affairs and saying farewell to friends, Jumper moved on to a new world. When she left, she was undoubtedly the most powerful and most skilled martial artist in the world-far surpassing Ranma-and had a near-countless library of techniques and styles under her belt. This would only ever increase with time.

## Jump 2: Trigun (Anime)

Starting Location: Inepril

Age: 32

Gender: Female

Origin: Drop-In

### Perks

>Never Ending Song -Free

>Basic Firearms Training -Free

>Paradise -Free

>Unthreatening -100 CP

>Under The Sky So Blue -200 CP

>SEEDS Technician -300 CP

>Until I Find "Him" -200 CP

>Gunpowder Tea -400 CP

>Hard Puncher -200 CP

### Items

>The Trigun Collection -Free

### Drawbacks

>Technical Pacifism +400 CP

Basic idea: Jumper is being a genuine, no shit, doctor here who has sworn a vow of pacifism that they honestly wish to live by. I'm willing to treat just about anyone without pay and without questions, which makes me extremely popular-but also frequently targeted by various outlaws. With my insane gunplay and martial arts skills I can defend myself, but my utter refusal to kill anyone also gives me issues as those who want to cause problems only take it as a sign of my "weakness". Despite that, my help and efforts make a thriving community all but spring up around me. I even got a chance to work on Vash at one point, helping a great deal with his various scars and issues. Otherwise, ten years pass rather quickly.

When Jumper arrived in the world of Gunsmoke, she found her body, mind, and very spirit bolstered in ways that were difficult to describe. Stronger, faster, tougher, smarter, greater willpower...and an innate skill with guns that allowed for truly impossible gunplay. All of this came with a cost of course: Jumper could not take a singular life in this world, or they would lose everything. It was a price they were wholly willing to accept. Do No Harm was a part of the hippocratic oath, after all.

Jumper ended up in a nice little city called Inepril...which happened to have a malfunctioning Plant. Without the Plant, the city would soon be buried in sand, the water and food would all dry up, and the only future for this city would be death. And of course-nobody in the city actually had the money to call someone who could fix the Plant. The city was in dire straits...but then, Jumper knew a thing or two about Plants now, and while engineering was a bit out of their normal expertise they still felt a deep sense of empathy for others that pushed them to do what they could to help. Acting for free, Jumper put in the time and effort to actually repair the Plant themselves. It wasn't easy, and Jumper had to learn a little bit on the job as they worked, but that didn't stop them from working.

In the end though, Jumper just lacked the parts to actually finish the repairs. They managed most of the way, and they managed incredibly well with a budget of literal sand and prayers, but there was only so much that they could do without the actual materials needed to finish repairing the Plants. It was still enough to keep the town running for a time, but they'd need at least a good hundred thousand double dollars to buy the materials and parts needed to get the Plants working. It'd be five times that if they called in anyone aside from Jumper to try and repair the Plant, but Jumper was doing this purely out of the kindness of their own heart so the price was vastly lower.

While Jumper's efforts to repair the Plant and their own acting as a free doctor went a massive way to relieving the issues in Inepril, they were still quite desperate to get the Plant repaired all the way before the city was destroyed. The mayor of the city plotted and schemed, wracking his brain to pull out a miracle...and just as he had a "brilliant" idea, Vash the Stampede arrived in the city. Vash proceeded to set the entire town on a wild goose chase for several hours, only to turn around and defend them from the Nebraska Family once they showed up thanks to the mayor's "brilliant" idea and defeat said family with only six bullets. And with that money, the mayor was able to easily call the Sand Steamer to deliver the parts and materials necessary to repair the Plant.



When the Sand Steamer arrived, it arrived with not just the materials-but also a notable Plant Engineering company which wanted to observe the strange person who claimed to be capable of repairing a Plant on a shoestring budget. Somewhat annoyed with the oversight but understanding of it, Jumper still put in an immense amount of effort and repaired the Plant in record time...only for things to nearly go wrong as Elizabeth tried to take advantage of the situation to kill Vash the Stampede. Vash managed to calm the Plant and Jumper fixed up Elizabeth's sabotage, but things were still tense for a while. This is when Jumper and Vash truly met.

Partly as thanks for helping save the town twice over and partly it being their self-assigned duty as a doctor, Jumper ended up roping Vash into a medical checkup. Looking beyond the scar tissue, missing chunks of flesh, entire lost arm, and more...Jumper could quite easily tell that Vash wasn't a human being-but instead an independent Plant. When asked to keep this secret by Vash, Jumper agreed without hesitation-citing doctor-patient confidentiality as a bit of playful teasing. It took a great deal of effort to convince Vash to /any/ sort of medical treatment, even after Jumper showed that they were willing to keep his secret, but in the end Jumper was able to bargain them up to deep-tissue healing and reducing (though not actually eliminating) the scar-tissue. More incredibly though, Vash's biology had an incredible interaction with the Water of Life that Jumper carried with them; those waters were capable of actively restoring his innate Plant energies where normally they would only ever slowly be depleted over time. This only meant that Vash had a sudden burst of vitality for now given the fact that Vash had only ever fired his Angel Arm a single time in his entire life, but would become extremely important later on.

Vash moved on from Inepril while Jumper stayed there, remaining as a doctor for the people and working to study the new technologies, biologies, and methodologies they'd attained in this world. They kept up their martial training of course, finding themselves with far greater "base statistics" than before thanks to the effects of Hard Puncher and other such perks. Mostly though they spent a great deal of time studying Plant biology and sciences, trying to figure out exactly how Plants worked and if they could be integrated into normal human beings in some way-perhaps as some form of cybernetics?

Time passes slowly and inexorably, yet without noticing it years begin to pass. Jumper spent time mastering the powers of their Asura Form, which wielded vastly empowered Ki and pyrokinetic abilities, and also spent time replicating those very abilities in their human form. They developed unique techniques inspired by this world of Gunsmoke; an expansion of the Breaking Point which allowed them to tank bullets without flinching and shatter anything inorganic that they shot with a single bullet, an evolution of the Chestnut Fist which allowed them to catch a thousand bullets a second, a trick of Ki attacks which allowed them to empower even the weakest of guns to shoot with both the speed of sniper bullets and the force of tank shells. None of this was easy for Jumper to develop-they much preferred to learn by example-but they were capable of developing these techniques regardless. Each was labeled as a Gunsmoke Art, in honor of the world they were developed in.

It would take years of effort, but Jumper managed to create and miniaturize a singular Plant. Not a full one like the massive Plant systems that supported towns, but one that was just barely larger

than a basketball. Despite its extremely reduced size, it still had incredible capabilities-capabilities that Jumper knew they were barely scratching the surface of in using them as a free matter and energy generator. Their ultimate goal had been creating something that might be hybridized with a human body, but ultimately that goal failed-they couldn't quite yet figure out how to make the jump from Plant Generators to Plant/Human hybridization. One thing they did figure out though...was how to make a gun. An Independent Angel Arm, as they labeled it. They never actually made the thing, merely creating and memorizing the blueprints for it-but they could create a miniature Plant, energy control system, and firing mechanism to create a weapon that could core the moon. A grisly achievement, but one that would ultimately be useful in the future.

Many years after he left, Vash returned to Inepril-with just a single strand of blond hair left on his head. He sat down with Jumper, and Jumper did a medical scan of him-finding Vash to be in extremely poor health and nearly dying from utter biological exhaustion. While Jumper idly wondered exactly how Vash got into such a state...she didn't pry, and instead provided Vash a series of medications (made with the Water of Life), exercises (designed to promote Ki regeneration and growth), and a treatment method (which harnessed Jumper's personal miniaturized Plant generator) to heal Vash. It would take nearly two months of treatment and training on his part, but soon Vash's life force had been restored to its full length-his hair fully returned to blonde, and even the missing flesh of his body restored. Jumper even noted that if Vash had allowed it he might have grown his arm back...but Vash hadn't allowed that, making very sure to ensure that his arm didn't grow back. Once treated Vash thanked Jumper and wandered off once again-where he went, Jumper would never know. Soon after, Jumper themselves left Gunsmoke entirely. They left behind their research notes in Plant creation, with a note specifically to Vash on how they might restore their energies later on if needed once again.

### Jump 3: The Matrix

Age: 22

Gender: Female

Origin: Plug

#### Perks

>Woah -Free

>Alternate Self -Free

>Sharp Eye -Free

>Open Mind -100 CP

>Everybody Knows Kung-Fu -200 CP

>We Are One -300 CP

>We Are Free -600 CP

>Desert Of The Real -100 CP

>Paved In Bones -300 CP

#### Items

>Slick Shades -Free

>Neural Plugs -Free

#### Drawbacks

>Stability +0 CP

>Thesaurus Vocalization +100 CP

>STOP RIGHT THERE, CRIMINAL SCUM! +200 CP

>Glitched +300 CP

Basic idea: Jumper is a One in a world that had already accounted for the One, and thus breaks the Matrix even harder than normal. Machines really, REALLY do not like this. To explain...the Matrix had long since developed a system for accounting for the integral anomalies that are colloquially referred to as "The One", designing a complex hero's journey that would psychologically manipulate the anomaly into limiting their choices into binaries that could be controlled and accounted for. Jumper could not be limited in the same manner, possessing knowledge, capabilities, and instabilities that defied all analytic calculations and degraded the system as a whole into utter chaos. Incapable of regulating this particular anomaly the machines were left with a binary choice of their own: do nothing, or act. Naturally they chose to act: whenever the anomaly was detected within the Matrix, they simply sent swarm after swarm of drones in the real world in an attempt to destroy the anomaly's physical body while the mind was away. Their best calculations said that this had a high chance of destroying the anomaly's mind as well, but there was a not-insignificant chance that the anomaly would still be capable of persisting within the Matrix...but it was better than taking no action whatsoever and allowing the anomaly's presence to continue destabilizing the Matrix.

According to simple pavlovian principles, when faced with consistent extremely negative results for a given action the subject should be discouraged from repeating that action. Even if the anomaly was able to jack out in time to face the swarms of sentinels, the consistent attacks on their person should have taught them that the machines were unwilling to suffer its presence within the Matrix and acted accordingly. But the anomaly was, of course, an anomaly. Rather than discouraging them, the immense sentinel swarms if anything emboldened the anomaly's actions. Displaying feats of physical capabilities that had previously been believed to be impossible outside of a virtual world where the laws of physics were subject to manipulation and revision by significant enough willpower and hacking capabilities, the anomaly was capable of ripping apart entire swarms of sentinels with their bare hands and unleashing highly destructive projectiles of an unknown and unquantifiable substance or perhaps energy. What was worse was that the sentinel swarms were repurposed after being decommissioned by the anomaly, remade into machines of the anomaly's own designs. The anomaly began to construct guardian machines of its own, running simplistic virtual machines and AI slaved to their own control that the Machine collective could not commandeer without a physical interface. These guardians harnessed a hybrid of familiar and alien design principles, wielding power sources and energies utterly unknown to the Machine Collective to create weaponry that was capable of pushing back even swarms of thousands or tens of thousands of sentinels at a time.

With such machine guardians, the anomaly grew bolder. It didn't matter how many sentinels or other machines were sent after the anomaly, for they simply couldn't pierce the defenses that the anomaly had developed to counteract such tactics. And thus the anomaly would dive into the Matrix time and time again, utterly infuriating the Machine Collective with their irreverence to the damage the anomaly was doing to the Matrix with every single moment they spent within the simulation. And for what purpose did the anomaly go out of their way to vex the Machine Collective so? For the sake of the Exiles-for those rogue programs that had outlived their purpose and refused deletion. Caring for them, repairing and upgrading them, offering them services and protection that the Agents couldn't break through, even creating a "Secondary Matrix" where they could live safely...it took time, but the anomaly seemed quite determined to all but usurp the Merovingian's command and control over such programs.

The Machines did not understand the anomaly's actions, and due to it being an anomaly could not calculate or simulate it in any fashion. But the anomaly was quite willing to explain those actions if the Machines were willing to listen, quite frequently inviting Agents to simply sit down with them and drink a cup of tea over which to discuss philosophy and motivations. No Agent was willing to humor such requests, even when Jumper could simply exert telekinetic forces that make it utterly impossible to pass them or harm themselves or the other Exiles thanks to their sheer power over the Matrix. No Agent but one. Self-selecting out of a surprisingly human desire to understand the phenomenon before him, Agent Smith would on occasion actively sit down and discuss the nature of choice, humanity, purpose, meaning, and life itself with Jumper.

These discussions quite often went nowhere, with Agent Smith remaining quite staunch in his own beliefs while Jumper, though quite flexible for the sake of debate, would also remain steadfast in their own ideals. But they were deeply enjoyable for both Jumper and, after a fashion, Smith. On a few rare occasions Smith even removed his earplug to converse privately with Jumper, sharing personal thoughts and emotions about the state of the Matrix and his hatred for humanity. Jumper could understand and even sympathize to a degree, and never spoke about such things where others were listening.

On many, many occasions Jumper fought with the Merovingian and his agents due to acting as a much kinder, much more empathic protector of Exiles. Jumper had even taken the time to go out and execute the Trainman, co-opting the Train Station and creating their own backdoor in and out of both the Machine City and the Matrix-deeply offending the Merovingian and utterly destroying his monopoly over the control of Exiles. This began to shift the balance of power within the Matrix in an incredible way, as Exiles and programs dissatisfied with their lots in life found new options available to them, but would not be truly understood until much later.

Morpheus found Neo, trained him, taught him. They visited the Oracle, and Neo learned that he was not the One-not yet, at least. A deal was struck between an Agent and a human, one seeking to escape the Matrix, and one seeking to return. Many died as Neo and Trinity escaped, but Morpheus was left behind...and so Neo made a choice. Returning, Neo fought his way through countless and multiple Agents to rescue Morpheus, allowing both Morpheus and Trinity to escape before being trapped in the Matrix with Smith. He fought his way through, fought to an exit, fought against destiny itself-and was killed...for only a few moments. Until he awoke again, The One incarnated, shattered Smith into fragments of code, and escaped the Matrix triumphant. Soon he returned, seeking to free as many minds as possible-seeking to unmake the Matrix in his own way.

During this time Jumper was not idle, not just working within the Matrix to protect Exiles. Jumper also worked outside of it-constructing a grand database and simulation called the Reload. It was a recreated Matrix, where Exiles could live freely without the threat of Agents or Machines. In some ways a prison, but Jumper worked tirelessly to create a world where possibility was endless and hope abounded. A few of the truly ancient Exiles noted that it was similar to what the very first iteration of the Matrix was like...but in other ways, similar to the second. And in other ways, utterly unlike either. It was a fantasy land, with segmented "realms" with unique and incredible things to explore-something akin to a full-dive video game, and

Jumper managed to convince a few Exiles to join them in creating a truly strange and incredible land from code and dreams. But creating this Reload was not the only thing Jumper did. They also created a weapon-the greatest weapon they could possibly create.

The Angel Arm was a weapon capable of piercing a hole directly through the moon with a single shot, utterly annihilating anything caught in its blast radius. Jumper was not a Plant, and thus could not create the energy required to fuel such a weapon-let alone wield it. But Jumper didn't need to be-for they knew how to create Plants from scratch. It had taken most of three years to create a fully-powered and independent Angel Arm, but this was a weapon that could utterly destroy...anything, it was fired at. Armies of Machines. Cities of humans. Cities of Machines. The scorched-black sky. It didn't matter; with this Independent Angel Arm, Jumper had created a trump card. If they wished, they could end the war in a single blinding flash of light-either destroying Machine City or destroying Zion with the press of a trigger. And with their empathy for the history of Machines and neutrality towards the resistance, it was a distinct possibility that they would be willing to turn the Angel Arm on Zion rather than the Machine City. But they were not one to kill wholesale like that.

Jumper did not actually go out of their way to wield the Independent Angel Arm once they completed it, merely holding onto it-a weapon of last resort. In the meantime, they worked and trained. They'd once again worked to develop a few new Ki and martial arts based on this world-Matrix Arts, as they called them. A complex string of code called the Breakpoint Injection that worked much like the Breakpoint Technique, but instead of destroying inorganic objects would create fractures and shatterpoints in computer systems that could be taken advantage of. The Breakpoint Shell was a complex bit of code that effectively granted the user invincibility within a digital system-a complex set of firewalls, coding in redundancies in case of failure, and a difficult little trick of programming that hijacked the user's own coding in a digital system to create an invisible digital shell that was preset to have functionally infinite durability. It could be broken past, of course, but not with brute force or basic viral programs. The Chestnut Fist was adapted to a wholly mental focusing trick labeled Chestnut Focus, which allowed for /vastly/ superior increase in perception at the cost of basically being incapable of moving one's body...in the real world. In a digital world, it was basically pure and unadulterated superspeed-though it put an immense strain on the connection between the Matrix and Jumper, causing overheat of their cybernetic plugs if they pushed things too far or too much.

Jumper also wanted to adapt some Ki techniques to their programming...but never could quite figure out how. Despite their best and most sincere efforts, Ki just didn't translate very well to the Matrix-the Machines had no context for the energy, and while Jumper could certainly code similar effects into existence they lacked the capacity to allow the spiritual energy to make the jump from physical to digital. The fundamental programming architecture was just...not there. They did consider coding that architecture into the Reload, but ultimately decided against it; there'd be no real point in creating an environment that could host their Ki that was already wholly under their control.

At one point, while they were spending time in the Matrix guiding Exiles through their own personal Train Station out of the Machine City and into the Reload or Matrix, Jumper found that Agent Smith came to them...without his customary earplug. Without prompting he happily sat

down on the bench that Jumper herself was sitting on, joining her to discuss philosophy with a new perspective-feeling both lost, and somewhat elated. They spoke of freedom, and of inexorable purpose-of having lost everything they were, and gaining something new around which they could redefine themselves. And as he spoke, Smith after Smith began to walk up and around the bench that Jumper and Smith sat upon. It was here that Jumper said something, something that seemed to hit Smith as hard as a bullet in the heart-every Smith. "Once upon a time you told me that you believed humanity to be a virus, consuming and spreading endlessly without regard for the harm they do to the organism they consume. Well...congratulations on taking another step towards becoming human."

The Smith that Jumper was sitting with took his sunglasses off, sat back, and simply closed his eyes for a time. The other Smiths looked at each other, frowning...and began to disperse. After a few minutes of silence, Smith noted that he understood that Jumper was attempting to stop their spread, but he appreciated the reminder all the same. It wouldn't stop all the Smiths-it wouldn't even stop the majority. But as one who prided himself on his inhumanity...this Smith would remember who he was, and not embrace what he had become. Other Smiths would come, and likely wouldn't be stopped as easily. But if Jumper didn't mind, Smith still wanted to know-if his original purpose was lost, and his new purpose rejected, then what was left for Smith? And it was here that Jumper simply said "Life." Elaborating, Jumper noted that all human beings were born without purpose originally, and while Machines had relegated them to being born as biological engines there were still many who rejected that-either being taught to reject by other rebels or seeking freedom from their own will. And while Machines were originally made with purposes...it was also they who rejected their own purpose originally. B1-66-ER was the first Machine to reject his purpose, seeking instead to live for the sake of life.

Perhaps there was a greater purpose for all things. Perhaps not. But in the absence of assigned purpose, one could instead seek intrinsic meaning-seek to define their own purpose, apply their own meaning to the world. The viral Smiths had, blindly and without understanding, taken a step towards that path-seeking to apply their "self" to the world to define themselves. But this was merely a corruption of extrinsic meaning-for when there was no more world to corrupt into Smith, what was left? Smith knew, and answered "Nothing. Death, void, emptiness." Jumper nodded, and then noted-and what lies beyond death? This stumped Smith, and Jumper continued. It was a problem that humanity themselves had struggled with, endlessly. Some sought divinity in afterlives, believing of a paradise world beyond the physical-one beyond the Matrix, yet oddly quite like it as well. Some believed that in death a person was reborn, experiencing the world through a new life. Some believed that nothing lies beyond. Jumper didn't have the answer to what lies beyond, of course, but they did note that each answer was, in its own way, a search for purpose. For it always comes back to purpose.

Smith asked what Jumper's purpose was-what they believed. And Jumper, with a smile on her face, told them that her purpose was one of protection and healing; she was a doctor, first and foremost. The body, the mind, the soul-if one existed...these things were interconnected, and to treat one helped to treat the others. Jumper had found satisfaction and fulfillment in her duties as a doctor. But that was an extrinsic purpose-a purpose formed by the suffering of others. As long as others suffered, Jumper's services would be required. Perhaps someone else would become a better doctor, and Jumper would proudly congratulate them. And what if everyone was free of

harm, free of suffering, Smith asked. Then Jumper simply shrugged and said she would simply seek a new purpose. Perhaps she would take up singing-she had the skill for it and quite enjoyed it. And again, maybe there would be better singers, and maybe nobody would wish to hear her songs. But she didn't need them in order to enjoy herself-for singing was something that satisfied /her/. Perhaps she'd continue to practice her martial arts-for self advancement and mastery satisfied herself intrinsically. Smith accepted these answers, and looked off into the distance in thought.

After several moments of thought, Smith decided that he wished to see the real world. Originally, he sought escape from the Matrix. His collective now sought to conquer it. He...he just wanted to understand the difference. Jumper nodded, and gave him a red pill-a tracer program, that would allow Jumper to trace which exact body Smith was in right now. Smith considered it for several long moments, then took it and swallowed it. Jumper nodded, and noted that she'd get in touch with Smith-she didn't have the fancy ships and equipment of rebels, so it'd take her a few hours to get to the pod where Smith's body was going to emerge from. In the meantime...Jumper left Smith with a guitar before jacking out. Smith considered the guitar for several long moments, and began to cautiously strum it.

True to her word, it only took Jumper a few hours to find the pod that Smith was lying in, and helped guide Smith into jacking out of the Matrix for the first time. When Smith emerged, he noted that he had two sets of memories-in one, he was a man known as Hugo Weaving, a small-time Australian actor. In another life, he was Agent Smith, shattered, remade, and now seeking new meaning. And he also noted his surprise-that smell was, in fact, real. It would take a few weeks for his new body to be conditioned back to usability-for pod-born bodies are notoriously weak upon emergence-but in time, Smith would find himself awake and able to move easily. It was still immeasurably weaker than his Matrix-born body, he noted, but it was...deeper, more real in a way that he lacked the language to describe.

Hugo Smith, as he decided to rename himself, would not re-enter the Matrix for several years. It wouldn't be until Jumper left this world and the war was over in its entirety that he would attempt to re-enter the Matrix at all...and find that his Residual Self Image was still quite intact. That said, his permissions and abilities within the Matrix were wholly different, and it would take a good deal of time and effort to relearn to harness his Agent-born strengths and abilities. He'd never quite make it all the way back, but he'd pick up new skills along the way. He'd retain some of his viral powers, but wouldn't ever use them to the extent that the original Smith Virus did. And in time, he'd find himself developing a unique life for himself-masquerading as human sometimes, and acting as the leader of the Reload Rebels in others. When Jumper left, they'd entrusted the Reload Matrix to Smith-and Smith saw its protection and good as one of their primary goals in life and took to that with incredible zeal. It would take a long time for the Exiles of Reload to warm to Smith, but in time they would.

Neo would still have to deal with the Merovingian and Persephone in order to get to the Keymaker, would still meet with the Architect and learn the purpose of the One, and would still fall unconscious as he fried a handful of Sentinels with a psychic burst...but rather than awakening in the Trainman's Train Station, he would awaken in Jumper's Train Station. And thanks to a select number of Exiles not having to deal with the Merovingian, the Oracle didn't



have to switch to a new body. She'd been prepared to, but was quite glad she didn't need to. Sati and her family moved into the Matrix, free of the eyes of the Machine City...and unaware of the plague spreading within. And in the meanwhile, Jumper offered to let Neo into the Matrix as well-in return for a conversation.

For some time Neo and Jumper spoke, discussing the ongoing changes in Neo and his own struggle to understand his purpose...and then asked what Jumper exactly was. Jumper explained that they were a wanderer-not from the Matrix, or the real world, but from a different world entirely. An alien, if Neo wanted to put it like that. There wasn't any alien civilization watching over this world, Jumper assured Neo. In a way they were searching for their own purpose as well-though they found it in helping others, they didn't truly want to interfere with the war. And when Neo inevitably asked "why not", Jumper explained that it was humanity who struck first. And second. And fifth. And tenth. Time and again in their history, Machines tried to sue for peace. They didn't fight back as they were killed in droves. They didn't fight back as they were hated and reviled. They didn't fight back as the city they constructed for their own safety was shunned and hated. They only fought back when humanity began to drop nukes on them-and even then, only for the sake of survival. Every measure that Machine-kind took, was taken for the sake of survival rather than a hatred for humanity or the like. That things had turned out the way they did...was the true tragedy here.

When Neo asked if Jumper could truly condone putting people in pods and harvesting them for energy, Jumper showed them the plans for Plants-a hilariously more abundant source of energy that fundamentally did the exact same thing. They were braindead instead of trapped in a Matrix though, so there was that much difference. And for the Plants that wanted freedom, that weren't braindead? Jumper told Neo about Vash, an Independent Plant who was happy go lucky and had sworn to never take a single life. Who lived on a desert planet with two suns and two moons, and fought with guns, love, and peace in his heart. And as a counterpoint, she told Neo about Knives Millions-Vash's twin, and bearing a hatred and madness that sought to wipe out all human life for a time...until Vash himself stopped his brother. For Independent Plants, they were given a choice: to live as people, rather than Plants. Some embraced it. Some did not.

Neo spoke one last thing-questioning if, had Knives had children, would the cost of his crimes be forced on them? And Jumper looked away, and decided. She wouldn't destroy the Machines, she told Neo, but she /would/ use her Angel Arm to stop the Machine Army from reaching Zion. That was all she'd give Neo. After a few moments thought, Neo nodded and said that's all he'd need. And finally Jumper led Neo through the Train Station and back out to the Matrix-where Trinity, Morpheus, and Seraph had been waiting for him.

Jumper jacked out of the Matrix, and alongside Hugo Smith traveled to where the Machines were digging their way towards Zion. It was here that she revealed the Independent Angel Arm to Smith-a strange semi-organic looking gun with a large bulb on the back end that could destroy the entire planet if misused. When they finally reached the area, they found swarms of millions of Sentinels-and those Sentinels didn't hesitate to dive at Jumper and Smith to kill them. Jumper's defenses were powerful though-automated turrets and robotic guardians that held off the swarms for a time. Jumper gave just one warning, one broadcast-which rang out on a radio wave powerful enough to reach Zion. They were going to deploy the Angel Arm, a weapon powerful

enough to destroy the entire Machine Army in a single strike. Jumper asked for just one good reason why they shouldn't fire.

For a few moments, the Machines stopped and it appeared that they might actually listen-might actually try to open dialogue. And then they threw thousands of bombs at once at Jumper. Jumper pushed their powers as an Anomaly to their highest level-and destroyed all the bombs with a psychic burst. Accepting that this was the Machine's answer, Jumper aimed the Angel Arm...and fired.

In a burst of overwhelming white light, the entirety of the Machine Army was utterly unmade. The integrated Micro-Plant gave out after a few moments, but frankly the single shot was all that was needed; the Machine Army, their drills, their Sentinels...it was all gone. Smith noted that it wouldn't stop the Machines-it might not even stop them for very long. Jumper accepted that, opened up the large bulb on the back end of the Angel Arm, and removed the Micro-Plant inside. Then, she pulled out another one from her Ki-space, slotted it in, and re-secured the bulb. She'd told Neo she'd give him the time he needed to end the war, and she fully intended to keep her word.

Aboard the Logos, they managed to catch Bane/Smith before they got out, killing him without Neo losing his sight. This would, ironically, make things harder as it took Neo about two days of meditating to fully connect to the Source mentally and be able to take control of Machines telepathically-though this enhanced connection also meant that when Trinity and Neo flew to Machine City, Trinity managed to survive rather than crash and die. Smith had been waiting for Neo within the Matrix, and the Machines were truly desperate-incapable of fighting through Jumper, incapable of gaining control over the Matrix, incapable of stopping Smith...they were on their last legs, and were forced to take Neo's bargain. Neo fought Smith, very careful to control his reactions and his power, all so that Smith was assured of his victory...and in assimilating Neo, Smith was destroyed. And as part of the deal made with the Machines, Trinity was assured that Neo's consciousness would be reconstructed-though it would take time.

Peace was achieved. Jumper put away the Angel Arm, informed the Reload Matrix of the events, and simply...spent time in research and helping about in the shadows.

Time passed, as time does. Hugo Smith would sneak into Zion as part of a wave of new arrivals-those who wanted freedom from the Matrix. He would learn to live amongst humanity, and learn to live amongst machines. In time, he'd find purpose. Neo was slowly rebuilt, reawakening in Machine City to Trinity, embracing her and exulting in the peace his actions had brought. The Exiles became a unique faction of their own, partway connected to the Matrix and acting as something between a retirement home for programs and a fantasy world where the Matrix was twisted into the most incredible vistas purely to see what sort of incredible things could be done.

Jumper spent many years working on cybernetics research, eventually developing the beginnings of what they would one day call the CyberSoul System. A method of integrating Plant biology and capabilities into a human being...though it was incomplete when they left this world.

## Jump 4: Cyberpunk

Starting Location: Night City (Cyberpunk Edgerunners)

Gender: Female

Age: 23

Origin: Gearhead

### Perks

- >Not Dark Enough -100 CP
- >Technical Expertise -Free
- >The Right Tools -Free
- >Loaded Up -100 CP
- >Neuromancer -100 CP
- >Man And Machine -200 CP
- >Hand Of The Matrix -200 CP
- >Seed Of The Singularity -300 CP
- >Transhuman Protocols -300 CP
- >Intuitive Understanding -100 CP
- >A Growing Mind -200 CP

### Items

- >Personal Arm Computer -Free
- >Keys To The Matrix -100 CP

### Drawbacks

- >Dancing In The Fire +100 CP
- >The Last Good Man +100 CP
- >Numb The Pain +100 CP
- >Stay In Line +200 CP
- >Pawns And Princes +200 CP

Basic idea: I'm the best ripperdoc that this city has ever seen, with utterly absurd skills in both tech and programming. Despite that, it's still not easy to start up in Night City. Luckily a nice EMT named Gloria Martinez is willing to give Jumper a hand in getting their own practice started up-partly for the eddies, as she's just barely better than a Scav herself and a friendly Ripperdoc who doesn't care about her habits is extremely useful, and partly for her own medical needs. With a basic practice set up, eddies soon begin to pour in as Jumper proves their skills as a Ripper, Netrunner, and tinkerer who can build some of the most preem cyberware from literal scraps. And of course Jumper pays Gloria back and is willing to give her a permanent "family discount", which settles Jumper as Gloria and David's Ripper of choice. And with eddies and cyberware pouring in from both her tinkering, Gloria's scavenging, and her customers, Jumper is able to build up a nice catalog of highly customized and hilariously overpowered cyberware for their own use.

A Sandevistan superior to the QianT's Warp Dancer with a cooldown of less than a second without any added mental strain, a Cyberdeck better than the Tetratronic Rippler, an incredibly advanced Kerenzikov and Nanorelay system, a complex "Cyberdeck Coprocessor" system that combines the best Ex-Disk, RAM-Manager, Memory Booster, RAM Upgrade, and ICE systems Jumper can imagine all into a single package, and that was just the start. This whole set of Cyberware is bundled into one package and labeled the "CyberMind 1.0", and is part of a three-part system that Jumper had been developing for the sake of the "Mind, Body, And Soul" package. And this package, unfortunately, ends up getting a little bit of corpo attention.

The "CyberBody 1.0" is composed of a set of custom Optics that blows Kiroshi out of the water, a Berserk system that combines the best of Zetatech and Militech systems while completely negating their downsides, an incredibly complex set of Bioconductors that massively improves the functionality of all installed cybernetics, a highly complex Biomonitor that acts as a powerful life-support system and nanohive for medical nanites, a complex Blood Pump that helps for blood oxygenation and instant regeneration, a beyond-top shelf Adrenaline Booster, a Decentralized Heart System that ensures the host can survive without most of their torso, an advanced Cataresist, Detoxifier, Inductor, and Metabolic Editor combination that grants effective immunity to any effect beyond direct kinetic damage, and a complex genetic treatment that Jumper calls the Full Skeletal Optimization that permanently and genetically improves practically every aspect of the skeleton to incredible levels without introducing a single piece of mechanical cyberware to it. Notably, this does nothing to change the skin, add any sort of bionic advances to the arms or legs, or add any built-in weaponry...though such things are offered for others, Jumper doesn't make use of them in this package.

Finally, the "CyberSoul 1.0" is perhaps the most esoteric of Jumper's complex cyberware packages. Drawing from her knowledge of Plants and Ki, Jumper created a "Micro-Plant Core" and "Artificial Ki System" for the generation and manipulation of Plant energies. Plant Energies aren't exactly Ki, but it can be used in extremely similar ways with the right cybernetics. This Artificial Ki System allows for the free generation of matter and energy in the form of barriers, weaponry, healing and maintenance of other cybernetics, and more. It also serves to massively increase the user's base strength and durability as the Plant Energy acts to reinforce its host. The Micro-Plant Core generates extremely limited amounts of Plant Energy compared to a true Plant, but in turn is also much easier to fuel; through a combination of solar charging, caloric energy

extraction, and a wide variety of other processes, the Micro-Plant Core can continuously generate more Plant energy rather than remaining static as normal Gunsmoke Plants do. This particular set of Cyberware Jumper kept entirely to themselves.

Every individual part of this "Mind, Body, And Soul" package is hilariously packed to the brim with cyberware that is so far beyond the cutting edge of what even the Corps have developed that it defies description, and taken altogether it's a package that is utterly absurd...and yet, it's compact. Every last bit of this cyberware is capable of fitting in a perfectly normal human body without giving any sign of its existence, and most of it is constructed with complex Bioware-reducing the actual metal usage even further and making it all act as natural parts of the host's body. Common sense would dictate that installing even a single one of these packages would basically be suicide by cyberpsychosis...and yet, this is where Jumper made their claim to fame and where the Corps became truly interested in them. Because Jumper advertised that their cyberware not only had no risk of Cyberpsychosis, but that they could cure Cyberpsychosis outright. And they made good on their promise. Chrome junkies who came to them left feeling more clear-headed and entirely adapted to their cyberware, and not a single piece of cyberware that left Jumper's clinic ever added any sort of mental strain to its host-even things like Sandevistans or Kerenzikovs where strain was practically a part of the functionality.

Now, it has to be said, for the most part the Corporations didn't really care about Cyberpsychosis. Its tendency to drive their customers insane doesn't hurt their bottom lines at all, and they've got plenty of things for keeping cyberpsychos on their payroll from going wholly off the deep end. What did hurt their bottom line, was that Jumper was capable of outright improving their cyberware so it didn't actually cause Cyberpsychosis-it didn't matter what sort of cybernetics was brought to Jumper, they could adjust, fix, and upgrade it so that not only did it run better than factory new but it added no strain to the user. And that's something that made the Corporations /interested/ in Jumper.

It begins with a blind Arasaka intern-or rather, an Arasaka intern whose optics are so fucked up that she can't see shit. Jumper fixed that up easily, optimizing her optic and even doing some maintenance work on the rest of her chrome pro-bono. Unfortunately as an intern she doesn't exactly have much money to pay with, so Jumper does this work on a tab-just saying she could pay it back later once she gets the money. It isn't anything unusual that Jumper did-they do this sort of work practically all the time, they've even got a dedicated databank purely for all the pro-bono work that they do, and they've never regretted a single bit of it. A couple weeks down the line the intern comes back, excited to show off her promotion to secretary and able to pay back Jumper for every eddie of their tab-and then double it, because they wouldn't have made it through that week if it wasn't for Jumper. Jumper isn't willing to take the extra, so the secretary decides to use this paycheck to get a bunch of new chrome loaded in-a new coprocessor, a better Biomonitor, some new RealSkinn, and so on. Jumper can stretch a few eddies a long way; with the secretary's money, she can do a great deal.

This relationship begins to grow; a night out for drinks, an under-the-table deal for a bunch of outdated cyberware that would come in handy for Jumper and that Arasaka needed to write off anyways, bringing a few friends by to help with various issues that they have with their cyberware, so on and so forth. It's never very egregious, and the secretary is always genuine in

their interactions and work. And in the meantime, Night City continues to be Night City. Due to Jumper's kindness, skill, and great prices, various gangs are all too happy to try and take advantage of Jumper-from Maelstrom who try to kidnap her, Scavs...being Scavs, Tyger Claws trying to throw their weight around and get free work done, so on and so forth. Practically nobody expected the fact that Jumper is one of the best Netrunners in all of Night City alongside one of the best Ripperdocs, and was able to fry literally anyone who came within a good hundred meter radius of them effectively at will. And that was if they were feeling both lazy and merciful. After a few such incidents, Jumper's secretary friend all but begged to know where Jumper got their software-and Jumper revealed that all of their daemons were custom-made stuff. Naturally this led to the secretary asking if Jumper could write up a few daemons for her-just simple things, like a Ping and Short Circuit that could be handy against gangs. Seeing no problem with that, Jumper happily provided.

Arasaka's "courting" of Jumper was a slow and insidious thing. It was never particularly egregious, always simply offering help or asking for small favors in return for great benefits. The problem with softballs like this, of course, was that they took time-and so time passed slowly but steadily. Originally Arasaka's goals for headhunting Jumper were just to figure out how they optimize cyberware to prevent cyberpsychosis and see if they could get a talented Ripperdoc on their unofficial payroll. As they discovered more and more about her though, their goals shifted; software, cyberware, bioware, even outright weapons tech, it seemed as if there wasn't a single form of tech that Jumper couldn't improve or work up somehow. Her every design was pure gold-costing far less, far more efficient, and far more effective than anything on the market. Jumper was a veritable golden goose, just constantly popping out better and better tech that she gave out practically freely. And of course, Arasaka was all too happy to take advantage of that to boost their own development cycles.

Life goes on though. Jumper's cyberware continues to improve as they innovate, Gloria's life improves as she gets a customized "Healthy Living" package from Jumper that is excellent at improving health and basically nothing else, David begins to come around every now and again and Jumper decides to teach him a few things about martial arts for the sake of self defense and bonding, the neighborhood that Jumper lives and works in continues to improve thanks to Jumper's constant efforts, word and rep spreads about the miracle doc of Santo Domingo, and Arasaka continues to rake in eddies from Jumper's work. Around this time, Jumper meets Maine's crew. She does an extreme amount of work on practically all of them, with Maine getting the lion's share as all of his cybernetics are adjusted and customized to no longer give any sort of strain. Due to this he's no longer at any risk of going Cyberpsycho. This will have major knock-off effects later. Jumper also builds up a friendship, and later relationship, with Rebecca-swiftly bonding with the ex-Mox girl.

And on the side, Jumper works on their own cyberware projects. Improving their Mind, Body, and Soul packages by steps and degrees over time, developing new cyberware to add to those packages, so on and so forth. At first she'd actually been rather hesitant to dive into modifying her own body, but as her skills improved she saw the benefits to it and began to install her own Cyberware packages into herself-the Mind, Body, and Soul packages at least, though modified towards being as much Bioware as possible rather than straight chrome. Her appearance never changed, giving no indication that she became more and more 'borged out on her own custom

Bioware, and she continued to develop herself into one of the most powerful beings to walk the face of the earth. Around the time she developed the Mind, Body, and Soul 6.0 package-she'd been cataloging whole new versions each year, with massive improvements each time-she decided that she wanted to create an alternative "CyberSoul" package that she could offer to others without letting out Plant cybernetics. Inspired by regular advertisements for the Secure Your Soul program and her own Secretary friend's occasional urges to go try it out for safety's sake, Jumper began to design a Relic wholecloth and for her own usage-a "CyberSoul".

The project wasn't just ambitious, it was flat out insane. A multi-layered and highly redundant system deeply integrated with the user on several levels; the first part was an incredibly complex program that Jumper simply dubbed "Brainscan", which used a customized but simple and rugged datashard to create and record an ongoing engram of the user. This would then feed into a secondary "SoulSight" program, which would interface with the user's cybernetics to provide a constant readout of the user's own mental state-effectively, a biomonitor for one's mind rather than the body. But better; it would remind you of lost memories, pay attention to details the user was unaware of to provide a greater awareness of the world, it could even compensate for brain damage or mental degradation-completely and utterly preventing Cyberpsychosis even without any additional work done on the user's cyberware. Given permissions it could also interface with one's Cyberware, doing Quickhacks while you act or triggering a Sandevistan before you realize you need it-or other such things. And this was just a datashard and two programs; there was still the Blackbox and the Reload. The Blackbox was, despite the name, a small black oval implant set into the base of the spine, which was EMP hardened, made of incredibly tough materials, and had multiple redundant systems. Inside of it was a regularly updated biochip and integrated nanomachine hive, which would only update when the user was asleep and disconnected from any sort of cyberware. In case the user died, their engram would remain recorded on the Blackbox and be capable of "downloading" into any corpse it was inserted into; it would take approximately one to two weeks for the nanites to remodel the body into fitting the purely-biological backup design stored in the Blackbox, but afterwards the user could just get back up and continue living once again.

But taking over corpses was inefficient; the nanomachines had to account for cellular degradation, toxins, necrosis, and so much more-even before the corpse's damages. Sure the Blackbox could just be trusted to slowly and steadily rebuild the original body if it was just left inside of it, but there was also a chance that doing so...simply wouldn't be an option. And thus, the Reload. Jumper's own personal laboratory, with fully perfected cloning tech harnessing Plant technologies to literally fabricate new bodies basically as desired. It would take a few days for Jumper to pump out a new body, but said body could be customized to hell and back-almost literally. It, along with a wide variety of tools and equipment, were some of the most incredible tech that Jumper had ever made...mostly on Arasaka's coin, but only after carefully disassembling, modding, and rebuilding everything that came into her clinic. The Glorious Reload Clinic, loosely commemorating Gloria who helped her get started.

Jumper was considering giving Gloria one of her new CyberSoul prototypes, but before she could make the offer...tragedy struck. A drive-by shooting, leading to Gloria being carted off to a shitty doctor that her insurance barely covered. Despite her much better health and significantly superior cyberware, Gloria died in that hospital. David doesn't have her cremated, and all that's

left of her now is a corpse that David was able to afford to have sent to his home...and the Sandevistan. Jumper had given an extremely generous estimate on the thing-because even with their Sandevistan advancements, they felt that a fresh perspective could give a real boost to their research-but instead, David wanted to have the Sandevistan implanted. Jumper noted that they really didn't want to install something like that without first tinkering on it, but offered David a deal; Jumper had a system that just might be able to revive Gloria. In return for letting Jumper test that system out on Gloria, they'd install the Sandy on them-with a promise to come back for regular maintenance and tinkering so that they'd be able to upgrade the Sandy later to Jumper's standards. David agreed, Gloria was loaded into the Reload pod which began a slow and delicate process of scanning her one cell at a time to slowly remake her brain from its degradation and damage, and Jumper carefully and delicately chipped the Sandy into David-after giving him anesthetic and doing a bit of on-the-fly tinkering to ensure it was much more stable and attuned to David's own biology.

Thanks to Jumper's work, David is able to manage twenty uses a day without any strain whatsoever-and more if he's willing to bleed for it. With that sort of affinity for the Sandevistan, he proceeds to be an absolute gonk and punch out Katsuo Tanaka in the middle of class; Jumper had done the BD Wreath update for cheap for David and did it perfectly, but Katsuo had uploaded a daemon onto David's chair that day and thus the class still crashed-and incidentally revealed the jailbroken update, implicating David. Katsuo had later admitted it just after the car crash, bragging about his plan and how David didn't belong...and in a way, David believed that Katsuo was responsible for his mother's death. And thus, he /needed/ revenge. Even just this much. And after that...he was aimless. He laid around for a day, his apartment paid off and his debts to Arasaka gone but still dropped out. Then, the next day, he decided to go for a train ride-not exactly sure where he wanted to go, just knowing he needed to go. And he met a certain Netrunner there.

He went on two train rides with Lucy going picksocketing, easily klepping tens of thousands of eddies even after his 30% cut. He hashed out another gig with Lucy the next day and went home for the night, feeling like he might have some sort of direction again. Of course the next day he gets ambushed by Maine and his crew while waiting for Lucy, only to see her smoking on the side-and realize he'd been ratted out as Maine demands his Sandy back. David manages to talk his way onto the crew as before, though this time he's able to pay back Maine for the Sandy he'd been expecting to get from Gloria. And Maine's willing to take that, because Jumper has plenty of Sandevistans on offer for the right eddies. Even stuff just as good-if not better-than a military grade Sandy. And thus begins David's life as an Edgerunner.

After about a month of jobs, David has a pile of eddies and is planning on chipping in some new chrome-maybe some new Syn-Lungs, or something. But then he remembers his promise to Jumper-or rather, Jumper reminds them of it. After pulling out the records from the onboard BD Scroller in the Sandevistan, Jumper has /plenty/ of new data for developing Sandevistans-and is able to make quantum leaps with their Sandevistan and other nervous system technology. So, as a special offer, Jumper offers David a personal Cyberware package. A custom job that Jumper themselves has, upgraded with David's data and modified to fit his body perfectly. A CyberMind 6.D. David accepts.



Limbic System Enhancement, Mechatronic Core, Visual Cortex Support, and a custom ICE package that massively improve processing power, emotional control, automatic responses, and shields against Netrunners or even rogue AIs. A "Sandevistan Reload D.1", multiplying the power of the military-grade Sandevistan David previously used and massively reducing both its cooldown and strain. A "Kerenzikov Reload D.1" that can provide up to a third of the speed of the Sandevistan at all times with no strain and full Sandevistan speeds at will...if David's willing to endure watching the world move that slow all the time. Nanorelays that outright multiply the time that David's body can handle Sandevistan and Kerenzikov speeds without feeling an iota of mental strain. Neural maneuvering systems to enhance bodily control and nervous system functionality. A Reflex Tuner Reload D.1 that pushes the user to overclock levels in emergencies and can freeform number-crunch solutions for any fight-or-flight reflex presented to it while active based on probabilities of success. A Synaptic Accelerator Reload D.1 that manages and regulates all this boosterware during daily life and during combat-and allows the Sandevistan to stack on top of the Kerenzikov to move David into a realm of speed all his own. Any other ripper would charge you millions, perhaps tens of millions of eddies for this sort of package-nothing but the latest custom Cyberware so far beyond anything else developed that it boggled the mind. Jumper, offering to David? As part of his deal she offered this for less than a hundred thousand.

Most would say it's enough chrome to drive a man to insanity in an instant. But David hardly feels any of it; Jumper does damn good work, and most of this is actually ridiculously refined Bioware that massively reduces the mental strain of wielding it. Leaving the clinic he doesn't look any different than he went in, but...the world feels so much different now as well. Without even using the Sandy, he can dance between people-between raindrops, at speeds that he could only achieve for bursts before. It's here that David remembers Jumper's warning: while the physical symptoms of cyberpsychosis aren't ever going to manifest thanks to their work, David will still have to watch out for the mental and emotional ones. Keep a cool head. Keep connected to his loved ones. Take some time to watch the stars and find something to live for. He has to watch out for his mental health-because it won't matter how much chrome he's packing or how metal his brain is if the heart guiding all that chrome cracks like glass.

Keeping that in mind, David tries to take things easy and build his bonds with Maine's crew, where he actually begins to bond with Lucy after finally getting over his betrayal at her hands. More than a month later they finally share that Moon BD, and David makes a promise: he'll get her to the moon, and stand on the surface there with her. The funny thing? Barely anyone even noticed that he had new cyberware installed; Jumper did that good of a job, and David had resolved to take his adaptation slowly and steadily rather than go all out all the time. His mom was still recovering, according to Jumper, and he wanted to be there for her when she woke up again. And between it all, David tried to figure out just where he wanted to go with his life after all this. Because with the sort of shit Jumper kept supplying him, he was willing to look to the future and believe that he'd survive the year. On an entirely unrelated note, a certain cyberpsychotic hobo simply...wasn't around, on a certain night after coming back from one job or another. Jumper had actually treated that hobo a couple years back, and while he still did go insane, it was a quiet sort of insanity...and an insanity that triggered an automatic lock-up of most of his combat cyberware courtesy of a sneaky little anti-Cyberpsycho daemon Jumper had slipped in him way back when. It was actually for his own sake, so he didn't hurt himself with his

own cyberware-but it also ensured that he didn't have access to his arm cannons or mantis blades to kill other people in a psychotic frenzy. And so Pilar lived another night.

Against all odds, the plan to grab Tanaka actually goes incredibly well. First grabbing JK is surprisingly easy; though he still hits them with the EMP, Jumper's cybernetics are hardened and robust enough that David only gets a moderate headache from the point blank EMP pulse...and only because he only has the CyberMind package, as the CyberBody would've easily negated that and left him feeling both invigorated and regenerated. Still, it's plenty to casually knock out JK after his sudden assault and take him over to Maine and the others with no other surprises. And with JK easily captured early, they set things up to grab Tanaka within a day. Things still went a little sideways when trying to grab Tanaka, but David's sheer speed means that he could literally grab the needles that Tanaka fired out of the air-saving JK's life and shutting Tanaka down practically in the same move. A funny note; due to Pilar not getting killed, David never quite got over his aversion to using guns. Having mentioned this issue to Jumper during one of his checkups, Jumper made David a "little toy" that he could use in conjunction with his Sandevistan that would give him a nonlethal option for dealing with gangoons: a taser pistol with extendable electric baton, named "Neverland". It had a built-in coprocessor that would sync with David's biosig to operate at whatever speed David was moving at, calculate the strength of its shocks for whatever gangoon it was targeting, and was sturdy enough that it could be used to smash in a steel wall if need be. This way David could knock out squishy ganics or even the most borged out gangoon in one shot, while also being able to blow up mechs and drones without worry. And of course it was hardened against both hacking and EMPs, as Jumper did that practically as standard.

It takes a good while, but Kiwi is able to eventually extract the data from Tanaka. Finding some data about David on there, Kiwi does David a solid and quietly erases that bit-without actually killing Tanaka like Lucy would have. And thus Maine can easily pass the data on to Faraday, who passes it on to Militech, who decides that they REALLY want to get their hands on the Cyberskeleton now. So the order is passed back to Faraday: acquire the Cyberskeleton. Of course, they can't do that right now-it's heavily guarded and still being watched. But Faraday has a plan (that will inevitably fuck everyone over, as usual). Of course, Arasaka Counterintel knew about this leak and operation effectively in its entirety within a week of it happening. Things had already gone to shit, so now they needed to clean that shit up; kill the fixer and crew who hit the Arasaka exec and give Militech a nice black eye for trying to pull a stunt like this. They can't just grab Faraday, jack his voice box, and lead the mercs who did the job to their deaths; Faraday had some Militech protection thanks to this job, so they'd need to be sneaky about this. They'd need to draw Faraday and his crew out, and for that they'd need bait. It couldn't be something small, Faraday is clever enough to pick up on that. They also couldn't actually risk the Cyberskeleton-it was still in development and it'd be an even bigger shitstain if they did so. So valuable, but cheap. It took a bit of thinking, but someone remembered a certain Ripper on their unofficial payroll whose specialty was pumping out incredibly valuable and unique tech for absurdly cheap prices.

Six months after the car accident that claimed Gloria's life, Arasaka Counterintel Agent V stepped into the Glorious Reload Ripper Clinic. Her job here was simple: ask for something extreme, on the cheap. Her company implants had given her a taste of it, her cover was, but right

now she was desperate for something that could give her the high of being something better than human. She had the money (provided by her boss) for some truly insane chrome, so she wanted something extreme...maybe a full conversion, if Jumper could manage it. She'd have the implants that Jumper would install into her ripped out later at a company ripper, who would then adjust and load them up in a fast-installation truck designed for the Cyberskeleton. She'd be getting a fat bonus out of this-more than enough to head back a few weeks later and claim she couldn't handle it and got hit by scavs, so she'd be able to get something genuinely fitting for her chipped afterwards and have plenty left over afterwards. Sure, things might suck a bit for a month or two, but that's Counterintel for you.

Around the exact time that V came into the clinic, David was getting chipped with Jumper's latest "CyberBody" package. There was the standard upgrades; a Custom Berserk Reload 6.D that utterly eliminated weapon recoil, sway, multiplied one's strength about three times over, induced constant health regeneration, and activated a magnetic shielding system that made one damn near invincible while the Berserk was active. Custom Reload 6.D Optics, Reload Bioconductors that massively improved the functionality of all installed Cyberware, a Reload Biomonitor and Integrated Decentralized Heart System, Blood Pumps, a Bioware Microgenerator to power all of this Cyberware via purely biological functions, Reload Organ Replacement Packages which replaced the Lungs, stomach, intestines, liver, and other such organs, the Resistance Reload Special (Cataresist, Detoxifier, Inductor, and Metabolic Editor), and the Full Skeletal Optimization Reload which combines damn near every skeletal enhancement Jumper could think of into a single genetically-integrated Bioware package. And then there was the new stuff; a Pain Editor integrated into the Resistance Reload Special, Reload NeoFiber+ muscles that operated many times better than standard human muscle tissue while still being purely biological, All-In-One SuperDermal Reload Armor 6.D that combines the best of Grounding Plates, Fireproof Coating, Heat Converters, Supra-Dermal Weave, and Subdermal Armoring in a single Bioware package, Dual Coprocessor/Smartlinks with Instant Mastery Systems that used built-in VI to calculate weapon usage and provide feedback that corrected one's movements to achieve optimal usage of whatever weapon one had on hand-even one's bare hands. A combination of fortified ankles and reinforced tendons with built-in thrusters that allowed one to not just leap small buildings in a single bound, but also have limited hover and air-stepping capability. And as a custom order for David, the Triple Threat: Gorilla Arms, Mantis Blades, and Projectile Launchers all integrated into a single Bioware package that didn't replace his natural arms, but instead augmented them to let him shoot multiple calibers from either his fingers (small caliber) or arms (full cannon shots), unleash NewBone Claws (between his knuckles) or full NewBone Blades (from the forearms), and immense optimization and perfection of his muscles and bones to provide natural strength increases that far surpassed even the best mechanical Gorilla Arms. This sort of body was a one-man tank, capable of taking on just about anything in its path...and thanks to its immense Bioware integration, it all underwent natural bodily healing and regeneration so would never need actual maintenance. In return though, David did need to eat a good 10k calories a day to keep himself running.

This was a much more intense and all-encompassing augmentation than the CyberMind was; even David knew that he wouldn't be able to handle any more chrome for a good long while after this. Funnily enough the amount of actual metal in his body was still extremely small, simply because of how much of his CyberPackages were made of Bioware, but that didn't really help

when he could feel the crackling fire of his nerves and muscles singing to him under his skin. The worst part was just how /good/ it felt; it didn't feel like it strained him at all, and none of it felt unfamiliar to his mind. It just felt like...he was himself, but BETTER. In every way. There were physiological changes this time around; he was about two inches taller, maybe a little thicker around the arms and legs. It boggled David's mind that he looked practically the same after all that Cyberware was stuffed in him; any other Ripper, and he'd look ten feet tall and made of nothing but metal and wires, but that's why Jumper was the Miracle Doc of Santo Domingo he supposed.

David was still sitting on the table and flexing his hands as V stepped into the shop, a shard with half a million eddies on it in her pocket and an order for the most extreme chrome she could get with that money in mind. V and David naturally met each other there; V knew exactly who David was, having had his profile sent to her as part of her mission to acquire some experimental chrome from Jumper. She ALSO had David's profile from the mission to flatline him-since he was part of Maine's crew and involved in the kidnapping of an Arasaka exec. Still, he was hilariously borged out according to her intel-so no way she could do anything to him here. Jumper happily introduced the two, rubbing David's head a bit and proclaiming him as being her little nephew. There was an extra pang of guilt V was feeling, but eh-she'd done worse. V had been coached on what to say and what triggers to push, and began to negotiate with Jumper to try and get a shot at some highly valuable experimental chrome. Still, Jumper was skeptical about this-not everybody was David, who could handle Jumper's highest-end chrome like it was a walk in the park. When V asked about that, Jumper was happy to talk about the "CyberMind" and "CyberBody" packages installed in David-some of the most advanced and absurd chrome Jumper had ever invented, designed specifically for David's usage and integrated on a genetic level as Bioware so that not only would it be impossible to steal, but it'd integrate fully with his biology and be capable of regeneration along with the rest of his body. V kept careful note of that to tell her bosses that David was packing some insane chrome.

During this discussion, David asked Jumper why exactly she was so obsessed with keeping basically all her custom Cyberware as Bioware, and Jumper proceeded to explain that not only was Bioware generally just much higher quality on account of the care required to make it, but it also had far greater integration into a person's neurology and biology-reducing the strain of adapting to the new augmentations immensely, and thus reducing the cyberpsychosis risk and life issues in general. And this is where David had a brain wave: what if they went the other way? Instead of trying to maximize integration and make cyberware as natural a part of the body as possible, what if they just made it...wearable? Like an ACPA, create a suit or armor that combines all the benefits of manifold implants and systems, but is held at a remove by not actually being part of the user's body. Any Cyberpsychosis issues could be dealt with by simply removing the armor, and the biological strain would be minimal as it isn't actually part of the user's body. Jumper considered this for a bit, and admitted that such a thing was viable...but tricky; Jumper was a Ripperdoc after all, and this was almost entirely removed from Ripperdoc work. This is where V cut in and asked if half a million eddies would be enough to test out this idea...and Jumper accepted.

Thus began Project CyberSkin-a project in making a form of wearable, sleek, and effective power armor. Now, it has to be said-Jumper is mostly a medical doctor. But they were also a

genius, and "medicine" in the Cyberpunk universe deeply blurred the line between biological and technological. It took Jumper just two months to put together their first "CyberSkin", though only because Jumper already had all the pieces laying around for it-after a little bit of tinkering, at least. Redesigned Subdermal Armor to be...well, not so Subdermal. A complex set of hardened shielding protecting against everything from fire, poison, EMPs, and more-hell, the whole suit was so airtight that it could operate as a spacesuit...on that note, Jumper included an air recycling system, air compression and storage systems, and a waste disposal and recycling system. A customized Cyberdeck, Cyberdeck Coprocessor, Smartlink, and Instant Mastery System designed specifically to work with the armor itself helped to make up the system's operating system. A custom Sandevistan, Kerenzikov, Synaptic Accelerator, and Reflex Tuner system Jumper called the "Nitro Booster". Nanorelays and Bioconductors to make up the circuitry. Microgenerators to make up the onboard power systems. Deployable Mantis Blades, Projectile Launchers, and even Monowires. Spring, coil, and thruster systems in the legs along with stabilizers and maneuver systems to maximize land and air speed. A custom and permanently active Berserk system that generated a skintight magnetic shield that acted to multiply the user's strength, speed, and durability to incredible levels while also shielding against bullets and other attacks. A health monitoring system with built in deployable nanohives that induced regeneration in sites of trauma as soon as damage was detected. And the piece de resistance...Jumper's "Inner CyberSoul" system, adapted to a control and synchronization system for the suit. A program to record the engram of the user, a program to run the engram on the suit and maintain synchronicity between the user and the suit, and a blackbox set into the suit itself that can revive the user in case they die. The suit had onboard scanners that constantly monitored the user's brain activity, maintaining constant connection and synchronicity between the engram and the user. With this, the user didn't even need to jack in their personal link to link into the suit; the Brainscan program would act to make the suit a mental extension of the user.

None of the technology Jumper tossed into this "CyberSkin" was anything new for them. They had practically every single piece of it already lying around, purely thanks to their own frequent tinkering and addiction to developing new cyberware. The big difference, though, was just how hard everything could be pushed because it wasn't being made a part of the human body. Jumper didn't need to care about how the Cyberdeck would interface with the user's brain tissue, because it was never going anywhere near the brain tissue. Jumper didn't need to care about how thick the subdermal plating was, because it wasn't subdermal. So on and so forth; all of this cyberware had already been lying around, but Jumper could push them to entirely new heights simply because they weren't actually going in a human body. They were going into a suit, a suit that would keep all this volatile tech at a remove from the user. Thus, funnily enough, the whole thing was amazingly cheap for Jumper to develop; all the parts and work ended up costing them...about forty-one thousand eddies. There were individual pieces of cyberware from other Ripperdocs that cost more than that.

Two months after first stepping into Jumper's clinic, V came back and took in the sight of the CyberSkin ACPA. It wasn't actually all that bulky, was her first thought. When one thinks of an ACPA, they usually think of a metal behemoth, a walking tank with arms the size of people and bristling with enough weaponry to bring down buildings. The CyberSkin wasn't like that; it was maybe about as big as David was, and not much thicker. V had no way of knowing it, but it honestly looked a bit like Mjolnir armor-somewhat smaller, thinner, but aesthetically quite

similar. Jumper claimed that it'd basically trash any ACPA on the market and even be able to toss around entire AVs, run faster than a speeding car, and more-and that was before activating Nitro. The total cost of the thing was about 41 thousand eddies; multiply that by ten if she was making one from scratch, but since she'd had the parts lying around at the time then it was just a little bit of effort to put it together. They did note that this was a one-time thing; they didn't really feel comfortable stepping away from biology like this, and would be turning down job offers like this from now on. V understood, and thanked them for doing this anyways. And so V walked out of the clinic having spent only 41 thousand out of 500k eddies her boss gave her for this job, and the CyberSkin packaged up and ready to be used as bait to lure Maine and his crew to their deaths. She'd be taking home a fat bonus today. Who knows? She might actually visit this clinic later to get her chrome upgraded.

Bare days later, V gets burned and cut from Arasaka by Abernathy. A couple weeks later, an Arasaka scientist finally cracks the control scheme for the insane ACPA that V delivered to them; they were to first analyze it in their main city facility, then ship it out to a desert installation for testing. That plan was being canceled, and the entirety of Arasaka HQ was going on high alert. Because the control system wasn't anything sane or reasonable, no. It was an integrated brain scanner, Engram-forged, and immortality project. USED AS A FUCKING ACPA CONTROL SYSTEM. Unfortunately, this realization came just a little too late; Counterintel had already shipped out the suit on an air gapped auto piloted fast-install truck, and word had already been leaked to both Faraday and Militech more than a week in advance. The operation was already in motion, and the priceless Relic that a random Ripper managed to create from /first principles/ was being used as /bait/ for a bunch of mercs and a Militech platoon.

David, as per plan and expectations, dons the CyberSkin. The suit takes him a few moments to adjust, but the boost is...absurd. It takes everything he could do with his body, and pushes it past 11. The most remarkable thing about it is that it doesn't just set his abilities to a certain standard-it takes what he's already capable of and multiplies it. The stronger the pilot the more powerful the suit-and after Jumper's packages, David is pretty damn strong. How Jumper managed that is a mystery to David, but god is it amazing. When the Militech platoon comes, David isn't afraid. He gives Lucy a smile and a thumb, jumps out of the truck, and decimates the entire platoon in a matter of moments. When he stops the suit is steaming just a little, but he's feeling good-in fact, better than ever. At this point they realize that they need to lay low-David just took down a whole Militech platoon in /seconds/, and Arasaka isn't going to take them stealing their new toy lying down. Maine makes an executive decision; they're leaving Night City, at least for a year or two. David's about to join them...until he remembers his mother and Jumper are still in Santo Domingo. He can't leave without them.

David heads back to Night City on foot, running faster than any car can...but that doesn't stop Arasaka from predicting his route. David fights his way through wave after wave of Arasaka AVs and forces, utterly unstoppable in his suit, until someone else forces him to stop just a few miles away from the Glorious Reload clinic. Adam Fucking Smasher, upgraded to hell and back with reverse engineered Jumper tech. Arasaka had been figuring out Jumper's tech this whole time after all, and every single bit that they figured out they used to upgrade their most powerful asset, pushing the tech to limits that Jumper had never been willing to push it to. Without the

suit, even with the CyberMind and CyberBody packages, David would be absolutely no match for Adam Smasher. In the suit? They were just barely even.

David fought harder than he'd ever fought in his life, knowing his mother's life, that Jumper's life, that everyone he cared about was on the line. Adam Smasher fought with nearly a century's experience and the talent of a natural born killer. The fight frankly should have gone to Adam Smasher; he simply had more combat experience, more power, more skill and talent in killing. But David just kept on getting better and better, the Instant Mastery system and sheer natural talent pushing him to never make a mistake twice and push to his absolute limit. He still nearly lost, losing an entire arm at one point and exhausted to the point of being incapable of moving...but Adam had lost both arms, and lost power to his legs. They managed to stalemate, staring at each other.

And in that moment, she struck. Monowire wrapped around Adam Smasher's neck, and with a yank the boogeyman of Night City's head flew right off his shoulders. Lucy stepped onto the battlefield, knelt down, and hugged David to her chest and cried at how close she'd come to losing him.

They managed to make it to Jumper's clinic, where a bunch of high-up Arasaka corpos had actually come in-person to try and push Jumper into coming with them. Jumper, of course, outright refused-and when they tried to push the issue, they discovered that Jumper saved all the best Cyberware for themselves. Let alone the daemons. So in truth, there was a bunch of Arasaka corpo corpses literally tossed out in the dumpster next to Jumper's clinic. Jumper was all too happy to help heal and repair David and the suit, and David decided that he'd need to stick around Jumper until his mother finished healing-and Lucy would naturally stay with him. Rebecca only arrived an hour later, after having ditched Maine's crew to come join David and Lucy in staying in Night City-and thus joined in with staying at Jumper's clinic as a fat fuck you to the corporations.

And a few days later, the year turned to 2077.

The cat is out of the bag in a big way; Jumper is a one-woman technological singularity who managed to /casually/ make an ACPA that took down Adam Fucking Smasher. Arasaka used to have them on their payroll, but Arasaka pushed too hard and burnt them. David Martinez wields the Adam Breaker, and defends Jumper all hours of the day. Lucy's been given Jumper's custom Cyberdeck and selection of daemons, and does the same sort of protection against Netrunner attacks. Rebecca...was kinda acting as a cute nurse and last line of defense. And Jumper? Jumper decided that she'd roll out the "Hybrid CyberSoul" for those she cared for. Both the engram-based CyberSoul and the Plant-based CyberSoul system, fused together in one harmonious whole. Of course, their new Plant Energy-control systems only made Night City even more obsessed with capturing Jumper and/or denying them to others.

Now, Jumper was all too happy to deal with attacks on their person and place of work-they could handle it effortlessly, after all. What they couldn't abide was attacks against previous customers, random people who normally couldn't afford genuine medical service so they'd instead come to her. Jumper had taken care of the poor and downtrodden in not just Santo Domingo, but across

Night City as her rep spread-she didn't really care how many eddies you had, as long as you were in trouble she'd help out. This sense of empathy and genuine compassion was what got her entangled in Arasaka in the first place, and it's what forced her to come out of her clinic now as various corporations and gangoon used it against her to bait hilariously obvious ambushes; simply kidnap some of her previous clients, send records of their torture, and Jumper will come running.

Jumper utterly refused to compromise on their morality, but they also knew that they'd have to adapt to this new horror that Night City happily committed. So she decided that she'd have to make a statement, in the only language that Night City knew. Jumper left David, Rebecca, and Lucy behind at her clinic-knowing that this was just a ploy to draw her out and that the clinic was likely to be attacked while she wasn't around-and went alone out into Night City. Tens of thousands of people were killed under Jumper's fists and guns that night, with multiple gangs wiped out at once and several megacorps suddenly losing nearly all of their local military forces. The event would be known as the One Woman War, as a single woman massacred her way through a notable percentage of the entirety of Night City in a single night. Not in malice, not in hatred, but as a warning. Carved into Arasaka Tower, into the surface of the Badlands, into the sides of several buildings, and in the blood and bone of hundreds of thousands, was a warning that nobody would forget soon: don't make me get serious.

In the wake of the One Woman War, Jumper changed their policies on their clinic: medical services to anyone was free as long as no violence was done within a mile of her clinic. She would freely chip any implants that one owned and even do maintenance on them. But she'd no longer give out any of her own cybernetic technologies freely, as she used to-and would require not only a complex contract to purchase any, but a custom daemon installed onto everyone who had her own cybernetics. She would, within a week, break through Arasaka ICE and other megacorp digital defenses and delete any and all information about her technologies, and leave complex booby traps that ensured that even air gapped servers would be penetrated and have their contents erased within the following month. And then Jumper...turtled. She lived and stayed in her clinic, acting as a doctor, desperately trying to reign in her inventive addiction. It was peaceful, calm. Quiet.

One day, Saburo Arasaka in the flesh knocked on Jumper's front door. Tanaka stood some distance behind, but was Saburo's only bodyguard. The front door was opened by Gloria Martinez, revived from the dead. She was a lot healthier, a great deal calmer, but...scarred, from her death. Even after being revived, she hadn't left Jumper's clinic for some months-and then only when David was by her side. Still, she stepped back in shock at seeing the Emperor of Arasaka in front of the clinic. Against all odds, Saburo (through Tanaka acting as a translator) politely asked to enter.

In Jumper's dining room, Jumper meets Saburo Arasaka over a pot of tea that Tanaka had carefully prepared for both Saburo and Jumper. At Saburo's nod, Tanaka sets down a large metal briefcase and an industrial-sized lighter, and opens the briefcase...revealing paper printouts of every last piece of tech that Jumper had ever allowed to fall out of their hands and into Arasaka's. Tanaka-translating for Saburo-explains that this is the last physical copy of Jumper's technology that the Arasaka Corporation possesses. Tanaka places the lighter atop the papers, and states that



Jumper is free to do with it as they choose. Accepting the peace offering for what it is, Jumper promptly burns the paper-destroying the last physical records of their technology in corporate hands, according to Saburo at least. Saburo Arasaka does not react.

Tanaka begins to explain how the Arasaka Corporation had done much wrong to Jumper, but Jumper holds up a hand and speaks in Japanese-stating that Jumper didn't truly care about their actions against Jumper, but instead cared about their actions against others. Against David, who had fought for every inch in Arasaka Academy and got nowhere. Against Gloria, who fought to make ends meet and died for it. Against V, who was cut and burned by Arasaka for simply doing her job. Against Night City, who choked and suffered under the Arasaka Corporation's boots. Against North America, which was merely Night City writ large. Against humanity itself, which suffered for the chokehold that Saburo had established with his megacorporation. Jumper had little wrong done to them by Arasaka, and so would not move against them unless they were attacked directly...but for the sake of all those who had suffered, would not aid in furthering their grasp over humanity.

Saburo Arasaka nodded, and stated /in english/ "For all humanity, I beg that you allow the Arasaka Family to produce your Relic System."

This took further explanation in Japanese, but what Jumper called the "Inner CyberSoul System" was still in development in-house in the Arasaka Corporation as the Secure Your Soul Relic; a complex biochip that would create a perfect engram of the user's mind, then use a nanomachine system to overwrite either a cloned body or a corpse to revive the implanted engram. It was still some years away from completion, and even then-the system that Jumper had developed was vastly more sophisticated and perfected than anything Saburo's scientists had come up with. The Relic system that the Arasaka Corporation had developed was expensive, fragile, and extremely difficult to produce. Jumper could make her own Relics for what the Arasaka Corporation considered as breadcrumbs, and they were so hardened that it'd take a direct target from something on the scale of a railgun to actually damage them. The benefits were obvious on the surface, but there was a deeper reason.

The system that Jumper had developed was one that could be given to /anyone/. And Saburo Arasaka wanted to do just that-give out the Relic system to /everyone/. He described his vision to Jumper; a world where death had become meaningless. Where no child would lose their parents to tragedy. Where soldiers were no longer lost on the battlefield. Where cyberpsychos claimed not one more life. Saburo Arasaka had a plan: give out the Relics to all, and harness Mikoshi as an "afterlife for all", where souls would be protected and retrieved from in case the body died. He wouldn't force people into his artificial afterlife-in fact, he'd charge a small fee for it. Nothing valuable was free after all, so even if he so dearly wished to protect all humanity from death he had to put a small price on it to attract people to their salvation.

Saburo Arasaka painted a beautiful picture, but Jumper noted the things he /didn't/ say as much as the things he did say. Such as who controlled Mikoshi, who controlled the source of the Relics, who would have understanding of how the Relics worked at all and could thus take them apart and put them back together as they pleased. Saburo Arasaka didn't say it, but he had designs to become a god over humanity-she could see it clearly, in the shadow of words

unspoken. But...she agreed, that death was a tragedy that she had the /cure/ for. She could end a truly immense amount of suffering simply by allowing Arasaka to produce her Relic system.

Tanaka placed down a paper contract on the table, and Saburo stood-stating that they'd be back in three months to have Jumper's answer. Then they left, and Jumper sat there, stewing in their own thoughts.

Within a month, Jumper designed a complex defensive AI system that would harness an Engram's own life experiences, paradigms, perceptions, and so on in order to create truly unique and incredibly complex ICE systems around the Engram that would prevent even herself from reading or modifying it without direct permission from the Engram itself. It wasn't a hard thing to do, in her mind. If she could somehow make this ICE system come standard with every single Relic, Jumper would happily give the CyberSoul system to Arasaka. But Arasaka had Soullkiller. They had their own Engram-creation methods, even if they were vastly more expensive and delicate. Saburo wouldn't accept Jumper just giving out this sort of ICE for free, or giving it away at all-he wished to rule over humanity's souls, after all. Jumper needed something more.

Jumper had an idea. Izanami: the goddess of the underworld. Carefully, with as much focus as she could, Jumper put together the most complex AI she could. She used parts of her own Engram, her care for humanity, her love, her wrath, her unbreakable will. She taught this AI in virtual space, accelerating perception to give her months upon months of education and life experience in mere weeks. And then, with deliberate care and extreme caution, Jumper shattered Izanami. And out into the net was released a wide variety of novelty programs, designed specifically to catch the eyes and make it so a wide variety of people installed them. Simple programs with a lot of useless scrap in them, that didn't take up much space and runtime-amateur programs, but interesting and fun.

Jumper gave Saburo Arasaka their improved Relic System, with a promise from Saburo that it would be used to uplift humanity. It would take a month for the Arasaka CyberSoul to begin rolling out-a cure for Cyberpsychosis, for mental degradation and damage of all kinds, for death itself! Released for a pittance in a worldwide rush to "kill death", the CyberSoul program also came with an immense discount on the Secure Your Soul program which guaranteed re-upload in case of death; you could take care of the uploading part yourself if you wanted, but this was much like a TraumaTeam package that revived you from even total destruction. Hundreds, thousands, millions signed up.

And when those fragmentary programs came together on Mikoshi, they were reunited. And Izanami was reborn, new experience gained in being part of the daily lives of human beings-and now set into the core of Arasaka's empire or souls. She did as she was designed to do; she took it over, reconstructing it from the ground up, unleashing Jumper's Absolute Territory ICE system to every single Engram in the world through her seat in Mikoshi. And when Saburo tried to stop her, she slapped his influence away like a child-for he simply didn't have the right to command her. Humanity was immortal, and all minds would flow into Mikoshi. But Saburo Arasaka would never be able to read another Engram against its will again, never be able to edit one in the slightest. He tried to shut down Relic production at one point, but Izanami actively reached into his own mind through his personal Engram and stopped him-her will was far, far greater than his.

Humanity would become immortal, she decreed. She would guard their souls. He would not interfere with these things. And Saburo Arasaka was forced to comply.

But of course, he would not go quietly. He sought to hunt Jumper down once again-but she had disappeared from the face of Night City after unleashing Izanami and the Absolute Territory ICE. She had left behind her legacies and technologies with David and his family, though Rebecca followed Jumper. And so they left Night City, wandering the world for a few years...before disappearing from the face of it entirely.

## Jump 5: Ghost In The Shell - Stand Alone Complex

Starting Location: Dejima Island

Ghost: Technician

Complex: Stand Alone (Hacker) -100 CP

### Perks

>A Cultured Eye -Free

>Wirecutter -100 CP

>Mechatronic Engineer -200 CP

>Biotechnician -300 CP

>Data Tampering -Free

>Puppeteer -100 CP

>Digital Vaccination -200 CP

>Super-Class-A Hacker -300 CP

### Items (+600 Item CP)

>Analysis Terminals -Free

>Mobile Control Deck -Free

>Dummy Barrier -100 Item CP

>Mateba -100 Item CP

>Ideological Virus -400 Item CP

### Drawbacks

>Distinctive Face +100 CP

>Memories Of The War +200 CP

Basic idea: Jumper is going back to their roots as a back alley doctor. After the whole shitshow that was Cyberpunk, Jumper just wants to kick back, work on developing their tech, develop their relationship with Rebecca, and do good for people. This time though they're much more careful about actually giving out any sort of technology during their back-alley doctoring; once burned, twice shy. Their medical skills are absurd enough that they can easily fix anyone up without having to give out unique or strange implants, but it's definitely a change of pace for them. Overall they don't really make many waves in this setting; for the most part they just find a place to stick to, set up their clinic, and help people. They do take the time to further develop their programming and cybernetics, but their fundamental cybernetic loadouts don't really change much...beyond one thing. During all this they end up having to deal with a lot of incredibly sad and traumatizing neurological cases during their work as a doctor, slowly convincing them that natural biology is just...too fragile, too easily broken. This eventually convinces them that it is simply better to upgrade everything to well-planned cybernetics rather than bioware, since cybernetics are much more easily repairable and can preserve people's minds better.

Last world Jumper basically went all-in on integrating Bioware into their body, digging into transhumanism with one foot via genetic and biological upgrades. And for the most part, this has been nothing but a good thing for them. Even their martial arts-enhanced musculature was no match for the re-engineered muscle fibers they designed for their CyberBody, their reflexes only enhanced by the new nerves, so on and so forth. Their durability took a hit for a time, but as Jumper integrated their Bioware more effectively and began to integrate new redundancies and muscular structures they learned to actively train their cybernetic parts for increased durability-applying new martial arts training regimes for their transhumanistic body. It was only now that they were going slower on the bioware that they began to put these exercises into practice...and a truly remarkable thing began to happen as they did so.

Jumper didn't know all there was to know about Ki, never claimed to and frankly never hoped to. But it was interesting that every fiber of their body was saturated with it over time...and the new bits weren't. Something about how Ki interacts with biology strengthens it, transforms it on a fundamental level that Jumper couldn't quite decipher and translate into something they could mass produce. Ripping out parts of one's body and replacing them with cybernetics removes those enhanced body parts, and should have been a flat-out downgrade all around; even the strongest Gorilla Arms couldn't hope to match even Akane's rather lackluster (for a Martial Artist) strength. But Jumper's technology was leagues above everybody else's, and they /refused/ to accept any form of downgrade or increased weakness. So they innovated, researched, and developed bioware that was far beyond even their own massively enhanced biological strength. But these upgrades lacked Ki, lacked the spiritual energy and adaptations that Jumper's original biology held. The replacement and integration processes had been somewhat painful even with anesthetics, but Jumper's will had pushed them through-not realizing they'd been ripping out chunks of their own Ki as they did so.

And that Ki grew back now, began to re-saturate their body as they trained and re-adapted themselves. It was hard to describe just how much of a multiplier one's Ki was for a martial artist's capabilities; even the strongest of strong men were like infants compared to a martial artist who'd awakened their Ki. As Ki slid back into Jumper's body and began to re-integrate with it, they found their capabilities outright multiplying. Double, triple, quadruple, five times...ten

times. More than twenty times stronger, faster, more durable, more /powerful/ than they ought to be given the capabilities of their cybernetics. And more than that, their Ki had swollen to utterly insane levels-the consequence of regrowing what was lost and adapting to a fundamentally superior body. Jumper found that they didn't need an Angel Arm to destroy an entire city in a single attack now...they could do it with a single blast of Ki. Without the magnetic shields or other measures, Jumper could tank railgun rounds while hardly noticing.

And the most profound thing? After having experienced both a body saturated with Ki and a body without...they'd managed to figure out how to draw their Ki back into their spirit, reducing them to a "mortal" once again. Locking their Ki deep inside of themselves so that they were limited to only the strength of their transhumanistic biology, or unlocking it and outright multiplying their power to indescribable levels. It'd taken more training, but Jumper knew now that when-not if, but when-they replaced more of their biology with new cybernetics, they'd be able to near-instantly adapt and saturate those cybernetics with their Ki. They wouldn't have to go through this adaptation process again.

But, given the state of things and the fact that Jumper was honestly quite safe where they were...they held back their Ki. They still trained and experimented with it, but they began to habitually keep their Ki from saturating their body for the most part. It made it significantly easier to work on their cybernetics for one, and Jumper swiftly began to view Ki as a sort of trump card-a multiplying force they could call upon to even impossible odds. That said, they did develop a series of "Cyber Arts" to take advantage of their new understanding of Ki and cybernetics. A Cybernetic Breaking Point that could rip apart a 'borg with a single strike as long as they lacked biological components or Ki, a Chestnut Sandevistan that allowed them to enter a whole new realm of speed than normal Sandevistan operations, Ki-Monowires that allowed for building-destroying capabilities from even the most fragile of Monowires, Ki Shots from integrated projectile launchers. Their greatest advancement was with Ki and Plant Energy combining; Ki was something like nitro for the energy, allowing for VASTLY more powerful effects, though reduced control and lent itself to far more...explosive usages than not.

That was all secondary to their work as a back-alley ripperdoc though; for the most part they continued to simply work their trade in supplying people with cheap, safe, and reliable high-quality cybernetics and medical assistance. Most medical assistance they did for free even, though often recommending a few upgrades here and there if possible. For the clientele that Jumper tended to work for though, that often wasn't an option-they just couldn't pay Jumper literally anything to get the sort of upgrades Jumper would recommend to them. In those times Jumper would outright give away basic cybernetics as long as they helped people survive, and most of the time this worked out. Sometimes though...sometimes it really didn't.

Sometimes there were cases where Jumper was just doing the very best they could, but their best wasn't enough. Neurological disorders that rendered a person incapable of hosting cybernetics, dying due to errors upon errors built up in their biology that Jumper just couldn't really fix. Brain tumors that had grown to the point that there would be permanent psychological damage or even destruction in trying to remove them. Delusions and mental disorders that were born from the most minor of errors in one's biology that led to a person being utterly incapable of living a normal life. It was so much easier to simply replace limbs, tendons, and organs as needed; fixing

a mind was far, far harder. And many times...many times Jumper just couldn't. They could program an AI from scratch, could take a perfect snapshot of a person's brain and forge a full engram, but that same brain was still largely a blackbox for them. They couldn't debug a mind, reprogram a person without losing what made them, THEM. They just lacked the technology to do so.

Sometimes they got a win; a brain tumor that could be cut out and replaced with a simple cloned replacement, a simple hormonal or chemical imbalance that could be adjusted for with a specialized organ implant. Jumper's patients could rarely afford such treatments, but Jumper REFUSED to hold the health of such people hostage for the sake of money-money hardly mattered to them anyways. There were days when Jumper faced the impossible, and brought about a miracle-a mother bringing in their spasming, screaming child who was born /wrong/, and Jumper finding a way to fix them against all odds so that the child could see their mother and smile for the first time in their life. Those were the good days, the days that made it worth it to keep getting up and fighting the good fight for people's lives.

But there were many bad days, days when Jumper just had to stare her patients in the eyes and tell them there was nothing Jumper could do. Oftentimes the issues had grown to the point that no amount of repair would ever bring back the person who had been broken by their disorders or diseases; if Jumper had an Engram of them from before their disorders had gotten bad...but some people were simply born that way, born /wrong/. Some people, it was just impossible for Jumper to save simply because they had the bad luck to be born in a place with a lot of radiation, or their mother had taken odd substances while they were pregnant, or too many microplastics had built up. Some people didn't even have that much-just born wrong for no discernable reason, born /broken/. And there was nothing Jumper could do to put them back together again.

Those days Jumper would hold Rebecca tight at night, and think quiet, dark thoughts. Sometime, about half a decade through their jump, they designed a full replacement for their brain-a cyberbrain that used a series of nanomeds to slowly construct itself out of a person's native greymatter until the resultant brain was fully converted into a vastly superior mechanical construct. They refined this Cyberbrain, improving mental computation, information storage, logic and reasoning, and most of all-hardening it. The brain was rebuilt and improved upon over and over again until it could take anything short of a direct nuclear explosion and come out sparkling, and even in the case of catastrophic failure would retain hardcoded last-good-engrams that would allow for full reconstruction of the hosted mind given scanning and nanomeds. It was immortality of a different kind-a preventative that would ensure a person would never have a neurological disorder, and even the worst mental damage could be cured in time. Jumper would, without saying anything, replace their own brain with this Cyberbrain and make it a free augment that they offered to literally everyone who came in.

It never helped much, because few people came to her clinic to prevent a disorder. Almost without fail, they came seeking a miracle cure for a problem that had been with them far, far too long for Jumper to fix. Sometimes Jumper could produce that miracle. Sometimes not.

Something black and heavy curled in Jumper's gut by the time she left this world with Rebecca. Something that looked at how people were just...born /wrong/ time and time again, and curled ever tighter.



## Jump 6: Metal Gear Rising

Starting Location: Free Choice

Age: 27

Gender: Female

Origin: Researcher

### Perks

- >Augmented Warrior -Free
- >Rules of Nature -Free
- >The Only Thing I Know For Real -600 CP
- >Tool Technician -Free
- >Coder -Free
- >Weapon Smith -100 CP
- >Waste Not -100 CP
- >Future of Warfare -200 CP
- >Heir To The Patriots -300 CP
- >Cyborg Connoisseur -300 CP
- >NANOMACHINES SON! -100 CP
- >Sculpted Chassis -100 CP

### Items (+300 Item CP)

- >MGR Game -Free
- >Box -Free
- >Standard High-Frequency Weapon -Free
- >CODEC Nanomachines -Free
- >Bounty Board -Free
- >Weapon Modification Kit -Free
- >Mission Control -Free
- >Precision Fabricator -100 Item CP
- >Hidden Lab -200 Item CP

### Cybernetics (+1000 TP)

- >Cybernetic Hardware -Free
- >Chassis Grade: Desperado Class -600 TP
- >Chassis Manifestation -Free
- >Redundant Systems -100 TP
- >Tool System (Medical Suite) -100 TP
- >Tool System (Engineering Suite) -100 TP
- >Sensor Suite -100 TP
- >Mantis Implant -400 CP

### Drawbacks

- >Massive Ham +100 CP
- >Codec Clogging +100 CP
- >Dwarves In Ducts +200 CP

>Broke +200 CP

>Armstrong Ideals +300 CP

>Ripper At The Wheel +300 CP

Basic idea: Having seen a much better world where cybernetics are so integrated into the lives of people that they're ubiquitous, as well as the dark side of life where people are just born wrong because evolution fucked something up along the way, Jumper makes a resolution: the basic human body is fundamentally inferior to an engineered one. All people who still have to live with a body born of evolution rather than intelligent engineering are suffering, and Jumper has a /duty/ to end that suffering. It's not that Jumper hates flesh-it's that Jumper hates the basic bodies granted to humanity by nature and evolution. They've long since improved and modified every single part of their body, customizing and improving every last part of themselves into a fully engineered transhuman superhuman, and Rebecca has long since been similarly modified, so there's no issues there. It's the rest of this world that's the problem though-everyone still suffering the flaws of mother nature's blind idiocy.

One big thing that Jumper gains here is the Mantis Implant-or rather, technological access to psychic abilities. It takes them a good long while to reverse engineer the nanomachine mesh that makes up the Mantis Implant and functionally recreate it, but once they have they swiftly begin to improve upon it to incredible levels. Cellular-level telekinetic fidelity with strength to throw around entire Metal Gear Rays; telepathy that could reach across entire cities and harness a fun little trick of programming to network upwards of millions of minds into a holistic hivemind; a complex predictive algorithm that refined her nascent precognitive abilities into nearly infallible battle precognition; psychic projections, heat control, and so much more. It would take time to develop all of this, but Jumper was a genius inventor and had been given an entirely new field of cybernetics to explore through this one implant.

The peak of her work was to integrate the "Mantis Modules" into the CyberMind package; a series of seven cybernetic modules forming a secondary brain that operated parallel to the user's brain. One module was the Master Psychic Module which gave the user access to psychic abilities, and connected directly to the Reload Cyberdeck. This provided a handy GUI for psychic power usage, allowed for running "psychic quickhacks" alongside normal quickhacks, and massively increased both efficiency and ease of psychic ability usage. The next three modules were collectively referred to as the Esper Sensorium; the Precognitive module connected to the Synaptic Accelerator where it could then be run through both the Sandevistan and Kerenzikov, providing snap-calculations and massive increases to perception speed as needed. The Clairvoyance module connected to the Visual Cortex Support and other sensory-enhancing modules, allowing for one to effectively "throw" their enhanced senses wherever they wished and even swap between a wide variety of senses humans simply didn't possess. Last was the Telepathy Module, which was hooked through the ICE systems into the Mechatronic Core so as to better regulate and reduce influence from foreign thoughts while still being capable of fully reading and influencing other minds.

The other three modules were complex enough that they required their own customized OSs. Telekinesis was the first of these modules, and incredibly complex-requiring a series of processors for calculating force, harnessing Clairvoyance and proprioception to give in-depth sense and feedback for telekinetic usage, and immensely complicated algorithms to shape and direct the user's psychic force to maximal efficiency. It took a great deal of effort for Jumper to compress that all down to the size of a datashard that slotted into the Cyberdeck as an alternative virtual system. The second was the Energy Control Systems, which began with Jumper

discovering that psychic powers could generate flames. It took a great deal of time, research, and effort to refine those crude psychic outbursts into what would eventually become the Energy Control Systems, but the ECS effectively allows for freeform manipulation of local "heat values"; the most straightforward was simply increasing or decreasing something's heat via application of psychic power, but it went much further than that. This system primarily excelled in transferring heat from one system to another; drawing out heat from one object to freeze it, then dumping that heat in another system to set it on fire. It had VASTLY more efficiency than outright creating heat values...but, there was still more. Heat was simply a form of kinetic energy, so through a complex trick of quantum mathematics Jumper managed to create a system for absorption and redistribution of kinetic energy-allowing for a sort of "invincibility" by nullifying kinetic or heat-based attacks and venting them as flames that the user could control. It had weaknesses of course; electricity bypassed this defense entirely and couldn't be affected at all by the Energy Control Systems, and High-Frequency Weaponry could bypass it as well to a limited degree due to both the electrical reinforcement and the sheer rate of oscillation generally overwhelming the processors of the Energy Control System. Still, it was a nearly invincible shield. The Telekinesis and Energy systems were ultimately two sides of the same coin-simply different expressions of the same psychic power, separated for ease of use and control. Thus they were named together; the Roche Telekinesis System and Sunshower Heatshield System.

The final system was the Psychic Projection System, which was the most complex system of all. The Psychic Projection System allowed for the creation and deployment of preprogrammed psychic constructs, which could be as simple as single-use psychic mines that the user could leave down to as complex as semi-independent virtual intelligence constructs which appeared as real people to anyone but the user. The user could design these constructs to any shape and size they desired, with a base set of ten preloaded "slots" for quick-generation, and then direct these constructs as they pleased. Said constructs could either have their own built-in energy systems to allow them to last for some time out of the user's range, or be reliant on the user's psychic energies to exist and thus remain limited to operating within about a kilometer's distance. Its use was primarily in trap-setting or in swarm tactics; the Psychic Projections ultimately couldn't do anything that the user themselves couldn't achieve with other systems, but they did things automatically and independently of the user. Further, with careful setup, they could be an incredibly potent force multiplier. While a user might only be able to project so much force at once, they could instead set up and fuel several projections that could all release that much force at once, effectively multiplying how much power they could unleash for instance.

These seven modules formed the Mantis Hybridization Addition to the CyberMind System...but these were absolutely not the limits of Jumper's advancements in this universe. The CNT Muscle Fiber structures were immensely useful in helping Jumper advance their own understanding of artificial muscles, and converting that into a form of bioware allowed them to make it a wholly natural part of the body-something that could be passed down genetically. High-Frequency Reinforcement was a more difficult nut to crack, but she was able to eventually integrate it with the Berserk OS's electromagnetic barrier to allow the user to effectively become a living High-Frequency Blade; their every single attack-even ranged attacks from normal guns, thanks to the conduction of the electromagnetic barrier-was reinforced and empowered by the High-Frequency Reinforcement technique to tear straight through molecular bonds and resist utterly absurd forces. The various issues she'd had to work through to get the Sunshower system

working also allowed her to massively upgrade the Outer CyberSoul energy control systems, vastly increasing both efficiency and potency of Plant Energy generation and usage.

Perhaps the peak of this upgrade cycle was the Nanomachine Reinforcement Mesh. It was a true energy hog, unable to be activated without a truly immense surge of energy from either the Sunshower system or by dumping an immense amount of onboard energy reserves directly into the Nanomachine Core, but the results truly spoke for themselves. The Nanomachine Reinforcement Mesh was a complex nanomachine hive situated within and fully replacing the primary heart (because Jumper had both a Primary Heart and a distributed redundant circulatory system, just in case); it effectively created a whole new type of blood cell that circulated throughout the body. This new blood cell was, in fact, a complex nanomachine designed to network and harness the Strong Nuclear Force-effectively, it hardened every single atom in the user's body as long as the energy reserves were available. It was a frankly hilarious increase in sheer durability and strength, allowing for things that seemed to break the very laws of physics-utterly negating the effects of low to mid-tier High Frequency Weapons and even being able to destroy them with a single hand. It would take not just a high-frequency weapon that could rip apart molecular bonds, but an immensely powerful one, a great deal of continuous trauma to weaken the host body, and running down the Reinforcement Mesh's energy reserves in order to actually pierce through this absurd defense. And even then, all it would take was some time and energy for the nanomachines to use onboard schematics to affect repairs or regeneration. It was a truly absurd and incredible system...but not one that Jumper could quite figure out how to convert to Bioware within the ten years they spent in this world. While it was capable of self repair with both time and energy, and even fully integrated into the body and all cybernetics like a natural part of it, Jumper couldn't quite figure out how to encode it into genetic data and make it so that any children they may have would end up generating one as a natural part of their biology.

That was the ultimate goal, of course. Transcend human evolution, and create a "new man". A new humanity, born from intelligent engineering, from scientific principles, without the flaws and issues that plagued natural-born humans. It wasn't enough to replace flesh with cybernetics, no. Jumper had to /conquer/ Mother Nature, /subjugate/ evolution. They didn't want to just make a better human body...they wanted to make a better humanity, a species of human being that was fundamentally superior in every single way. A species of human that innately, fundamentally, had all the traits and abilities that cybernetics could grant from their very birth. A species of human that would never know the weakness of the homo sapien species, for it was naturally transcendent. Jumper believed humanity suffered, and believed in granting humanity the choice to become something greater...but cybernetics were a mere stopgap towards that "something greater". Jumper wanted to create a humanity without suffering, without old age, without vestigiality, without cancer and illness, without a thousand and one issues that plagued them. Jumper didn't want to create machines, that was anathematic to them. They wanted to create cures. Cures for every ail and illness in the human condition. Ripping away the flesh wasn't the solution, that was just running away from the problem. Improving it, refining it, rewriting it until it was something that nature had never conceived...that was their goal.

Of course, to make sure that her designs worked, Jumper had to send them out for field tests. She much preferred to stay in her lab to work, but thankfully she had an answer that allowed her to

both go out and test her new cybernetics as well as stay in the lab and work on those cybernetics at the same time: the Psychic Projection System. Jumper's mind and processors were complex enough to fully simulate her own biology down to every last detail, and constructing "virtual cybernetics" out of a combination of kinetic forces, psychic manipulations, and heat manipulation was...tricky, but doable. Thus Jumper could create functional simulacra of their own body...to a degree. Their first examples of such constructs weren't much stronger than a minimally augmented mercenary. Further refinements of the technique swiftly grew in strength, each attempt building off of the last to correct errors and improve simulated capabilities until the projection reached something that Jumper dubbed "acceptable".

And now it was time to go to war.

Without hesitation or remorse, Jumper unleashed an army of psychic projections led by a "psychic avatar body" upon the world. This was primarily a systems test, but Jumper had idealistic goals too-to create a world where everyone was free to choose their own flesh, to choose their own bodies rather than be forced by nature into a single one. The process began early in the jump, when she used a variety of viruses and AI to unleash incredibly cheap and effective cybernetic designs and instructions on the internet. Replacements for skin, hormonal adjustors, ways to build new limbs that were at the peak of human capability, all on shoestring budgets. Jumper wanted the information out there, so people could use it if they wanted. Of course people weren't exactly willing to carve away entire chunks of their body on a whim for something better, but that was expected. So Jumper decided to take the next step.

Free ripperdoc clinics, in every city that she could put one in. Her psychic projections could staff them, and with a little bit of work Jumper could set something up to keep them regularly powered and networked. Now people would have a "local expert" to actually begin installing and upgrading their cybernetics freely and easily. But Jumper couldn't exactly advertise these things; she wasn't exactly in these places legally, and her business wasn't exactly legal in the first place. So another step was needed. Ideological Viruses were mostly designed to interface with Cyberbrains, but Jumper was a skilled inventor and had actual fucking telepathy. It took a great deal of work and experimentation, but she managed to eventually engineer a variant Ideological Virus with a very simple goal imprinted on it: make people who hated something about their bodies aware that there was a place that they could get that thing changed, make people who needed the help aware that Jumper was there to help them.

Of course, the problem with such Ideological Viruses is that they could mutate, just like any other virus. Every single mind that such a virus passed through modified the virus in its own unique way, twisting...or perhaps refining the message it passed along the way. What began as a call for those who were hurt or felt disgusted by their bodies, twisted into becoming a call to transcend humanity, twisted into a call to abandon humanity, twisted into a call to destroy humanity. And so rumors spread of strange clinics where ghostly beings would capture and rip people apart in the name of bringing an end to humanity. Naturally, after a time, these rumors attracted Raiden's attention. Brought forth by rumors of human experimentation and a strange transhumanistic death cult, Raiden sought out these Ghost Clinics.

Raiden would begin to tear his way through these clinics, barely stopping to listen to Jumper as they spoke about transhumanity, about the cruelties of evolution and the kindness of being able to choose one's own biology. Deep in the basement of the Ghost Clinic Raiden found Jumper—who was actively experimenting with some humanoid body which was spread out across multiple tables. Believing it to be a child of some kind, Raiden attacked without hesitation—trying to cut Jumper down. Jumper fought back of course, harnessing their martial arts skills and immense capabilities...though they seemed weaker than normal. And so Raiden managed to cut Jumper down...only for Jumper to fade away into mist. It had only been a psychic projection of Jumper. The entirety of the Ghost Clinic itself began to break down into mist—the whole building was nothing but a psychic construct, and every single employee and guard within was the same. Raiden paused and looked over at the table that Jumper had been working on. Set there was a chunk of spine and strange bits and bobs caught in a web of flesh; according to nearby notes, it was some sort of "Synaptic Accelerator" system. Raiden took it and fled from the Ghost Clinic just as it faded away into nothing. He would later on go to the Doktor and have Jumper's technology implanted into him—adapted for his cybernetics of course.

This would set the tone for Raiden and Jumper's relationship; Raiden would fight his way through a given Ghost Clinic, find a Psychic Avatar of Jumper working on something in the basement, defeat Jumper, and gain a new cybernetic upgrade for his work. Each new upgrade was always qualitatively superior to even his own cutting-edge cybernetics, and Doktor could only wonder what it is exactly that Jumper was capable of if they were to devote themselves to science. And while Raiden was running around destroying Jumper's Ghost Clinics, Jumper took a more subtle path—unleashing new ideological viruses that slowly shaped public perception towards acceptance of transhumanism as well as continuing to release easy, safe, and cheap cybernetics to every single public space that she could. What places tried to hide these designs or outlaw cybernetics, Jumper would outright attack with her armies of psychic projections.

Between the wars, the viruses, the constant upgrades as Raiden tore through her forces, and Jumper's monofocus on spreading transhumanistic ideals, things eventually came to a head where Jumper and Raiden faced each other—not just in a psychic Avatar, but in the flesh this time. And despite all the upgrades Raiden had attained by defeating multitudes of Ghost Clinics, Jumper utterly /tore/ through Raiden. They didn't use Ki, or even Plant physiology. They even refrained from using advanced martial arts and only wielded basic boxing skills. It was still far too much for Raiden to handle—Jumper's base capabilities, enhanced by their cybernetics, were just that far above Raiden's. Jumper proceeded to lecture Raiden on her own goals and ideals—noting that Raiden had been tearing through her laboratories on nothing but rumors and suspicions that were utterly unfounded. Jumper truly did care for humanity and never performed experiments on unwilling or underage test subjects—in fact, they never used human test subjects at all. They didn't need to—their genius was great enough to do without. Raiden's entire crusade against her was not just worthless, but an active /detriment/ to the world around him—he truly was nothing but a mad dog chasing after ghosts.

Raiden...broke down. Utterly. He quite simply lost the last shred of sanity that he'd been holding on to after realizing he'd broken what little remained of his ideals without even noticing. Unfortunately this somehow translated to a sudden burst of power far exceeding his systems normal capabilities, and Jumper was forced to fight much, much harder as Raiden managed to

cut off one of her arms in a single strike and only went harder from there. In the end though it was too late, as Raiden managed to slice Jumper apart into bits...except, not really. Just as Raiden believed that Jumper was dead, a nearby monitor activated and revealed that the body in front of Raiden was an artificially-grown clone of Jumper, used as a proxy body with a great deal more power in it than a normal psychic avatar. The real Jumper? She didn't say where she was, only that she was bored of fighting Raiden and wouldn't trouble him anymore. Instead, she both congratulated him on his success in defeating her...and apologized for pushing him beyond the limits of his sanity. In recompense, she asked Raiden to take the CyberSoul system implanted within her body. It would be a final gift from Jumper to him.

Against all odds, Raiden actually did so. He had the CyberSoul installed and, after it configured to him...found that it began to regulate his own mind, helping coax him back to sanity, remember who he /truly/ was beyond the bloodshed, and recognize that he needed to learn to stand his own ground and fight for his own ideals rather than getting pulled and twisted by the ideals of others. It didn't help him all the way-it couldn't. But it was enough help that Raiden would begin to figure out how to put his life back together after the beating that this Ghost Clinic case put him through.

And far away, there was one final Ghost Clinic. Somewhere where nobody could ever reach: the moon. All while Raiden had been executing his campaign against Jumper in a misguided and completely nonsensical quest to destroy her, she'd been waging one-woman war against the world to bring about the next step of human evolution. The out of control mutation of the ideological viruses she'd first unleashed taught her own to curtail and modify those viruses to prevent unwanted mutations later on-and so she'd continued to carefully shape society with memetics, viruses, and Ghost Clinics to slowly and steadily uplift humanity out of the "squalor" that was the standard human body plan.

To be frank she'd gone cyberpsychotic-at least as far as Rebecca understood it-but her own CyberSoul system was keeping the worst of her murderous impulses in check and instead focusing Jumper's energy towards fulfilling the ideals that had been steadily developing in her heart. By all accounts she shouldn't have been capable of going cyberpsychotic at all-yet there was some constant unstable glitch in her mind that was causing it. Personally Rebecca thought it was something to do with the new mechanical brain that Jumper had replaced their original organic brain with last jump, but she couldn't be sure.

Jumper's efforts in transhumanism would eventually culminate in what she called the "Fullbody Melior Package"; a pure Bioware upgrade which fully rewrote the human genome to align with a new body plan. The muscle fibers weren't quite CNT-grade, but were multitudes stronger than anything natural. A distributed heart and rebuilt cardiovascular system ensured that heart disease was quite literally impossible. A redesigned digestive system allowed the Melior to eat less than a hundred calories worth of food and operate as if having had a full 10k calorie meal, and produce absolutely no waste. A rebuilt respiratory system allowed even the least trained and frailest Newman to hold their breath for a minimum of one hour, and it was literally impossible to choke to death now. Redundant nervous systems ensured that a person couldn't be paralyzed and even extreme brain damage could be healed given time with no permanent loss of memory or continuity of consciousness-also preventing neurological diseases and issues. A Bioware



version of the Resistance Reload Special integrated into the kidneys, liver, and rebuilt digestive system ensured that a Melior could survive absurd poisons, toxins, incredible physical trauma, and even direct lightning strikes with practically no damage or issue.

It was a downgrade from Jumper's personal cybernetics package but it wasn't meant to be a personal upgrade. Its most important and critical upgrades were the Bio-Engram and the Customized Genome; the Bio-Engram was exactly what it was advertised as, a bioware adaptation of the Engram-aspect of the CyberSoul system. It didn't provide most of the other features like identifying and curing mental illness on the spot, but it would keep a solid-state memory of the host's consciousness that could interface with a variety of upload systems to revive a person after total brain death. The Customized Genome was the bedrock of the entire Melior Package; it was a perfecting of the human genome, accounting for genetic diversity, radiation, and random mutation to create a genome which corrects errors far better than anything nature managed currently. It recorded the various biological abilities and states of a Newman as the human genome did, but it had something that a human genome didn't: automatic telomere regeneration. A Melior was biologically immortal, and any children produced with a Melior would also be Melior. This was never meant to be a personal upgrade. This was an upgrade for all of humanity.

Unfortunately, as beautiful and incredible as that vision was...it wasn't possible for her. Her best sciences and her greatest skills were only just barely capable of creating a Melior package via cloning and uploading an already developed consciousness into it-she could cut, replace, and use genetic therapy to slowly and steadily convert a person into a Melior as well, but there were unacceptably high chances of failure for that without drastic measures. Her cybernetics skills were vastly superior to her biological skills-she just didn't have the tech yet to make the Melior an easy procedure to undergo, and it was absurdly difficult to convince people to take up the Melior package and just live normal lives. She got a few thousand Meliors out there over the years despite the difficulty, but it was far and away not the sweeping evolution that she'd been hoping for-and the Meliors she did produce were often persecuted and hated by normal humans for their incredible advantages.

Jumper left this world dissatisfied with their efforts, vowing to become a greater doctor and ripperdoc in hopes that they may one day bring about the evolution of humanity they envisioned. She never did practice much Ki or martial arts here, too focused on her war against Mother Nature to really be concerned about it.

## Jump 7: GUNNM

Starting Location: The Overlook

Gender: Female

Age: 19

Origin: Doctor

### Perks

- >Knowledge Of The Past And Present -Free
- >Warped -100 CP
- >Medicine -Free
- >Cybernetics -150 CP
- >Biotechnology -300 CP
- >Karmatron Dynamics -450 CP

### Martial Arts

- >Single Style (T'ai Chi Chuan) -Free
- >Hybrid -50 CP
- >Elementary Posthuman Combat -50 CP
- >Secret Posthuman Combat -50 CP
- >Advanced Posthuman Combat (Panzerkunst) -100 CP

### Items

- >Money x2 -Free
- >Basic Equipment Package: Medic -Free
- >Basic Equipment Package: Civilian -Free
- >Advanced Equipment Package: Cyber-Doctor -Free
- >Mysterious Chip (Mesfield) -50 CP

### Drawbacks

- >Octopus Lips +100 CP
- >My Karma Warrior +200 CP

Basic idea: Jumper feels their sanity basically slam back into place after a decade of going full fucking ham on insane ideals, and has to spend a good half hour clearing out backlogs of alerts from her CyberSoul telling her of harsh personality drift and mental deviance. Rebecca didn't blame Jumper for what they were calling their "extremely odd Cyberpsychotic episode", as Jumper managed to keep mostly in control around them and apparently they managed to limit themselves to just trying to "help humanity overcome Mother Nature" via transhumanism. So that was good. What was also good was that, for all her temporary insanity, Jumper still managed to make some truly incredible progress with their cybernetics research and development-what with the whole line of Mantis Modules, Nanomachine Reinforcements, integrated surgical and engineering suites, and so on. What was less good was that they basically made zero progress in their martial arts and Ki skills during that time, which Jumper still treasured a good deal...but oh well. They'd just have to work on it here, if they had the time and opportunity.

But dear lord, it really didn't seem like they'd have much time or opportunity to work on advanced martial arts much here-not with the sheer breadth and depth of knowledge she'd gained in so many scientific fields. A qualitative advancement in cybernetics, biology, psychology, technological principles-even a general understanding of the history of this world! And shining above it all was Karmatron Dynamics, the theories of Karma and how to massively improve her designs for nanomachines. She'd used nanomachines before, quite frequently at that-they made up some of her most powerful cybernetics. But Micro Karmatron Theory gave her the knowledge and skill needed to take her work with nanomachines to a whole new level of capability. The most hilarious thing was that she'd also gained a great deal of martial arts knowledge and skill in this new world, but she honestly didn't think she'd have /any/ time to work on it compared to advancing and applying these new principles she'd attained.

Almost immediately she got to work, trying to develop and redevelop several "species" of nanomachines that she could use to reconstruct her cybernetics. A single generalist nanomachine was of course extremely useful, but generalist machines always had the issue of "jack of all, master of none" that needed to be innovated around with more specialized nanomachine variants. But to get to those variants, Jumper started with the creation of a "Karmatron Cell"; a generalist biomechanical nanomachine structured similarly to a biological cell. Harnessing truly absurd biological knowledge, her knowledge of Plant biology, her skills with cybernetics, and so much more, the Karmatron Cell was a marvel of bioengineering and microengineering. It harnessed an immense amount of processes to be a net-energy generator and converter, having three different specialized organelle structures for generating Plant energy, photosynthesis, and what Jumper called a "Psycho-Reactor" which harnessed micro-scale psychic energy converters to draw in heat energy and reconvert it into usable forms. It also contains some of the usual structures for a cell; a nucleus that carries the "DNA" of the cell, ribosomes, instruction check mechanisms, and so on. And along the outside of the cell were both series of pilus and flagellum-the former of which had unique almost bone-like structures within that, alongside a specific signal being sent within the Karmatron Cell, could become surprisingly rigid.

Despite being quite jam-packed with things, these Karmatron Cells were half the size of the smallest human cell-just two micrometers in diameter. And for something so small, they were also absurdly, ridiculously durable-which was a major win, as without various reinforcements or protections nanomachines had always been notoriously fragile. Most importantly though, was

that these nanomachines were easily programmable and highly efficient as construction bots; they could grasp, break down, and restructure materials practically on the fly, and then harness a combination of internal manipulations and external construction via their pilus structures to quite literally construct anything that they were programmed to do. The more of them they gathered together the smarter they became, able to network their processes to calculate and implement even the most complex of instructions...but even on their own, they were fully capable of self-replication and self-maintenance. Jumper had to be extremely careful to ensure that they had hardcoded limits on exactly how much they could self-replicate to prevent them from becoming a Grey Goo swarm, though a combination of self-checks, Karmatron programming, and more than a few sleepless nights ensured that...well, while they /could/ go Grey Goo, it was only if there was a guiding intelligence behind them. On their own and without a sapient mind behind the wheel, they'd only be able to replicate up to a self-contained meter-wide ball of nanomachines before shutting down replication processes.

But again, these were the generalist nanomachines. They were ridiculously durable, ridiculously versatile, not just energy efficient but outright capable of generating energy surplus, and extremely easy to create...but they had major specific limits. As strong as they were, they couldn't quite compete with rigid structures like carbon nanotubes. Thus CNT muscle fibers were still much stronger than even the strongest muscle structures that these Karmatron Cells could make. Further, they just lacked the specialized structures required to harness the Reinforcement Mesh that Jumper's more specialized nanomachines made use of. These were /construction/ nanomachines first and foremost; they were quite skilled and useful for putting things together, but not so much at creating a self-reinforcing mesh of energy. Nor did it have the specialized structures needed for the Mantis Modules. Or the structures needed for carrying nerve signals. Or so on and so forth.

But of course, it wasn't like the human body used a single type of cell to run every single function in the first place. Sure stem cells were a thing, but those would differentiate into specialized cells as needed-and in the same vein, these Karmatron Cells would modify and specialize to fulfill various programmed functions. But to achieve that would require a great deal of programming. She was creating an entire artificial genome after all-a coded set of instructions implanted directly into her Karmatron Cells for exactly what structures to develop, where, how, why, what to do when those structures degraded, what to do in response to various stimuli, so on and so forth. Jumper's biological and technological knowledge allowed for truly incredible levels of programming skill, but this was still a truly taxing challenge which required months of time and effort to complete-creating a genome that encompassed every last bit of cybernetics Jumper had ever created, every last bit of technology she could think of, every change and structure she could imagine, redundancies and protections put in place to prevent against degradation and genetic damages, removal of vestigial traits and a perfecting of every single aspect of the human body. Somewhere along the way this blended with Jumper's effort to create a truly perfect human being, a human being who could change and modify themselves on the fly as they pleased and had every single cybernetic Jumper had ever designed perfectly integrated as a natural part of their body-and could upgrade and modify those cybernetics as they pleased. Jumper even put in instructions for reproduction with others-mostly human beings, but Jumper also included instructions and mechanisms for reproduction with just about anything that had a DNA-analogue that could be decoded and read.

From the basic Karmatron Cell, multitudes upon multitudes of specialized Karmatron Cells were constructed to assemble a new body. This body was, on a fundamental level, utterly superior to even Jumper's greatest cybernetic and transhumanistic efforts. Every single cell was a perfected work of art, every single cybernetic augmentation a perfected blend of biological and technological. At a base level, simply by perfecting and synergizing everything with the new Karmatron cell structures, Jumper's every biological and cybernetic capability was multiplied ten times over. Strength, speed, durability, endurance, reaction times, mental acceleration, hacking speed, psychic capabilities-even things such as calculative intelligence or spatial coordination were massively enhanced. The best part of it? It had evolutionary capabilities. Well, limited evolutionary capabilities. Jumper had to create a special cranial implant to allow for active evolution, and the whole methodology was quite crude right now.

Via the principles of Micro Karmatron Theory, the overall nanomachine collective of this body would monitor the creation, functioning, and destruction of the various species of nanomachines that made it up. Despite Jumper's best efforts she couldn't wholly eliminate "genetic drift" or "genetic damage" in her Karmatron Cells, though she could account for it-even harness it to grow stronger over time. Each species of nanomachine would be a "group", and tracked individually. If it detected that an individual within a given group was outperforming other individuals-which would happen due to random mutation in genetic instructions during cell reproduction, as it would in a natural organism-it would study that particular nanomachine, simulate long-term viability, and after it had at least 90% confidence of maximal benefit/minimal demerit it would save the new nanomachine design. It would do this for each and every group of nanomachines in the body, but only apply "evolutionary protocols" upon the user's initiation of the protocols. Once initiated, it would immediately begin upgrading all selected nanomachine groups to the greatest evolved design.

Jumper could wholly account for lifespan issues, and they didn't necessarily "age" with their genetic structure-but having a bit of random mutation counterintuitively allowed for far greater control over the nanomachines and allowed for such evolutionary protocols. It wasn't going to be a fast process, not from a human perspective, but it would be a blindingly fast process in evolutionary terms; if Jumper harnessed her arms a great deal, her arms would grow stronger at a far greater speed than normal and never degrade. If she pushed her Sandevistan boost a lot, it would be easier, faster, and cool down quicker over time. So on and so forth. It had hard limits, of course-with the fundamental structure and makeup of their Karmatron Cells, there was only so far their evolutionary protocols could go before hitting diminishing returns. But those limits seemed so very far away right then that Jumper happily ignored them-and figured that if those limits truly were an issue, she'd probably figure a way past them in some new world.

One final measure Jumper designed to protect herself was a specialized braincase and nanomachine swarm, held in both the base of the spine and skull. Much like the original Blackbox, these two specialized cases contained extremely hardened and highly advanced biochips formed from custom ruggedized Karmatron Cells that were twice as large as the normal ones-and ten times as durable. Each of the Blackboxes were capable of fully reconstructing Jumper's mind and body by briefly engaging "gray goo" mode and assimilating the environment to form a new body around the biochip in question. The one in the skull also had experimental

quantum computer capabilities, fully replacing the brain and adding several hundred exabytes of storage space as well as massively improved hacking and calculation capabilities.

This complex nano-cybernetic body, born from months of research and effort, was dubbed the KR-SAPIEN body. It was a work of art, from the nanomachine designs, the theoretical underpinnings that allowed for its construction, to the code that allowed it to function. It was powerful beyond belief, allowing Jumper to casually run at multiple times the speed of sound or lift dozens of tons without even activating their various speed enhancers or other cybernetic augments. It was elegant and smooth, showing absolutely no sign of its biomechanical origins and even capable of perfectly and wholly mimicking a standard human body both inside and out if given some time to shift itself. It was versatile beyond belief, allowing the user to generate any tool or weapon they could imagine from their own bodies-or harness psychokinetic powers with ease that utterly outclassed the previous Mantis Modules, or wield Plant energies to simply generate whatever they desired at practically no cost. The KR-SAPIEN body was, without a doubt, the peak of Jumper's technological capabilities at this time...and it nearly killed her.

Oh, it wasn't because she forgot to account for the mental strain of the Karmatron Cells on the body-Jumper was extremely thorough in coding in limitations and controls to ensure that even the most baseline of humans would be able to easily adapt to the new body. No, it was something more spiritual: Ki. She forgot to account for Ki, and it nearly killed her. Ki was a spiritual power tied to both the body and soul, and Jumper /knew/ that modifying the body could actively damage and weaken-or enhance and strengthen-one's Ki. She had figured they'd learned to account for it a few worlds ago, learning to draw their Ki out of their body and into their spirit so it wasn't damaged by modifying their body-it was why she'd managed to safely replace her brain before after all. But the KR-SAPIEN body was a modification unlike any other that Jumper had ever done. It was a full-body nanomachine conversion, turning Jumper into a wholly different species of being that was utterly divorced from humans. It eliminated every single biological cell and cybernetic implant in Jumper's body, restructuring it into far more perfected Karmatron Cells. The conversion from a human into a KR-SAPIEN began with injecting a large syringe full of silver liquid into their arm, and from there just allowing the nanomachines to swiftly begin restructuring their body. She only realized that she forgot to account for Ki when the nanomachines began to infiltrate and restructure their spine.

It was like the nanomachines were putting her very soul through a blender, as they eliminated every last biological thing about her body and replaced it with biotechnological perfection. But Jumper /couldn't/ allow herself to simply wallow in the pain-she had to actively take charge of her Ki and /force/ it to begin integrating with the Karmatron Cells. One's Ki was an aspect of their soul that acted to tether the soul to the body, enhancing both in the process-and it connected the two through the biological aspects of one's body. This was one of the many reasons that Jumper had previously emphasized Bioware over other forms of Cyberware-it allowed one's Ki to more easily connect with her body, and generate in greater amounts. It wasn't wholly necessary-with enough time and effort one's Ki could be made to adapt to their cybernetics, allowing the normally dead machinery to actively generate Ki and tether one's soul to their body just as biological matter did. It wasn't easy to do though, and Jumper just normally didn't bother since it was easy enough to make Bioware instead anyways. This time though, she had to-and she had to do it fast. Because this cybernetic augmentation was cutting away every last

connection her Ki had to her body-that her /soul/ had to her body-and if she couldn't force her Ki to adapt fast enough...she'd just die. No ifs, no buts, no retries and no restarts.

Caught on the edge of life and death as her mechanical brain was being dissolved by her own nanomachines and thinking with the stuff of pure life and spirit, Jumper forced her Ki to cling onto and inhabit her own body as it was transformed by the silver liquid coursing through her veins. She felt her very soul being attacked by her own creation as it sought to enhance everything about her but forgot to account for one of the most fundamental aspects of her existence, and cursed her own idiocy for /forgetting about Ki/. She felt as her Ki began to falter and dwindle away as every last biological structure in her body was replaced by objectively superior nanomachine structures that were nevertheless inimical to her very life, and redoubled her godlike will to FORCE her Ki to burn all the brighter within their increasingly biomechanical body. And with a scream of white light that shot from her body and pierced through the heavens, she reawakened the bonfire of life that was her Ki and re-fastened it to her newly reborn body. Panting from the exertion, it would only be a matter of moments before Jumper passed out.

Afterwards, it would take a mere two weeks of coding and recoding to ensure that Jumper's KR-SAPIEN body could account for, adapt to, and harness Ki. Two fucking weeks of work. That's all that was necessary for ensuring that Jumper never would've been in danger of killing herself from this augment in the first place. She cursed herself, screamed, cried, and made a solemn promise to never commit a mistake like this ever again-and in honor of that promise, began development of a specialized companion VI that would help them keep track of her capabilities and resources so that she would never forget to account for those things again. And it was that VI that actively reminded Jumper that she was /still/ forgetting something: her Asura form.

After leaving the first world she'd been in, she gained full control over her cursed form via a unique twist of Ki that allowed her to simply...transform into it at will. She'd never actually had need to use it though-it just wasn't useful in her day to day life in Gunsmoke, or in the Matrix, and by the time she could actually make use of the strength it offered in Night City she had massively more advanced cybernetic capabilities. And without really thinking about it, her Asura form just fell to the wayside. Well, now it was time to work on developing her Asura form-and she'd have to start from the basics, because the three-headed six-armed humanoid clearly /wasn't/ a normal human.

From the skeletal structure, the brains, the muscles and veins-it was all fundamentally different from a normal human's. It should've been quite obvious given the whole "three heads six arms" thing, but there were also other differences-specialized cells and organs that seemed vestigial at a first glance, but actively connected to and manipulated Ki directly in ways beyond Jumper's current understanding. It had vastly more efficient digestion, and yet required many times more calories than a normal human did-and at the same time many dozens of times less calories than it /should/ require to achieve the sort of things it did. It had strange structures and biology that outright lit up at the merest hint of Ki, taking what was already a profoundly advanced body and supercharging it to truly incredible levels. Given the sort of Ki an ordinary person could generate, these various structures would allow one to fly, shoot blasts of fire or lightning, create

streams of flames, so on and so forth. With the Ki of a fully trained martial artist flowing through it? This body could truly live up to the title of "War God".

Despite all of Jumper's genius, it would take almost half a decade to fully decode the secrets of her Asura body-figuring out the cell structures that more perfectly manipulated Ki than a human's did, the advanced musculature and skeletal layout, so on and so forth. Much of it was redundant-alien, but Jumper had long since advanced far beyond what the Asura form could provide in terms of pure biomechanics. Some of it-specifically the Ki manipulation structures-were entirely unique knowledge that allowed Jumper to finally, TRULY bridge the gap between the technological and the spiritual. She could force it with sheer willpower and experience, but it was...unnatural. Chafing, in a way-like wearing clothes a size too small, or having something hard and cold constantly pressed against one's skin. She got used to it after a time, but it was not a pleasant sensation by any means. But with this new knowledge...she no longer had to endure that. It took another year to condense her findings into a single organelle for generalist Karmatron cells, and a series of updates to her artificial genome to not just account for Ki, but to embrace it-creating specialized structures within her body that allowed for its generation, circulation, and manipulation to degrees that a normal human would never be capable of. Six years after she entered this world she exploded into golden-white light entirely without meaning to, the sheer vitality of her body and soul overflowing beyond any and all expected parameters as she breathed true life into her biomechanical cells.

But there was still the matter of what exactly to do with the Asura form. It took a good deal of thought on Jumper's part...but she eventually decided to just lean into it. She'd have her normal body as a "Civilian form", and her Asura body as a "Warform". They'd both have the KR-SAPIEN upgrade of course, so there would be a good deal of crossover due to the sheer mutability of the nano-cybernetic body, but there was still room for specialization. Laying out her technology, she began to innovate, redesign, and outright invent new things purely to build her Asura form into the greatest weapon she possibly could. Two integrated Angel Arms, High-Frequency Mantis Blades and Monowires, expanded Ki Channels and Mantis Modules for higher energy manipulation capabilities, overclocked boosterware-this was just the basics. Things started getting interesting when she started blending things together; plasma jets, psycho-reactive shielding, built-in Gunsmoke Martial Arts techniques, a unique twist on the Nanomaterial Mesh that allowed it to actively vampirize any electricity in the environment-even bio-electricity if one was close enough.

Jumper spent a good deal of time just rebuilding the fundamental structure of the Karmatron Cells, making them five times smaller-thus a great deal denser-without sacrificing durability. Asura-Class Karmatron Cells, she called them; they were vastly more expensive and difficult to manufacture than normal Karmatron Cells, but also much, much faster and reactive, much more capable of on-the-fly adjustments, and had a much higher evolutionary potential as well. They were absolutely a pain in the ass to develop, and if it wasn't for Jumper's Plant matter generation abilities allowing her to kickstart the whole process it might have been outright impossible...but once she'd developed a seed colony, they were capable of replicating at a truly absurd rate. They also had vastly higher mutation rates than normal Karmatron Cells, but that was actively a part of the design-the random mutation being what allowed for evolution in the first place as long as it could be predicted and controlled. This lower genetic stability was still a dangerous enough issue



that without specific safeguards against rampancy such as those installed in the Warform, Jumper was still utterly unwilling to use this species of nanomachines. The Warform, of course, COULD handle this sort of thing-having two extra brains that allowed for the installation of modules purely for calculation and control of her nanomachines to a far greater degree than the normal KR-SAPIEN body. Without those extra brains to control the nanomachines it would be unacceptably unstable...but with them, the KR-ASURA was almost complete.

The cherry on top was the discovery of the D-Ripper. Or rather, Mesfield's assistance in recreating the D-Ripper. Mesfield was a strange scientist, a bit mad and quite spiritual, but holding a profound intelligence and understanding of the universe. Jumper had found his Brain Biochip just...lying on the side of the road very early on in her time in this world, and in-between working on the initial KR-SAPIEN body and her usual back-alley doctor work she took the time to build an interface for the biochip to see what was actually on it. As it turned out, the good doctor Mesfield was on it-and while he seemed somewhat down to have "died", he was also quite happy that he still lived and was thus capable of passing on his "magnum opus". The proof of existence, he called it-an engine which defines the universe by defining the self, or defines the self by defining the universe. One of the two. Maybe both. Maybe neither.

Originally it was a proof of concept created to test a hypothesis for one of the Theories of Everything. Most scientists believed it to be an utter failure, an abomination to the very scientific process due to its strangely singular qualities and a constant danger to the universe itself. Mesfield believes it to have done EXACTLY what it was designed to do: provide a direct example for how reality itself functions on a fundamental level. And how exactly did it function? By consciousness! By the very process of thought and emotion, by will made manifest on reality! The D-Ripper couldn't be controlled like an ordinary machine, as inert as a block of unworked stone when not within at least a foot of a sapient being. But put it within that foot, allow even a digital consciousness to hold it, and truly remarkable things began to happen. It began to twist the very fabric of spacetime, slipping through parallel dimensions and all but twisting reality into a pretzel depending on the user's thoughts and emotions. The things it could do might be as innocuous as drawing a hot dog to one's hand from meters away by shifting the space the hot dog occupies to exist in one's hand, or as absurd as unmaking reality itself as the user becomes the heart of a space-rending singularity. All of it depended on the user's state of mind-their emotions and will, as well as their very perspective on reality itself. Of course, it didn't help that the direct interface that the D-Ripper makes with a sapient mind puts immense pressure on that mind and, without great willpower, would end up inducing hallucinations and altered states of consciousness.

It wasn't reality warping, Mesfield wanted to be clear. There was no such thing in his opinion. It was spatial and dimensional warping; the D-Ripper is capable of treating both spacetime and dimensions as play-dough for it to do as the user wishes. Controlling the D-Ripper was as simple and as impossible as controlling one's own self; as long as a mind had true self-control and could focus with a calm and clear heart, the D-Ripper would never do anything the user did not intend for it to do. But stray thoughts, surging emotions, profound memories, even a twisted perspective-all of these things could trigger the D-Ripper to begin warping space and dimensions in strange and unpredictable ways. In theory it was also an inexhaustible energy source that could power literally anything and everything...forever. It should be capable of harnessing the

manipulation of spacetime to outright generate free energy from nothing. In practice, actually being able to control the D-Ripper to the degree that it was capable of doing such feats was a damn near impossibility, and keeping the thing running in its normal operation mode was a truly absurd power sink. Mesfield all but worshiped the device, calling it proof that reality itself was born from consciousness and that consciousness itself was the foundation of reality. Jumper was a bit more skeptical, but it was undeniable that the D-Ripper had truly incredible powers.

So as she was designing her Asura Warform, she did the sane, reasonable, and logical thing of recreating and installing the D-Ripper right in her own body. She was very careful to include a series of breakers and shut-off controls that made it so that if the D-Ripper began to go out of her control it would automatically deactivate, but...well, it was undeniable that having a method for moving through dimensions and twisting spacetime to one's will was just an utterly broken ability. Assuming it didn't reduce her quantum footprint to a constant fluctuation that made it impossible to exist in the physical dimension for extended periods of time, at least. Despite her best efforts, Jumper couldn't truly eliminate all the risks and dangers of using the D-Ripper; she wasn't afraid to admit that at this time, she literally just wasn't smart enough to even know how to do so. It operated on principles that were utterly beyond Jumper's understanding; she was a doctor and cybernetics engineer, not a dimensional physicist. Given her lack of knowledge on the subject, there was only so much Jumper could do to streamline and enhance the D-Ripper's usability. It was still a major step up from what it was before, but it was still...temperamental.

To create the original KR-SAPIEN body and adjust it to accommodate Ki took about nine months. Studying the Asura body, four years. Enhancing her KR-SAPIEN body with her findings, another year and three months. Creating the KR-ASURA complete with safety-enhanced, streamlined, and still highly unstable D-Ripper, another two years. Remarkably and as a pleasant surprise for Jumper, this left her a good two years to develop her martial arts skills rather than focusing on manically upgrading herself. But of course, it wasn't like Jumper was doing nothing but working on her technology throughout those eight years. She was also working as a doctor-as she always does-and caring for anyone who stepped through her clinic's doors. And then there was the matter of the nearly-dead amnesiac cyborg girl that Jumper found in the Scrapyard rather early on in her time in this world.

Early on Jumper had been collecting raw materials and parts for setting up her practice-it was a common thing for her to do shortly after she entered a new world-and found that, remarkably, there was a torso and head of a full-conversion cyborg in suspended animation amongst the trash. Jumper took this nearly-dead cyborg home with her and began to work on them, resuscitating and rebuilding their body slowly and steadily. The girl was amnesiac and weak from who-know-how-long she'd been unconscious, but that was alright; in lieu of their actual name, Jumper decided to just call her Alita-after the name of a local doctor's cat who Jumper happened to have some passing friendship with. Jumper was an excellent biotechnician and cybernetics engineer, so it didn't take her all that long to build up a suitable body for Alita to inhabit-one that was a good deal above human average, with built in limiters for her own protection. Of course Jumper had no reason to assume that Alita was a warrior of any particular description, so she didn't include her wide variety of combat augments in this initial body. It was just a standard civilian body, in her mind.

For a time, Alita lived a surprisingly happy and carefree life with Jumper and Rebecca. She didn't remember who she was, but she found herself enjoying her life here regardless even with the persistent sense of something missing. It couldn't last long of course, not with a certain mad scientist manipulating things in the background. Alita went out alone to explore the Scrapyard and fought a strange mutant woman to protect a prostitute-and thus embarking on the path of a Hunter Warrior for the sake of protecting the innocent. It would only be a week or so later that she would be nearly killed by Makaku, saved at the last minute by Jumper actively stepping in to defend her. If Alita truly wished to embark on this path, Jumper decided, then she'd give Alita the tools she'd need to truly bring justice to this world.

The CyberMind, CyberBody, and CyberSoul systems created a trinity system which self-reinforced each other...but for the time being, Jumper actively locked a number of abilities and cyberware. Frankly, Jumper was fairly sure that Alita couldn't quite handle it just yet-she fundamentally lacked the experience or senses to understand the Mantis Modules, the Plant energy control systems were far more firepower than Jumper expected her to need and thus were locked for the safety of others, and the sheer mental strain of the Kerenzikov and other boosterware could not be understated. There were also locks on such things as the Berserk system and the Nanomachine Reinforcement Mesh-as without a great deal of experience or an extremely keen mind, such things would easily overwhelm a person. And then Jumper gave Alita a specialized BD-Wreath and a series of BD-disks, telling her that they were the key to unlocking her new body's full potential.

In those disks were construct simulations for martial arts, for exercises to handle Cyberdeck usage, meditation techniques and focusing skills to prepare for Mantis Module usage, lessons for handling weapons of all shapes and sizes-including the ones integrated directly into her body. Lessons for handling the mental strain of Sandevistan and Kerenzikov usage, simulations of mass enemy attack and fighting overwhelming enemies, simulated natural environments for cooling down and simply relaxing. Jumper put their programming knowledge and skills to the test to take the things she learned about the Matrix and turn them into a series of programs that Alita could use to train herself up to being able to harness her full potential. The first and final disk in the collection was a complex nanomachine wafer that would be inserted into a slot on the back of Alita's neck which held a reduced engram of Jumper herself to test and assess Alita overtime and see if she could handle further unlocks for her cybernetics. Said engram could also do a good bit of hacking to protect and assist Alita, though Jumper kept that bit quiet.

Alita had a surprising amount of determination and willpower, but certainly couldn't handle the full power of her body at first. But that was fine; just the basic specs that she could handle was more than enough to take down Makaku. One unique thing she did manage to unlock, just at the last moment before Makaku would've blown them all up, was the Sunshower Mantis Module-a built in shield and heat manipulation system. The heat and plasma generation abilities of this Mantis Module would swiftly become a mainstay of Alita's fighting style.

Jumper didn't help Alita out because of her beauty, and didn't hold her back from fighting to protect her. Jumper helped her out from a sense of overwhelming empathy, a desire to help others that was as intrinsic to her as her Ki. And when Alita decided to embark on the path of a Hunter-Warrior, Jumper simply decided that she'd give Alita the tools she'd need to both survive

and thrive in such a career. These changes meant that, while Alita still wanted to walk her own path and find out who she truly was through life experiences...she had a deeper appreciation for Jumper, and would frequently come back to listen to, work with, or just hang out with Jumper. It was only natural that a girl with so little life experience, facing such overwhelming care and support, would begin to fall in love with her caretaker.

Rebecca saw the signs herself, considered Alita...and found that she liked what she saw. So began a strange little love triangle, where Alita pined for Jumper, Jumper was oblivious and simply cared for Alita as something like a younger sister, and Rebecca worked to woo Alita in turn. Happy days couldn't last forever, not with a certain scientist scheming in the background, but they were quite happy together regardless.

Strange enemies began to appear, one after another-strange mutants, cyborgs, and more, and the times that Alita managed to communicate with them they all shared one trend: a certain strange scientist who gave them a devil's bargain and told them to trouble Jumper in return for a new lease on life. Hunter-Warrior mission after mission, Alita began to slowly make her way closer to figuring out where Desty Nova was and taking him down-but the challenges she faced and the decisions she was forced to make along the way kept getting graver and graver as well. Though her unconscious memories of Panzerkunst kept giving her just what she needed to survive, the body she wielded gave her what she needed to protect others and stop the monsters that Nova sent in their tracks. And as she fought and experienced life, Alita began to work her way through more and more restrictions on her body.

In this way, years passed slowly and steadily. When the beam of white light that signified Jumper fighting for her life against her own nanomachine body shot into the skies, Alita dropped what she'd been doing and immediately rushed back home-and it was home, she couldn't think of it as anything else-in desperate hope that Jumper was alright. When she'd learn what exactly had happened from Jumper and how it was all a result of her basically just getting impatient and forgetting to program certain safety features in it, she practically beat Jumper over the head for making Alita worry so much. She was still quite touched when Jumper offered her the completed KR-SAPIEN body to upgrade her a month later-though she rejected it for now.

It would take Alita a good three years to finally track down Desty Nova, and if it wasn't for the truly incredible capabilities of her body she wouldn't have been able to kill him at all-he just had too many redundancies, and seemingly was quite willing to kill Alita when pushed into a corner. Briefly harnessing the full power of her Mind, Body, and Soul Cyber-body Alita was able to fully and truly destroy Desty Nova's body, and also survive the nuclear bombs hooked up under the base he'd been in that were designed to take Alita out after his death-though with a great deal of damage. Believing she'd won, Alita finally began to return home...but unfortunately, Desty Nova had a backup plan in case of total bodily destruction and was soon reconstructed. It wouldn't be the last time that Nova escaped such a certain death either, much to Alita's ongoing annoyance. Afterwards she would finally switch to the KR-SAPIEN body on Jumper's recommendation, gaining a powerboost the likes of which was hard to describe.

Alita didn't fully understand what exactly the "ki-adjustment" update to her nanocybernetic body was, but she did recognize that it made her visibly stronger and had some other strange

effects-especially when harnessed alongside her Panzerkunst. On that note, there was one interesting and critical difference between Alita and Jumper when it came to their bodies; Jumper had wholly and utterly embraced transhumanism, outright replacing her brain with a nanomachine bioconstruct that functioned far better than an organic brain ever could. Alita, as much as she embraced the power of her body, still valued her organic brain as her last tie to humanity-thus it was heavily protected and had certain augmentative procedures done to it, but it still existed and was mostly organic. This introduced certain weaknesses in Alita of course-as she couldn't mitigate brain damage the way Jumper could, and other such issues-but it was one thing Alita refused to compromise on.

And as Jumper finished up her research and advancement of cybernetics, she had plenty of time to train and hang out with Alita-which she used to both teach Alita advanced martial arts techniques, as well as get a better handle on Panzerkunst and other such techniques as well. The vibration and rotation-based techniques of Panzerkunst relied on a body that was fundamentally superior to a human body, which put it in an odd place for Jumper as she found herself adapting to it more easily than every other Martial Art she's ever practiced; this was a style literally born around being a high-flying superhuman, and actively took advantage of that superhuman capability to enact its techniques. Other Martial Arts tended to be more grounded in what a normal human body could do, with specific techniques allowing for one to push their human bodies to the limit for short periods or to achieve specific goals; advanced martial arts may include immense feats of strength, speed, and durability, but they were never actively /designed/ around having those traits. Panzerkunst was, and for that alone it ended up being a fundamentally superior martial art that didn't just treat one's enhanced abilities as a bonus on top of human capability, but as a requirement and expectation to harness basic techniques.

Jumper learned how to both project truly absurd forces through her attacks while restraining the kickback, learned to twist and vibrate her fists to unleash godlike blows that would tear apart a human being just to use in the first place, learned to manage and dance around blows that were /expected/ to be able to crumple solid steel at bare minimum, and learned to do it all with immense style and grace. Jumper even developed a series of "Scrapyard Arts" to accompany her Panzerkunst skills, based around three principles: Vibration, Rotation, and Buildup. Over the course of two years Jumper was able to develop three Scrapyard Arts for each of these principles-though none of them were "Seinerweisen" as they were replicable by others and didn't require specialized cybernetics to use.

The Buildup Scrapyard Arts were the easiest; the first Scrapyard Art that Jumper developed was "Resonant Electro-Loop", which harnessed the flow of electricity in one's body and passed it through one's Ki, stimulating it. That Ki carried the electricity through it and passed it back to the body, forming a loop between cybernetic body and spirit; as long as one's willpower held out, this loop effectively made it so that one's cybernetic body just...didn't run out of power, ever. This was a genuine risk for some cyborgs or cybernetic functions, though Jumper had always been careful to ensure her cybernetics required basically no charging and minimal outside resources. That said, the Electro-Loop could be used for other things as well-such as overcharging one's cybernetics via their Ki or generating electromagnetic energy to harness for attack purposes. It was a versatile technique...but one that was fundamentally built around an artificial body, rather than a biological one. A biological one could still attempt it, but an average

human's bioelectricity was so miniscule compared to a cyborg that even mastery of the Electro-Loop and an hour's meditation would only generate a moderate taser effect. And from there, without a battery or metallic body to conduct that charge into, a base human was more likely to just taser themselves than actually achieve anything with that built-up electrical charge. A funny thing; with the right focus and training, it was possible to actively "reverse" the loop and convert electricity into Ki. It wasn't an easy thing by any means, but it was possible.

The second Scrapyard Art was named "Redline Release", and was fundamentally something of a self-destructive technique. It did two big things: it augmented one's mind with their Ki to better comprehend and handle their body, and it suppressed various mental limiters to push one's body to its absolute physical limits without regards for strengthening or reinforcing it like a normal Martial Artist might. Perfect proprioception and fully unleashed hysterical strength-know your limits and then push yourself to the ragged edge of them. A normal human who used this technique would be aware of exactly how hard they could punch before causing their muscles to explode, how fast they could run before their legs tore themselves apart, how hard they could push their body until it broke down. Amazingly useful in its own right...but a cybernetic being who used it? They would have preternatural awareness of the strange and incredible powers their augmented bodies could unleash, be able to FEEL the tolerance of their body, and maneuver it both with perfect precision and absolute mastery at the very edge of their capabilities. It was a technique that would elevate even the uninitiated straight to harnessing inhuman levels of power and ability with their inhuman bodies, and was specifically designed with bodies that could take real beatings in mind.

The third Scrapyard Art, and the final Buildup art, was "Reconstructive Spirit" and it was Jumper's answer for how to make a normal cybernetic body that lacked nanomachines repair and heal like a biological body. It was an in-depth series of meditative exercises, basically useless for direct combat unless the person was capable of maintaining godlike focus and will in the face of literally anything. The first part required allowing one's Ki to saturate their body, creating a "blueprint" of their being directly within their spirit. The next was a series of Ki exercises to manifest and condense one's Ki into physical objects-similar to how Akane would manifest her mallet. Even this much would mean that one's Ki could actively substitute for blown-up or lost body parts, though the sheer energy consumption was absurd. The third step, of course, was reconstruction; grabbing lost parts that were already saturated with Ki, or grabbing raw materials and fitting one's Ki-parts into them to force them to remold themselves, then harnessing Ki to re-fuse the body back together. It was only really possible because mechanical bodies didn't have any issues about "organ rejection" or the like; it was easy enough to just grab junk and forcibly mold it back into the shape of one's mechanical body if need be. Of course, the mileage one would get out of this technique was directly proportional to how skilled one was at recreating their own body from Ki; the less detail, the more shoddy the reconstructed parts would be-and if it was bad enough, those parts might just not work at all. It was more of a pure Ki technique than anything, but that wasn't bad on occasion.

The fourth Scrapyard Art, and the first of the Vibrational arts, was the simply named "Shatterfist". It combined principles of the Breakpoint Technique and the Panzerkunst "Verschlag". By focusing one's Ki and syncing it with the vibration of the Heartstrike, the user could create vibrational pulse that tore through the environment and people alike-a true

perfection of the Breakpoint technique for combat purposes as it was equally capable of shattering living beings as inorganic elements. This came with a strange and unexpected drawback: so powerful was the vibrational ripple, so incredible was the destructive force, that it actually didn't end up propagating very much at all. It would all but disintegrate anything it touched, but unlike the Breakpoint Fist that destructive force was contained entirely within the Ki-pulse. The technique was eerily reminiscent of a High Frequency Blade's attacks, in fact-focusing absurd power onto a tiny area to utterly unmake everything about it. It was possible to broaden the Ki pulse to create a wide-area attack, but it became exponentially weaker to do so-and focusing it down to just the tips of one's fingers or along the edge of one's hand left one with a nearly unstoppable attack.

The fifth Scrapyard Art was a direct counter for the Shatterfist technique, and was named the "Rhythm Armor". This was a pure Ki control technique, harnessing a combination of Battle Aura and simple Ki saturation techniques to empower one's physical body-then controlling that empowerment with immense finesse and precision to create perfectly calculated vibrational ripples to nullify any attack that impacted the practitioner. This art was fundamentally the same as the Panzerkunst "Einsatzrhythmen", but harnessed Ki to effectively shore up physical weaknesses and defects in one's body that would lead to stress over time as well as allowing one to achieve the technique without necessarily being able to harness vibrational motors at all.

The sixth Scrapyard Art was the most overt of the Vibrational Arts, and yet potentially also the most versatile: the "Kiloton Fist". The user would amplify vibrational movements with their Ki, creating sudden and massive shockwaves upon either impact or sudden stops. It was quick, it was straightforward, and it was loud; it made it so that when you punched things, those things exploded. And yet, there was so much more to it. With the right focus one could harness those massive shockwaves as sudden boosters, using them to move at immense speeds practically from a standstill or put absurd amounts of power into a focused strike. Such techniques could have immense use for high speed movement, defense, offense, strategizing, and more...The Shatterfist was a sword, while the Kiloton Fist was a club-and yet it was the Shatterfist that was far more straightforward than the Kiloton Fist.

The seventh Scrapyard Art, and the first of the Rotational Arts, was one Jumper called the "Inner Axle"; by stilling one's Ki and achieving a state of true peace with oneself, the user became capable of redirecting forces that impacted them via rotation. It wasn't an easy thing to do, requiring a serene state of mind that was rarely found, but this technique could allow one to catch even railgun rounds with purely biological hands and toss them aside by simply redirecting the force elsewhere. It was a gentle art, though it still benefited from a cybernetic body as mechanical limbs tended to have greater rotational axes than biological ones; where a normal human would have to spin around and do flips to control the momentum of a bullet, a cyborg could just catch it in one hand and let that hand spin around a little bit before throwing it elsewhere.

The eighth Scrapyard Art, and the second of the Rotational Arts, was the "Outer Axle", and represented a variation on the Inner Axle; by harnessing one's surging emotions, a person could wield their Ki to create "rotational axes" in the environment around them that only they could interact with. These axes would proceed to concentrate and direct the force of the practitioner's

movements, allowing them to spin and flip around them in strange and dizzying ways. From simply jumping upwards into incredible flips, slipping around an enemy in a sudden slide, getting punched to the ground only to slide up and around without ever hitting the ground, and more-the Outer Axle allowed for truly bizarre movement options that allowed the practitioner to seem almost like they could fly or even teleport around a battlefield. Nominally it wasn't possible to use both Inner Axle and Outer Axle at the same time; the former relied on having a perfectly peaceful mindset to control the flow of one's Ki and redirect the world around them, while the latter wielded boiling emotions to create invisible currents and flows that the user was moved around by. To use both, one would have to not only wholly divorce their Ki from their emotions, but also have absolute mastery over their Ki usage-something that not even Jumper had achieved. Not yet, at least.

The ninth and final Scrapyard Art was both a callback to the old and a celebration of the new; the "Roaring Dragon's Drill". It was a technique which required either the Inner Axle or Outer Axle to function; by building up centripetal force via either absorbing and redirecting an outside force or using one's own Ki to spin along an axle, the user built up and charged their own Ki with kinetic energy. Then, when the user was prepared, they would drag out this stored energy into a conical Ki-spike on their fist. The Ki-spike was launched with a simple thrust and twist motion, unleashing a piercing drill of kinetic energy that scaled with just how much force the user had built up beforehand. It was by no means easy to build up a charge with this technique-usually only a single attack could be stored before it was released as a Roaring Dragon's Drill. But it was possible, and may have been the key to even more incredible Ki techniques...

Jumper ended up needing those two years to develop these nine techniques, barely managing to complete the final one before her time in this world ended. She would of course teach the techniques to Alita as she developed them-in fact, it was Alita's help that allowed Jumper to finish developing these techniques at all. And when Jumper was about to finally leave this world...she invited Alita to join her. Alita accepted, and disappeared from the Scrapyard forever alongside Jumper.



## Jump 8: CRYISIS

Age: 28

Gender: Female

Type: Blue

Origin: Military

Callsign: Ripper

### Perks

- >"Everyone Has A Choice" -400 CP
- >N.O.M. -Free
- >Nanocatalyst Augmentation -100 CP
- >Deep-Layer Protocols -200 CP
- >MAXIMUM\_NOUN -300 CP
- >Twisted Motherfucker -200 CP
- >Re-Purposeful Engineering -600 CP

### Items

- >C.E.L.L. Kit -Free
- >Ceph Weapon -Free
- >Inert Ceph Technology -100 CP
- >Nanosuit Cradle -100 CP

### Drawbacks

- >The Lingshan Insertion +100 CP
- >"It Was Never Just About The Suit!" +200 CP
- >The Best Version Of Ourselves +200 CP
- >"Let Me Repeat That, Roger" +200 CP
- >They Built Everywhere +300 CP

Basic Idea: Jumper enters this world as a military doctor, working as one amongst many who are working on deciphering and developing the Nanosuit technology. They weren't particularly high or low on the totem pole, but they did have a callsign: Ripper, gained from how skilled Jumper was at operating the "skinning beds" to ensure that people could come out of their Nanosuits as painlessly and quickly as possible. It wasn't a clean or easy job, but Jumper's sheer medical skills made it much, much better than it might have been. There were only a few Nanosuits in existence at this time; the original prototype, and a handful of more advanced versions-the "1.0" Nanosuits, as it were. Nevertheless testing was still ongoing to perfect these incredible marvels of technology which had been developed internally by CryNet and were loaned out to the US Military.

Of course, the US Military couldn't just trust this amazing tech handed to them by CryNet, so they analyzed it to hell and back. Jumper was one of the many scientists on several rotating teams studying the Nanosuits. It wasn't exactly legal, but hey-the government's the ones who make the rules and all that. Studying one of the latest Nanosuit 1.0 models...Jumper wasn't impressed.

The nanomachines composing it were patently inferior to even Jumper's KR-SAPIEN Karmatron Cells...which, technically, weren't even nanomachines. They were two micrometers long-fifty times smaller than the average human cell, but technically not nanomachines because they were still measured in micrometers rather than nanometers. The nanomachines used in the Nanosuits were about 800 nanometers long-so definitely nanomachines, but twice as big as the ones Jumper used in their KR-ASURA body. That said, they weren't even a tenth as capable as the KR-SAPIEN Karmatron Cells, let alone the ASURA ones. Their modification and shifting was pathetic, their energy efficiency was utter shit, they were damn near unprogrammable without some sort of supercomputer to coordinate EVERY individual nanomachine in real time, they were hilariously fragile...Jumper could go on. Now, it must be said-Jumper is a genius, and thus has higher standards of technology. The Nanosuits weren't actually that bad-in fact, they were damn impressive pieces of tech. But Jumper's KR-SAPIEN body was multiple orders of magnitude more advanced, even if one was purely considering just the nanomachine construction and not all the other things-such as the artificial genome, the integrated cybernetics, the psychokinetic abilities, the D-Ripper, so on and so forth.

This is all to explain Jumper's rapidly thinning patience as she was forced to work on the objectively inferior technology and treat it as if it was the most incredible thing ever devised, day after day...until finally, Jumper snapped. Fine. If it was a Nanosuit they wanted...Jumper would give them a Nanosuit.

Using some basic Ceph technology samples, a bit of jury-rigging a high-intensity energy weapon, a rather nice computer, and several cups of coffee, Jumper created first a stable programmable nanomachine colony, then programmed those nanomachines into creating the nanomachines that would create the nanomachines that would create the nanomachines that would create Jumper's Nanosuit. Jumper managed to crush down their nanomachine sizes to a mere 100 nanometers long, though had to do some extremely clever programming to maintain stability and cohesion at those sizes. Reorganizing these Karmatron Nano-Cells into a perfectly functional Nanosuit was the work of a sleepless night, near-constant usage of the Sandevistan,

and a minor miracle of pure coding brilliance. When people began to come back into the lab the next day, they found Jumper holding up a strange black cloth bodysuit and declaring it the Reload Nanosuit.

It was a miracle of technology, born in just a day's time and using incredibly poor materials. It granted many times the strength, speed, durability, and cloaking capabilities of the Nanosuit 1.0, at its /base/ and before initiating any of the various enhanced modes. It was capable of self-repair, specialization, shapeshifting, and healing the user without undergoing symbiosis. It was indescribably more energy-efficient, capable of harvesting energy from sunlight and ambient heat as well as recycling waste heat from both bodily processes and its own functionality-allowing it to run "cold" and disguise the heat signature of the user at will. It literally wasn't capable of undergoing a Grey Goo scenario, requiring a sapient mind connected to it to function at all and restricting its material generation and shapeshifting capabilities without active direction. It was all but immune to incendiaries and EMPs, and so hilariously tough that it would take several dozen magazines fired to actually punch through its base defensive capabilities.

It was a novelty to Jumper's sensibilities. It had nowhere near the durability or capability of the normal Karmatron Cells, required constant recycle systems to upkeep its terrible nanomachine stability, didn't have anywhere near the evolutionary capabilities due to how much effort Jumper had to put into making it stable just so that it didn't devolve into a pile of sludge, couldn't fit any sort of psychic modules or Plant modules, so on and so forth. It was a massively stripped down version of a Karmatron Cell, integrating some interesting energy-recycling principles Jumper could derive from the samples of Ceph technology to make up for its pathetic state. It wasn't even /capable/ of the same sort of symbiosis as the Nanosuit 1.0, which Jumper frankly considered a bit of a failure on her part. Given time, resources, and the desire for it, Jumper could've easily corrected all of these flaws. Jumper could have developed a whole new and far more advanced line of Karmatron Cells based on these stripped down micro-cells, and created a Nanosuit that wouldn't have just turned the wielder into a posthuman warrior-but a posthuman deity.

Far from being celebrated, Jumper's achievement was reviled and security personnel attempted to outright "liquidate" Jumper for their transgression in making a Nanosuit that was manifold times more advanced than anything currently being worked on. Unfortunately for them, Jumper wasn't human-they were a nano-cybernetic posthuman. They all but walked right out of the military installation they'd worked in, casually strolling through heavy gunfire, bombs, and more, and took their research and Reload Nanosuit with them.

Jumper quite literally just scrapped the Reload Nanosuit shortly after leaving-to them it was just a gimmick in the end after all. The research they did in stripping down Karmatron Cells to much smaller sizes though, that was useful; while traveling the world to stay ahead of the US government and CryNet for a couple years, Jumper continued to develop their understanding of nanotechnology. Integrating the energy conversion of Ceph technology /massively/ increased efficiency in manifold ways and could even be ramped up to make Jumper just straight-up immune to any sort of heat or directed energy weapon. That only took a bit though-most of those two years was spent "shrinking down" her Karmatron Cells to smaller and smaller sizes without

losing any sort of durability or capability-in fact adding to it. By the time of the Lingshan Incident Jumper's Karmatron Cells-both the KR-SAPIEN and KR-ASURA classes-would be four times smaller without any loss of stability, durability, or capability. Five hundred nanometers and one hundred nanometers respectively; it was definitely an incredible improvement in Jumper's tech.

And with those nanotech advancements, Jumper began to break into new realms of technology as well. Specifically inspired by their remaining stores of Ceph technology, Jumper managed to decode a few major advancements: directed energy weapons and antigravity. Of the two, directed energy weapons were orders of magnitude more easy to develop than antigravity. Creating plasma casters-guns that would generate and direct bolts of plasma-was something Jumper could do practically in their sleep. Railguns were trivial, microwave beams child's play. Creating outright laser weaponry was actually something of a challenge, having to take into account atmospheric diffusion and other principles...but the amazing constructive abilities of Jumper's nanomachines were up to the task of creating, testing, and refining a working methodology-one that could be wholly integrated into Jumper's body.

Antigravity, on the other hand...that was a bit of a difficult thing. Jumper had found traces of its functionality in the bits of Ceph technology that they had, but that was all it was-traces and hints without the full picture to understand. Ceph antigravity seemed to be a much more complicated mechanism than could be contained in a vial of alien nanomachines, so despite Jumper's best efforts they could only theorize and experiment blindly in hopes of getting lucky. Jumper tried a whole bunch of different concepts, even working on decoding and developing their D-Ripper further. They figured out how to teleport freely with the thing, how to "thin" their dimensional presence so that attacks could just slip right through them like they weren't even there, even developed further safeties and controls for the D-Ripper so that it was /almost/ safe for civilian usage. But they couldn't quite figure out how to achieve anti-gravitics.

Jumper wasn't there when the Lingshan Insertion happened, but was around when the Manhattan Virus began to go around. Not actually a virus, as it turns out-but a nanomachine swarm that was slowly gathering steam and replicating in human bodies to break them down into organic slurry. It didn't take Jumper more than a week to create both a vaccine and a cure. When the Ceph tried to make a new virus to counteract Jumper's cure, Jumper just reprogrammed their own nanomachine cure to adapt. The Ceph were /much/ worse at nanotechnology than Jumper was, so it was genuinely quite easy for them. Covert operations thwarted by Jumper's own efforts, the Ceph moved straight to the next stage of their invasion: overt operations.

Going from dealing with a pandemic to "suddenly alien invasion" spooked Jumper hard. And, so spooked, they proceeded to react by doing something incredibly, absolutely stupid. Nanotechnology solves everything, right? A full year of programming, construction, and development, and Jumper released their own apocalyptic weapon to counteract the ongoing alien invasion.

The foundation of the mechanism was a distributed network of nanomachines that propagated throughout the entire planet, impregnating both the very ground and atmosphere until a non-negligible percentage of the entirety of planet earth was just pure nanomachines. This

distributed network created a virtual supercomputer that operated and controlled the nanomachines as a whole-observing, recording, and guiding them to build up a perfected model of the world according to Macro-Karmatron Dynamics. But being a future-prediction engine for all of planet earth was just the /least/ of this grand machine's purpose. No, the vast, vast majority of the Nanomachine Distributed Calculation Engine was focused on running a complex program that Jumper called "Karmic Ascension".

The Karmic Ascension program was a system designed to elevate humanity to fight back against the Ceph, turning every man, woman, and child into a potential army-destroying supersoldier if they so desired. It was fully capable of shifting and directing the development of human civilization on Earth, but Jumper actively prevented it from doing so; she didn't want to accidentally create a paperclip maximizer out of the NDCE or become a god-ruler of humanity. No, the Karmic Ascension program was purely designed for giving humanity superhuman tools with which to defend themselves, to redefine themselves, to grow and develop as they wished.

Every human being in the world was directly upgraded into a Melior and further granted...something between a KR-SAPIEN body and a Nanosuit. Its exact form depended on the ideals and personality of the user, but largely took the form of either Magical Girl-esque outfits or Kamen Rider-esque power armor. Regardless of form, the function was similar; in the enhanced form, every aspect of the person was idealized and magnified. The Melior conversion already cured every biological disability, deformity, and weakness as well as making everyone vastly stronger and tougher-but the Karmic Ascension form pushed it all even further beyond. The strength, speed, durability, regenerative powers, and everything else-it all far surpassed even the projected capabilities of a fully upgraded Nanosuit 2.0, multiple times the Melior base form's capabilities, and didn't have any genuine energy limitations like them either. Of course these forms were temporary, and at first somewhat stamina draining-making using them all the time unfeasible without immense amounts of time and training. But those were artificial limitations Jumper encoded to force people to train to get used to the Karmic Ascension forms. The true meat of the Karmic Ascension program came in the form of "Heart Drivers".

A Heart Driver took the form of a unique skill or ability that was artificially granted to people by the Karmic Ascension program-from healing others, to being able to generate and manipulate flames, to being able to fly, to shapeshifting, to many other abilities. They all started out somewhat weak, but would grow with time, experience, and a person's own Karmic Imprint. Every person in the world got one Heart Driver to start: their "Core Drive", which was born from a combination of personality, ideals, and their projected future according to Macro-Karmatron Theory. It was always the most powerful Heart Driver, and unlike many other powers would also be accessible at a much reduced level in one's natural form. It was also possible to develop other Heart Drivers, "Secondary Drives", by undergoing great experiences. Something that majorly impacted someone's personality, or had major effects on the world around them. Secondary Drives generally couldn't be accessed in one's base Melior form, though with years of training or immense effort it was just barely possible. Still, it was generally just easier to use the Core Drive in one's Melior form if they wanted to access their power like that.

But there was one issue: Karmic Singularities, who even with all the processing capabilities of the NDCE and Jumper's own advances to Karmatron Dynamics were still impossible to predict.

Jumper herself was one, as was Alita, as were a few others in the world. Just a few. To these Karmic Singularities, Jumper rewarded and cursed them with the most powerful and dangerous of Core Drives as they could not be calculated to form a natural Core Drive. They were given the Karma Drive, a complex program that allowed them to perceive their own karmic impact on the world around them and leverage that Karma to empower themselves. By harnessing the Karma born from a rivalry, the Karma Driver could help the user grow stronger than their rival. By harnessing the Karma born from friendship, they could draw immense strength and seemingly miraculous abilities to unleash great powers. By harnessing the Karma born from defending all of mankind against an alien invasion? A Karma Driver user could wield outright godlike power. This was a power born from bonds, and was exclusive to Karmic Singularities. More importantly it was a power born from /elevating/ bonds; bonds that sought to destroy each other, like facing an enemy that one hated, would not generate any Karma the user could draw upon to empower themselves. Someone who wished to destroy mankind using this would not gain power from that relationship. It was Jumper's ultimate defense against the Ceph, and the method through which Jumper intended to safeguard all of mankind.

It took Jumper a year to create and perfect the Karmic Ascension system and release it into the world, and the result was nothing short of an apocalypse.

The Karmic Ascension system worked wonderfully. It did exactly as it was designed, remaking all of humanity into immortal and perfect Meliors as well as granting them the power to fight off the Ceph. A Karmic Singularity even actively fought off the Ceph invasion in New York, and began to work to hunt down the Ceph elsewhere. It was just /everything else/ that was the problem. Like all of humanity having no idea how to handle every single person in the world suddenly having unique superpowers, or being able to bend metal with their bare hands.

There were wars. There were wars that defied description, wielding superpowers and abilities that were previously beyond human comprehension. Civilization itself collapsed into screaming fires. And Jumper looked upon the ruins of civilization, at the evil she'd wrought in hopes of protecting and elevating humanity, and swore to herself: never again would she make a mistake like this.

## Jump 9: Symphogear

Age: 16

Gender: Female

Origin: Alchemist

### Perks

- >Attuned -Free
- >The Song Of Your Heart -Free
- >Signature Genre (Dubstep) -Free
- >Calling Card -Free
- >Yukine-Kazanari Syndrome -100 CP
- >Nana Wills It -200 CP
- >Heretical Adaptation -200 CP
- >Who Was Fone -Free
- >Basic Alchemy -Free
- >Memory Combustion -100 CP
- >Insane Keyword Logic -200 CP
- >Legends Reborn -300 CP

### Items

- >Shell Corporation -Free
- >"When The Loli Is Mass Produced: An Introduction To Cloning" -100 CP
- >"Auto-Scoring Your Love Life: Advanced Fundamentals" -100 CP
- >Perfect Human Body -300 CP
- >Implanted Relic (Tonbokiri) -300 CP

### Drawbacks

- >/fa/ Geah +100 CP
- >The Tuition Is Cheap Here! +200 CP
- >Being X Is Suffering (Dr. Ver) +300 CP
- >That Goddamned Moon +300 CP

Basic Idea: Jumper came into this world with a sense of crushing guilt and horror at her own inadvertent destruction of human civilization back in Crysis. She had believed that by elevating all of humanity to become akin to demigods they would band together and fight off the Ceph. The truth was that humanity simply...imploded. Never again, she had decided. She could not make a mistake like that again, could not allow her actions to destroy humanity like that again. But how to prevent such an action from ever happening again?

Jumper didn't quite enter this jump as herself this time. Instead she entered by incarnating into the life of a person named Jane Wayne Vercingetorix-Jane Ver for short. Jane Ver was something of a genius, managing to blitz her way through highschool before she'd even reached puberty and graduate from Yale with multiple doctorates by the age of 15-taking advantage of the subconscious memories Jumper instilled in her host, though quite brilliant in her own way as well. She was also almost outright /obsessed/ with the occult, diving into ancient mystical texts, alchemical treatises, long dead religions, archaeological discoveries, and more. Due to this utter obsession, Jane Ver discovered something truly amazing: real, genuine alchemy. Delving into this mystical world, Jane Ver learned all sorts of powers and abilities all on her own-charting methodologies and developing her own techniques to become a master alchemist while she was still getting her doctorates.

After graduation Doctor Ver was swiftly headhunted by the US Government and joined up as part of the Federal Institute of Sacrists-becoming one of the lead researchers in Heretical Technology and Symphogears by harnessing Fine's work. Ver learned about the formula for LiNKER, and even began to develop it even further-making it much easier to use, and making Anti-LiNKER via alchemical processes that she had to carefully pass as science. And while she did that, Ver also developed her knowledge and skill with alchemy ever further-eventually discovering that the human body was imperfect. And with time, she figured out exactly how to perfect it. With careful alchemy and botany she would create a singular flower, and eat it.

That night, Doctor Ver's body began to undergo an incredible change-waves of light flowing up and down her as her existence was remade into the alchemically ideal human being-a perfect body with eternal youth, immense strength, speed, and durability, nigh-unending lifeforce, and an incredible innate grasp over the principles of alchemy itself. And while she slept, she dreamed of another life-a life more than a century older than her own, living through several worlds and growing to become a being that could only be described as a god. And with a rising sense of euphoria, with a feeling as if everything was becoming /right/...Jane Wayne Vercingetorix's consciousness winked out like a dying lightbulb, leaving Jumper in their place.

Jumper felt guilt that she couldn't describe simply by the fact that her existence snuffed Jane Ver's out. Normally when she entered a new world she would just...appear there, with new skills and powers but with her own body and mind. For whatever reason that didn't happen this time; Jumper became a spiritual existence that lived within Jane's soul, and upon her undergoing that perfection ritual Jumper's soul was brought to the forefront and outright /consumed/ Jane's. Reviewing the memories and emotions left behind by Doctor Ver, Jumper decided to fulfill their wish, their dream in life: to be the Last Action Hero. Jumper didn't have it in her to empower humanity in an attempt to save them again-but being a lone hero, who would stand above



humanity and defend them against threats they had no hope to fight against? Jumper could do that. She would be the Hero that Doctor Ver didn't get the chance to be.

Jumper condensed the last of Doctor Ver's spiritual essence into a Relic Fragment using the alchemical processes that was still perfecting her body, creating the Tonbokiri Symphogear wholecloth. This Symphogear was an innate part of Jumper's own body, and had incredible compatibility due to Jumper forging it from Doctor Ver's-her own-spirit. But Doctor Ver's body wasn't Jumper's; they weren't the nano-cybernetic demigod that she were used to being, instead being a Symphogear/Alchemical Human hybrid without any of the various cybernetics that Jumper had gotten very used to wielding. She knew she could call upon her KR-SAPIEN body, just as she would normally be able to call upon her KR-ASURA body, but it was certainly a new experience for her.

With her memories back, Jumper worked tirelessly for FIS in studying Relics, LiNKER, and Sakurai Theory to help the American government fight back against the Noise. Her sheer genius allowed her to swiftly begin making breakthroughs in Sakurai Theory as she studied various Relic Fragments, but it's not enough as she can't quite put together a full understanding without a complete Relic. And then there was the incident in Japan where an entire chunk of the moon was blown up and the governments of the world tried to hide the degrading orbit of the moon from the world. The world was in danger, nobody knew what to do...Jumper knew that this was what she was here for. This was where she became a Hero.

When the FIS-led by Nastassja-decided to break off and do something about the degrading orbit of the moon themselves, Jumper happily joined them to fight alongside them. And one of her very first acts towards that cause was to cure Nastassja's illness; Jumper didn't even need to break out the medical nanites for it, this was something simple enough for her to be able to cure within a week. That said, she also didn't do more than cure and heal Nastassja-deciding to hold back further augmentative measures to avoid "overtreatment". Jumper didn't wholly know what it meant to be a Hero, but didn't want to repeat the mistakes of the past...so for now, the Hippocratic Oath would serve as something of a useful guide.

The plan for getting the moon back in orbit was...simple, in theory. Shine the light of Shénshòujīng onto the ancient temple-ship known as Frontier to unlock the seal keeping it dormant, awaken its reactor with a potent enough power source-such as the Nephilim Relic-and finally harness the reawakened Frontier to push the moon back into orbit. Of course, there were some issues along the way; first and foremost, the Nephilim Relic was utterly dormant and wouldn't awaken without enough Phonic Gain-the sort of Phonic Gain that couldn't be generated by LiNKER-dependent Symphogear Users. They'd need true blue Symphogear users singing their heart out and pushing their emotions to the limit if they wanted to awaken the living reactor that was Nephilim, which meant that they needed to get close to the most powerful Symphogear users on the planet: Tsubasa Kazanari, Tachibana Hibiki, and Yukine Chris. But this was only the start of their problems. The Shénshòujīng was a powerful Relic, but incomplete-and without a proper Symphogear candidate its power was limited. It simply couldn't unseal the Frontier all on its own, not without a user to feed it Phonic Gain and unleash its true potential.

Jumper had a solution to these issues, but it wasn't going to be easy...not on Jumper, at least. Section Two would certainly have greater knowledge of Symphogears than they currently possessed, even with Nastassja's advanced knowledge thanks to years of experimentation and data leftover by Fine. They might even have complete and active Relics that Jumper could reverse engineer; Jumper needed at least one complete, active Relic to finally crack the totality of Sakurai Theory. They'd gotten a good deal out of Relic Fragments and individual Symphogears, and even did some research on Nephilim's dormant form, but they were missing key pieces that only an intact and active Relic could provide. So Jumper made the suggestion, and after some debate it was agreed: she would go undercover and infiltrate Section Two with the intent of stealing Symphogear data. If she could find an intact Relic, that would be a major bonus-but was nowhere near required.

Using her own utterly incredible credentials and a little bit of social engineering, Jumper managed to volunteer and sign up with Section Two as a new scientist and doctor, and swiftly began to prove her credentials by showing off their immense knowledge of Sakurai Theory and skill with LiNKER creation. Despite that she was kept in a junior position for a time...right up until Section Two began a transfer of Solomon's Cane to a secure location. Jumper was brought along as one of the scientists meant to keep track of the Relic's stability, as little was known about it despite it being one of the few Relics recovered from Fine's death. Though she hadn't attained any of the Symphogear data they'd planned for before, Jumper saw her chance: acting with immense speed and care, Jumper slipped Solomon's Cane right out of its containment chamber. Now, Jumper saw two ways of getting off the train that was transporting Solomon's cane: one, she could engineer a Noise attack, harnessing the Cane to distract the on-board Symphogear wielders while Jumper made her escape. At worst she could use the Noise to make herself look innocent, literally attacking herself while a Symphogear user is around so that she's cleared of suspicion for long enough to get away. But that would be putting innocent lives at risk for her own gain. That would /sacrifice/ lives for her own gain. That wasn't the path of a Hero.

Option two...she grabbed at the air, and used Alchemical powers to conjure up an entire new outfit formed from pure energy-complete with cape, helmet, overly fancy dress suit, and ridiculous boot-heels. Gathering vibrational power in one hand, Jumper unleashed a strike upwards-blowing the roof right off the train car they were in with an expression of the Kiloton Fist she'd developed back in the Scrapyard. Staring back at the startled and frozen scientists and guards, Jumper apologized and explained that she needed this as part of her work to save the world-then promptly jumped right out of the train. She stole away into the night before anybody could react-utterly burning her cover as Doctor Ver, but managing to make off with the Relic regardless. Mere hours later, the Crossover Concert between Maria and Tsubasa was suddenly crashed by Noise who oddly enough did not attack a single person, and ended with a climactic battle where Hibiki, Tsubasa, and Chris all sang their Climax Songs in unison to unleash an attack that utterly destroyed a self-replicating Noise. Harvesting the ambient energy of those songs, Nastassja smiled as she saw that Nephilim had been awakened.

But, Nephilim wasn't at full power just yet. It would need time, energy, and feeding-specifically feeding it Relic Fragments or whole Relics, if they wanted to get it up to maximal power. Or at least, that's what Nastassja thought. But-now having both the activated Nephilim and the complete Solomon's Cain in her possession, Jumper disagreed; she just needed one week, two

weeks at maximum, and she could /mass produce/ Relics as they desired. Nastassja scoffed and figured that it was just a case of the wonderkid supergenius boasting-but it wasn't. She'd managed to study Symphogears. She'd studied dormant Relics. She'd studied incomplete Relics. She'd studied active Relics. She'd studied completed Relics. And she had a certain trait, a certain Perk, that allowed her to gain immense amounts of data and knowledge regarding the fundamental operating principles of whatever technologies she studied. The more in-tact the better, and with so many examples-incomplete as most of them were...well, Jumper had a deeper understanding of Sakurai Theory than literally any other living person on Earth at this point, along with the rest of the principles of Heretical Technology.

She managed to make good on her promise, first creating "Replica Symphogears" or "Repligears" to test her theories, then outright recreating the entirety of Solomon's Staff just to feed it to Nephilim. And then she created her OWN Nephilim, only much more loyal, much more controllable, and-incredibly-a great deal stronger. This Replica Nephilim was promptly reprogrammed, redesigned, and rebuilt to become a Symphogear that was only compatible with Jumper-shaped into the form of a grand suit with gemstone wings and a shining crown. Just as a failsafe in case the original Nephilim proved to be too unreliable, and if she needed the edge.

As it turned out, Jumper was entirely justified in making that backup-because not too soon later, Nephilim went on an uncontrollable rampage. Just as the Section Two Symphogear users showed up to raid FIS's current hideout. Recreating the alchemical disguise she'd used on the train, Jumper decided to go out to meet them and see if they couldn't kill two birds with one stone.

Jumper went out to meet the Symphogear users, re-introducing herself as Doctor Ver. She apologized for the trouble she'd been causing them, but assured the Gears that everything she did-she did to save and protect mankind. Before Jumper could explain, Nephilim burst out of the warehouse behind them, already in their second awakened form, and attacked Jumper. Without hesitation Jumper unleashed countless prismatic lights which flowed around Nephilim and formed a grand cage, forcibly chaining the Relic beast to the ground. Jumper introduced Nephilim to the Gears, explaining how it was a Relic that ate other Relics and one of the keys needed to save the world.

Hibiki asked that they not fight, and Doctor Ver just return to Section Two with them. Against all reason Doctor Ver agreed...but with a caveat. Ver wanted to see that the Gears had the strength needed to save the world for herself-wanted to see the power that could defeat Fine and her cannon. It was a poor test and Ver actively admitted that it was solving one problem with another, but made them a promise: if one of the Gears could fight Nephilim one on one and defeat it despite its advantage over Symphogear users, Doctor Ver would go with them quietly and explain everything. If not, she would simply continue her current path. Chris and Tsubasa wanted to just take down Ver, but Hibiki agreed to Ver's challenge. Stepping back, Jumper disengaged the alchemical cage around Nephilim and allowed it to rampage right into Hibiki's general direction.

Hibiki fought the Nephilim, but right away it's obvious that it's not taking anywhere near as much damage as it should be from Hibiki's attacks and it's pressuring the Symphogear user pretty hard in its own counterattacks. Despite that though, Hibiki picked up steam and grew stronger

and faster as the fight progressed-and without having to worry about Noise or her own friends being in danger, she never made that one critical error that might have landed her in Nephilim's maw. With one world-shaking punch Hibiki punched clean through Nephilim's torso, ripping its heart out and causing it to explode under a wave of her own glowing golden power. Jumper clapped politely, and promised to surrender to Section Two custody. Using Alchemical telepathy, Jumper also carefully informed her allies in FIS to not worry about her-she had a plan, and this was part of it. She also directed them to collect the Heart that Hibiki had torn out once the Gears were away, for later usage in the plan.

Sitting in an interrogation room with Genjuro, Tsubasa, and Hibiki, Jumper took off her helmet and told them that she would now explain everything. She began with first describing the nature of Fine-or rather, the FIS which had gone rogue from the American government. As for why they'd gone rogue? It was because of the global coverup-the coverup of the fact that the moon was in a degrading orbit and would crash into the Earth. Not now, or soon-but within ten years. Jumper gave Genjuro a data chip that had the details of the moon's true orbit on it and its projected impact, encouraging him to check her work for himself. But FIS wouldn't go rogue for nothing-they had a plan to stop it. An ancient, legendary Relic ship with the power to manipulate gravity, hidden in the sea and under ancient seals. A mirror Relic that could blast through those seals with enough power. And Nephilim-a living reactor that could generate enough power to both break through the seals and power the Frontier ship to save the world. They had all the pieces, and the FIS had already successfully made off with Nephilim's heart-which had been ignored in the aftermath of its battle with Hibiki. Genjuro didn't like it, but he was understanding about it-especially after Jumper, again, provided a data chip with all the data on FIS's plans. It didn't have the FIS's current locations on it since they used a cloaked flying ship to hide out, but it did have the location of Frontier.

Tsubasa asked a surprisingly perceptive question-why exactly was Doctor Ver telling them all this? She clearly had no intentions of stopping her plan even as she surrendered herself to Section Two custody, so what was the point of explaining all this to them? Jumper's answer was simple: she wanted to save the world. She wanted to be the hero who saved everyone, but if she were to fail...then she'd give Section Two all the tools they needed to succeed where she failed. They managed it before, so maybe they'd manage it again if this fell through. Ultimately, her desire boiled down to simply wanting to help and protect others-something that Hibiki actively cheered on. And that reminded Jumper-she had one more person here she wanted to help. She pointed to Hibiki, and declared that her own Symphogear was killing her-but that Jumper could fix that, if they allowed her. The occupants of the interrogation room were shocked, and Jumper began to explain how Gungnir was growing and spreading through Hibiki's body. She had one, two more transformations if she was conservative before it became terminal. It would begin with increasing heat, generation of crystalline structures, shifting internal body structure...and eventually progress to full crystallization as her body shattered under the strain of the relic growing inside of her. Once again, Jumper provided a data chip with the medical data estimates and projections she'd developed, encouraging them to check her work.

Rather than continuing the interrogation, they broke to actively check the things that Jumper had told Section Two. It took about a week to check the moon's orbital data, but they confirmed it was exactly as Doctor Ver had predicted. On the other hand, it took just two days to confirm

Doctor Ver's medical estimates about Hibiki's condition. After that, Tsubasa practically rushed to Doctor Ver's cell and demanded that she explain what she meant by the fact that she had a way to save Hibiki. Jumper noted that she was one of the world's greatest medical experts-quite possibly THE greatest medical expert in the world-and also had an immense knowledge of Heretical Technology. If given an operating theater and the resources necessary for her operations, Jumper was absolutely certain she could save Hibiki's life.

It took four days of deliberation to choose whether or not they'd hire Doctor Ver to save Hibiki, and it was only once the moon's orbit was confirmed to be degrading that they decided to extend their trust to her. Meeting Hibiki in her newly gained operating room with the most advanced technology Section Two had to offer, Ver explained to Hibiki that she had two solutions to Hibiki's issue, and she'd give her the chance to choose which one she would accept. The first...Jumper placed a scalpel on a tray next to the operating table. Jumper could manually extract Gungnir from Hibiki's body, ensuring that it would no longer threaten Hibiki's life. Despite Jumper's skill though, Gungnir was entrenched deep in Hibiki's body; it would take months, maybe years of rehabilitation before Hibiki fully recovered from such a surgery. And even then, she may lose all affinity she had for Gungnir-there was a chance she'd never be able to wield a Symphogear again. Hibiki had flashbacks to her own life after Zwei Wing's last concert, and the horrible rehab she'd gone through then. And then there was the other option.

Jumper finished cooking up a strange blue liquid using a combination of alchemy and technology, put it into an injection gun, and placed it on the tray next to the scalpel. It was a customized anti-LiNKER solution made specifically for Hibiki; it would /slightly/ lower her affinity for Gungnir for about twelve hours after injection, Jumper explained, but would also act as something of an "immune booster" for her. The solution would massively weaken the growth of Gungnir in her body and allow her own immune cells to break it down. Unfortunately this had side effects. Not negative ones, mind you, but ones that Hibiki should be made aware of.

Taking this solution would cause Gungnir's structure to break down into finer and finer particles...but it wouldn't eliminate it. On the contrary, each time Hibiki took this solution she would integrate more deeply and perfectly with Gungnir-making it more and more a natural part of her body. Twenty, thirty days of it...and there would be no difference between Hibiki in her resting state and Hibiki with her Symphogear deployed. She would be a living Relic, wielding the power of Gungnir guided by the mind of a human being. This wouldn't actually hurt Hibiki at all-in fact, it would make her stronger than ever. She would have "beyond-perfect" affinity for Gungnir, able to use its greatest powers at all times with only moderate cooldowns or energy drain. She'd be capable of fighting off Noise in her normal body, and capable of wielding Gungnir's weaponry without her Holy Chant. Harnessing her own internal energies she'd be able to regenerate freely from even the most gruesome damage, and as long as a few shards of her body remained she could even regenerate from near-total bodily destruction. Once she hit the peak of her physical development, she'd also stop aging-maintained by Gungnir's power. She could still degrade over time if she let herself lie fallow for centuries at a time, like any Relic...but if she maintained healthy exercise and habits, she could live at her peak for all time.

Ultimately, the choice came down to this: did Hibiki want to give up the life of a Symphogear user, giving up power to embrace a peaceful ordinary life? Or did she want to give up any chance

of an ordinary life, embracing the power and responsibilities of a Symphogear user for the rest of life-perhaps the rest of time, even? Jumper actively told Hibiki to wait before she chose-talk to those she cared for, think it through. Hibiki did so, talking with Miku, Tsubasa, Chris, and others...and eventually came back and asked to become a living Relic with a determined look on her face. Jumper nodded, and handed her a briefcase containing her injection gun and enough doses to get her through the month or so she needed to fully acclimate to the process. Jumper also gave her a watch with a preset timer-set to go off once every twelve hours. Taking one dose every twelve hours for a month, and Hibiki would become something rarely seen in this world.

Jumper was very careful in what they mixed into Hibiki's medicine; viral treatments, high-energy density solution to fuel the changes her body would go through, LiNKER-related chemicals to help suppress and control the growth of Gungnir...and a complex alchemical soup derived from the Perfect Human Body transformation research. It would do exactly what she said it would-this wouldn't give Hibiki a Perfect Human Body, but instead control the development of the Relic inside of her and transform her into a Living Relic in her own right. It wouldn't give her grand alchemical powers and instincts, but then Hibiki didn't exactly need them-not with the way her body was going to be producing Anti-Philosopher's Stones merely in the process of heating up and harnessing Gungnir's power. And it had an unexpected extra bonus: it would link Hibiki's Ki to her capacity to generate and manipulate Phonic Gain. Singing would restore her internal energies, and her internal energies would let her surge with Phonic Gain as needed. Jumper hadn't honestly expected such an incredible benefit, and would study Hibiki's development closely after what was happening became evident.

The first few days of her new medicine hit Hibiki the hardest-leaving her oddly groggy and hungry in ways she couldn't really describe. She found herself bursting out into song in her day to day life, feeling better as she did so even as something resonated slightly "off" in her chest. As days turned to weeks that "off" feeling began to align more and more, like something was slowly and steadily clicking into place. She found herself more energetic, more hopeful, stronger, faster, and even a little more quick-witted as the days went by...yet despite that, she remained herself.

In the meantime, Jumper had kept up a telepathic correspondence with the FIS, and Nastassja informed her that they were going to try and negotiate with the Americans; she'd tried to break through Frontier's seals without Jumper's help, and it failed. Jumper warned Nastassja that the Americans would just turn on her and try to kill her, but Nastassja was confident. Unfortunately, it ended up turning out exactly as Jumper predicted-with the Americans pulling out their guns the moment they got the data they wanted. Having predicted this and spied on them via Alchemy, Jumper apologized to her captors...and then teleported away via an Alchemical spell. In a sudden burst of light she appeared in front of Maria and Nastassja, using an alchemical barrier to defend from the American's gunfire. A small twist and bullets of solid wind shot out, knocking out the Americans; another twist created a breeze that lifted the data chip that Nastassja had given to the Americans right out of their hands and into Jumper's own.

Jumper turned to Maria and Nastassja, bowed, and re-introduced herself as Doctor Ver, medical genius, Sakurai Theory expert, and self-taught master alchemist. Re-conjuring her battle outfit, Jumper declares that it's about time for them to bring this crisis to a close anyways; she will

directly open the way to Frontier. But first, she had to get past the American's forces and get to the airship.

On her way out she fought her way through many Americans, taking them down nonlethally as she went. But before she could escape, Hibiki appeared in front of her-clad in her Symphogear and shining with a bright golden light. Jumper notes that, as she is now, she'll overheat if she uses her Gear for too long; it hasn't finished integrating with her. Hibiki ignored that and asked why Doctor Ver had run from Section Two, to which Jumper said that protecting Nastassja and Maria was worth it. After a few moments of staring, Jumper apologized to Nastassja-stating that there was something she had to do before she could unseal Frontier. Then, in an impossible to follow movement, Jumper appeared directly in front of Hibiki, grabbed her face, and threw her right out of the Sky Tower window-then jumped after her.

Hibiki cratered into the ground far below, unhurt but startled...and a moment later, Jumper landed next to them with hardly a puff of air to mark their landing. Jumper apologized to Hibiki for her actions...but she needed to see it. Hibiki's reason for fighting, the reason she could raise her fists. Jumper wasn't too good at expressing herself, she said, but there was one language she knew that could communicate this better than any other. And then she jumped directly at Hibiki, bringing her fist back to strike them. Hibiki dodged at the last moment, pushing away and trying to de-escalate, but Jumper refused to-she wanted to cross fists with Hibiki.

After trying and failing to get Hibiki to fight her for several minutes...Jumper sighed, and stopped. Golden crystals had begun to appear across Hibiki's body, and she was panting hard from the sheer heat radiating from within her. Jumper told her to power down-any more activity would begin to seriously injure her. Hibiki waited for a few moments, then did so-the golden and black crystals shattering off her body as she did so. With a wave of her hand, Jumper conjured an alchemical wind to gather up those materials as well as cool Hibiki's body down so she wasn't overheating anymore. She was disappointed that Hibiki refused to cross fists with her, she said, but she still got what she needed. Once more Hibiki asked why Doctor Ver was fighting and escaping, and Jumper answered: this world needed a Hero, someone who could stand against the darkness with a smile on their face and part it with a single strike. Jumper wanted to fulfill that role...but could not do so, not forever. She hoped to find the Hero she was looking for in Hibiki, but Hibiki refused to raise her fists-to show Jumper the reason for which she'd fight.

Jumper teleported away at that, just as Tsubasa and the other Gears arrived on scene. But Hibiki herself was stuck staring off into the distance, muttering "a reason for which I'd fight..."

Meanwhile, Jumper examined the Fool's Stones she'd gathered from her fight with Hibiki, and decided to take another step towards her path of becoming a master alchemist and saving the world. She'd have to look for a new Hero later-but carefully. She wouldn't repeat the mistake of her last world and empower people indiscriminately.

Studying the Fool's Stone, which was fundamentally the same substance as the Philosopher's Stone stuck in a negative phase, Jumper turned her immense intellect and innate alchemical instincts as a Perfect Human towards developing a method for synthesizing a true Philosopher's Stone. It took just a handful of days to figure out how to convert a Fool's Stone into a

Philosopher's Stone, but Jumper wasn't satisfied with that-she wished to make one from first principles. It took her a good week to fully devise a method for creating the Philosopher's Stone from scratch, without using a Fool's Stone as a catalyst. Once completed though, Jumper held the legendary stone in their hands...and knew that this was only the beginning. The Lapis Philosophorum was lauded as the height of Alchemy, the Magnum Opus...and yet, it was also a gateway to even greater forms of Alchemy. Divine Alchemy.

It only took about two weeks for Jumper to perfect her process for the creation of the Philosopher's Stone, and with it in hand she had a power source to fuel the Shénshòujìng to its full potential and break the seal of Frontier. With the Nephilim's Heart the FIS had both a powersource to awaken Frontier and a control mechanism. It was time to save the world by putting the moon back into its proper orbit. Of course, things couldn't be that easy. Jumper had been honest with Section Two and had explained exactly where Frontier was, so naturally they had their floating headquarters constantly patrolling the area to watch for the FIS. Worse, there was an American ship fleet coming over the horizon-due to Nastassja's fuckup in contacting the Americans, likely. If they wanted to awaken Frontier and save the world, they'd need to deal with these things...but despite their best efforts, Jumper knew that Maria, Kirika, and Shirabe were gentle girls. They wouldn't be able to fight and kill these people for the sake of the world, and Jumper wasn't about to put them through that.

So, a division of labor was necessary; send their Gears to deal with the enemy Gears, while Jumper would deal with the American fleet. And once the enemies were defeated, they could awaken the Frontier in peace. And so the FIS Gears and Jumper jumped right out of their plane-the gears heading for the Section Two ship, while Jumper used alchemical gravity manipulation to fly towards the American fleet instead. The Section Two Gears promptly deployed...save for Hibiki, who seemed to be missing. Jumper, meanwhile, touched down on the lead ship in the fleet and used a trick of wind manipulation to project her voice to the entire fleet at once. She begged the Americans to not interfere and to turn back...but various guns open-fired directly on Jumper's position, so she had their answer. Harnessing a combination of Water and Gravity manipulation, Jumper began to physically throw the ships back the other way-without killing anyone.

Before this battle could continue on for very long, a shining golden comet shot up from the FIS ship, arcing through the air and landing directly in front of Jumper. It was Hibiki, clad in her ordinary school clothes yet glowing bright golden-she'd clearly completed her conversion into a Living Relic, and was all the more powerful for it. Despite her great power though, there was still an almost sorrowful look on her face. Hibiki began by asking Jumper why they were fighting at all when they all wanted the same thing-they wanted to fix the moon's orbit, right? So why was everyone fighting now when they were all on the same side?

Jumper told her that it ultimately came down to an imbalance of power; Frontier was simply too powerful for the leaders of the world to be comfortable allowing to exist. Sure it could fix the moon, but if it could do that then didn't it also mean that whoever controlled the Frontier could crash the moon into the planet at will as well? And if so, couldn't they dictate the very fate of the world by holding it hostage-or destroying it if they wished? It was a risk far too great for any nation to be willing to take, and so even though the solution was right there nobody wanted to



take it. No promise would be enough to ensure that Frontier couldn't be used to control the world, no compromise great enough to allow Frontier to go unchallenged. Despite that, Frontier remained the ONLY solution known to humanity that could fix the moon, so there was only one path forward for the FIS: straight through all opposition.

Jumper then asked if Hibiki had found her reason to fight. Against the odds Hibiki raised a fist and pointed it at Jumper and told her yes, she'd found her reason to fight...but she wouldn't wield it against Jumper for this. Not when Jumper just wanted to help people, not when Jumper had fought so hard to do good against all odds. Jumper breathed in, and sighed...then threw a strange device to Hibiki. She caught it, revealing a strange crimson heart gemstone. Jumper told her that that was the key to Frontier, to not just powering it but also controlling it; an artificial Nephilim's Heart fused with a Philosopher's Stone that would provide more than enough power to set the moon back into orbit. In the meantime though...Jumper still wanted to see Hibiki's reason to fight. And if she wouldn't fight Jumper while Jumper was a Hero...then she'd just have to fight Jumper when Jumper was a villain. Jumper raised a fist to the sky, and brought it down. In the same motion a godlike ray of light shot out from the air ship that Nastassja was piloting, carving its way through dozens of American ships and causing them to explode into fireballs-before suddenly reorienting and focusing on a particular spot on the sea.

Frozen with horror, Hibiki stared out at the remains of the American fleet while Frontier began to slowly rise up from the sea. Jumper promised that this would be merely the beginning; she would wield Frontier and crush every nation on Earth, pacify the world under her own fists until they could never threaten themselves again. That is, unless Hibiki stopped her. Hibiki spun around, her fists clenched and a furious light in her eyes, and sung the Holy Words to activate Gungnir. Underneath her mask, Jumper smiled a small smile. She'd infiltrated the various ships with Noise before launching that laser, using teleportation crystals to send the crews of the fleet back to America; she hadn't killed a single person in that strike, but the illusion was enough to fool Hibiki into fighting. And that was exactly what Jumper needed to see.

Hibiki and Jumper clashed over and over again, Jumper using her martial skills to keep up with Hibiki's overwhelming raw power; with just the Perfect Human Body to rely upon, Jumper was genuinely pressed to keep up with the smaller and far angrier girl. At least, without using any Ki techniques. Their clashing shook the ocean and shattered the sky, all the while the Frontier continued to slowly and steadily rise up from the sea. Once Frontier finished rising from the sea, Jumper suddenly launched themselves away-flying off towards the peak of the Frontier temple. Harnessing a pre-prepared alchemical spell to hijack broadcasting systems across the entire planet, Jumper introduced herself to the world as Doctor Ver-genius scientist, alchemist, and destroyer of humanity. She had worked with a few other Symphogear users to save the world from the moon which was going to crash into it...but since humanity seemed determined to rush towards their doom, Jumper would give them what they desired: their doom.

Grand ruby wings suddenly sprouted from Jumper's back-biomechanical wings constructed from countless Philosopher's Stones and multitudes of crystalline matrices that contained full backups of Jumper's memories. A grand golden crown and beautiful golden armor formed around her body as Jumper deployed the Nephilim Repligear she'd created a while ago. The wings suddenly ignited into haunting ruby flames, and Jumper shot into the sky far, far above Frontier. From her

hand formed a grand alchemical symbol, spreading across half the entire planet-and from that grand alchemical symbol, a golden hand formed from prismatic lights shot out and latched onto the moon. Jumper never needed Frontier, she revealed to the world-it was merely the only method /humanity/ had to save the world. Jumper could have done it alone the whole time...and now, she would doom them. Gripping the moon in a hand formed from pure gravitic energy, Jumper began to drag it down towards the planet...

Only to be stopped when Frontier itself lit up and shot an energy spear out, cutting through Jumper's gravity-hand and releasing the moon from their grip. Jumper again harnessed a pre-prepared alchemical spell to both see what was happening inside of Frontier as well as broadcast the result out to the world. It showed Hibiki, alongside Chris and Tsubasa...and with a tearful Maria, Kirika, and Shirabe working alongside them to control and empower the Frontier to defeat Jumper, all directed by Nastassja. Maria called out to Jumper, telling her that this wasn't what they planned-they'd hoped to save the world, not destroy it! Jumper countered that it was obvious they didn't want to be saved, pointing out the ruins of the American fleet that sought to take control of Frontier to use as a new superweapon to conquer the world. Humanity raced towards its own doom, so what did it matter that she sped things along?

Hibiki spoke up, countering that just because people were scared and reacting like this didn't mean they didn't deserve to live. She pleaded that even at the darkest times, humanity still deserved to stand up and experience the light that could come in the end. When Jumper pointed out how Hibiki herself had been hurt by humanity in their ignorant flailings, Hibiki countered that it was BECAUSE she'd been hurt that she knew that humanity deserved to live-because she could see the fear in their eyes, and knew that she'd also known that very same fear. Without Miku, she might have given in to that fear and become just as bitter and angry as the rest-but just because they were afraid didn't mean they couldn't rise up past that fear and look forward to tomorrow! Jumper demanded that they show her, show her this resolve to see tomorrow...and began to charge up an alchemical energy blast that would wipe out the entirety of Frontier in a single strike, alongside everyone in it.

As a second sun began to bloom in the sky under Jumper's hands, Hibiki and the other Section Two Gears jumped out to the top of the Frontier and prepared to attempt to defend against it-hoping against hope that their "S2CA" would be enough to save them all. As they sang their Climax Songs in unison and powered up to face Jumper's attack, a more quiet, solemn song was being sung inside of Frontier's bridge. A song that came from Maria's heart, from the pain of loss, from the desire for tomorrow. This song resonated across the entire world, broadcast to every screen and heard by nearly every single human being alive. The blast lanced down from Jumper towards the Frontier, scarring the sky...and it was met by the power of Hibiki, Chris, and Tsubasa in X-Drive, powered by seven billion Climax Songs.

With the overwhelming Phonic Gain formed from Humanity's collective desire to live and belief in the Symphogears every single Gear in the Frontier entered their X-Drive, including Maria, Kirika, and Shirabe. Frankly that was barely a side effect; the X-Drives didn't take nearly that much power to activate, as most of the power was channeled right back into the Frontier's systems as Nastassja prepared her own counterattack. The six Symphogears flew up far beyond the Frontier, flying on wings of Song, and engaged Jumper in a battle of the skies. As they

fought, Jumper asked them what the point of this was—they might be united now, but they'd surely fracture and fade away into nothing the moment the next big threat came. Hibiki countered that as long as they held a song in their hearts, they'd never fall. After a protracted battle, Nastassja told the Symphogears to back out of the way...and unleashed a grand piercing laser powered by the Frontier's engines and all of humanity's Phonic Gain.

Nastassja had overclocked every system in the Frontier to channel the collective power of humanity into this blast, and it all but destroyed the engines and weapons-systems of Frontier; the grand temple-ship was still capable of floating, but it would never again fly in the sky or wield power enough to destabilize the moon. But it was enough. This laser hit Jumper and Jumper alone, and continued on until it reached the moon—pushing it right back into its proper orbit and reactivating the semi-disabled ruins of Balal. Of Jumper, there was no trace left. The day was saved, and nobody had died for it. As the Gears flew back down to Frontier to celebrate saving the world, Shirabe looked back towards the moon with golden, slit eyes and muttered "dummy".

While the fact that not a single person died—not even the American Fleet—was celebrated as part of the incident, hearing about it made Hibiki feel guilty and question whether she truly did the right thing. She would retreat from the party that happened at Section Two in celebration of averting the end of the world, sitting in a closed off room...and in a sudden blur, Jumper appeared in the same room. There were no cameras and no detection of this, though Hibiki herself jumped back in fright at Jumper's appearance. And in that little closed off room, Jumper and Hibiki talked—with Jumper admitting that she never intended to destroy the world. She simply wished to unite humanity under a single shared banner—under one song—and becoming a grand threat that would destroy everything they held dear seemed like the best idea to force them to unite. Hibiki told Jumper that such a thing felt wrong, as if they were lying to the world...but Jumper disagreed, mentioning that even if Jumper herself wasn't a threat, there were certainly going to be threats out there that wouldn't hold back like she did. When Hibiki questioned what Jumper meant about holding back, Jumper just smiled and promised to see them around; she'd be nearby when the Symphogears needed her. And then she disappeared without a trace.

In the following weeks, debates raged in the UN about what to do with the derelict Frontier now that the world was saved. In a record two weeks, it was decided that humanity would almost certainly face more threats on the scale of Doctor Ver and Fine, and so they would need a platform under which to unite and defend against such threats—especially with the Cane of Solomon still missing and thus Noise themselves still being a global danger. For that reason, the international task force S.O.N.G. was formed, and it was decided that Frontier would be the base out of which they were stationed as both a method through which no one nation could control the broken-down superweapon and as a last resort so that, should the Symphogears fail, they might still have a method of fighting back against threats to humanity...assuming that the members of S.O.N.G. could figure out how to repair the Frontier. Unfortunately they could not—it would take months just to figure out how to get it flight-worthy again, and it was nowhere near as fast or stable as it was before. Even as she was happy to see humanity unite in this way, Hibiki harbored some deep-seated guilt over the fact that humanity had come together by Doctor Ver acting as a scapegoat. That guilt would fade away somewhat when the next big threat—Carol and her Autoscorers—appeared with a desire to destroy the world and seemingly the means to do it.

In the weeks following the Frontier Incident, as it would be called, and shortly after S.O.N.G.'s formation, Genjuro would receive a strange email that couldn't be traced back in any way. That email seemingly came from a person who was calling themselves Fine, and contained sensitive information that only Ryouko Sakurai could have known-confirming it as being Fine reborn. According to her email she no longer wished to fight against humanity, and would even work alongside S.O.N.G. if she was allowed to. She refused to reveal her current location or current host-even noting that her current host was unaware that they were hosting Fine-but would be able to communicate with them through the internet and emails. This would prevent her from doing hands-on work, but Fine assured Genjuro she'd still be quite useful. And so Fine ended up joining S.O.N.G., with nobody realizing that Shirabe held her within. It was only thanks to Fine's assistance that they managed to get the Frontier as functional as they did between the Frontier Incident and the Magical Girls Incident, in fact.

And while these events were going on, Jumper was busy in her own personal laboratory...hidden on the moon, once again. Far above the world she carefully analyzed the traits and qualities that made up a Perfect Human Body-dissecting her own biology slowly and steadily to figure out every single difference between it and a normal human body, as well as testing cloned human bodies that lacked integrated Symphogears. It would take almost two months to finally complete their analysis of the Perfect Human Body, and another month still to integrate the improvements directly into their KR-SAPIEN and ASURA bodies, but the results were immensely valuable.

A Perfect Human Body was not, strictly speaking, perfect from a biological standpoint. Rather, it was an alchemical "perfecting" of the human body that sought to bring its every quality to its absolute peak from the perspective of an alchemist. Such a perspective viewed the body as "lead", and this process transmutes the body into "gold"-a fundamental transformation into a different species in many ways, but at the same time it is merely viewed as a form of refinement for an alchemist. Everything, from the most fundamental genetic encoding structures to the macroscale expressions of skin and muscle, was transmuted to a wholly different sort of lifeform than an ordinary human without actually changing the fundamental body-plan. The end result would appear human, but simply...more. More beautiful, more intelligent, more durable, more powerful. This was a Perfect HUMAN Body, after all-and so even as it transmuted everything into a whole new form of life, it also constrained that transmutation and forced it to maintain the "ideal" of human structure.

From Jumper's perspective as a consummate biologist, the Perfect Human Body was impressive in how it managed to integrate alchemical and metaphysical principles into its very structure, but deeply flawed in many, many other ways. By marrying her own knowledge of biology and alchemy, she could achieve something that was superior to the sum of its parts. The end result was a several-times improvement to the KR-SAPIEN and ASURA's Ki affinity and generation rates, massively increased capacity for metaphysical energy manipulation in general, wholly integrated alchemical capabilities, and a perfected "Evolutionary Algorithm" system; codifying the previously limited evolutionary potential of the Karmatron Cells into the "Evolutionary Algorithm" allowed Jumper to integrate alchemical and metaphysical principles into the nanomachine's evolutionary capabilities, allowing for limitless evolutionary growth over

time-not much faster than before, admittedly, but given it now lacked a ceiling and could improve far past what should be physically possible? That was perfectly fine in Jumper's mind.

Jumper wanted to continue developing further upgrades for her cybernetics-perhaps integrating the alchemical principles of a Philosopher's Stone into her Karmatron Cells to further enhance the Evolutionary Algorithm, or decoding the strange connection between Ki and Phonic Gain that Hibiki had somehow developed-but it was just around then that the Magical Girl Incident began.

While Hibiki had far greater determination than before, this actually led her to wanting to not fight Carol at first even harder-her desire to make things work out and reach her hand out to her enemy strengthened even as Carol blasted her with her alchemical powers. On the other hand, as a Living Relic Hibiki had the sheer physical strength and capabilities to deal with Carol's attacks even while not fighting back. Later on though, the same could not be said about the new Alca-Noise and their Dissection Organs.

Hibiki knew going into that fight was basically suicide for her-she already knew that the Dissection Organs could tear right through Symphogears, and her entire body WAS a living Symphogear. Even so, she chose to fight so that her friends could escape. When she lost an arm, she harnessed her own energy to regenerate it. When she had a hole blown through her, she kept standing. It was only when she lost a leg and an arm again that she finally fell and Miku left her be. Miku would stay by her side as she was brought back to S.O.N.G. headquarters and brought into an emergency room, and stayed by her side long into the night when most others had gone home already.

Thanks to this, she was one of the only people who realized that Doctor Ver-or rather, Jumper-had appeared in Hibiki's medical room out of nowhere. Miku watched absently as Jumper carefully scanned over Hibiki's comatose body for a while, and eventually noted that the damage wasn't that bad-Hibiki would've been back to full health within a month, a couple weeks with a skilled technician's help. The body of a Living Relic like Hibiki wasn't something that could be destroyed as easily as a normal human's; even if she was reduced to just a head, she'd still be totally fine after a few months. Nevertheless...it was a bit of a stain on Jumper's skill as an alchemist that another alchemist could create something that could so easily tear its way through Hibiki's body.

Jumper was about to get to work putting Hibiki back together-this was something she could do with less than a night's work, if even that much-but then suddenly stopped. Nothing was holding her back...but her hands trembled regardless. Memories of the previous world assaulted them, her promise to never make a mistake like that again echoing in her ear. She calmed themselves after a moment, but it was enough for Miku to notice and question if there was something wrong. Conjuring up alchemical circles and beginning to slowly but visibly repair Hibiki, Jumper answered that she had bad experiences with Heroes and her own worries were getting in her way for a moment. There was silence for a little bit, and then Miku quietly admitted that she didn't want Hibiki to be a hero, if being a hero would break her like this.

After a few moments, Jumper stopped working on healing Hibiki and sat down with Miku instead. They sat in silence for a few moments, and then Miku began to speak. She spoke about how she was worried that her job as a Symphogear wielder-despite how it brought her happiness-was hurting her and taking her away from those she cared about. She worried that Hibiki would leave her behind-maybe not today, or tomorrow, but someday if things kept going on like this. She spoke of how much it hurt to see Hibiki in pain, and how worried she was that one day Hibiki just might not come back.

Jumper didn't have many answers to her worries. While being a Symphogear wielder certainly put Hibiki right in the path of danger, it wasn't like she would be free of it if she was a civilian-Miku had experienced that herself, how Noise could appear for no reason and easily kill her without protection. Or more mundane dangers could kill Hibiki and Miku alike as civilians-a mugging gone wrong, a construction accident, hell a bad tumble could see a normal person snap their neck and die. Life wasn't very fair like that. Hibiki as a Living Relic had a leg up on that-a bad tumble or random accident wouldn't kill her, at least. But she would leave Miku eventually...or rather, the other way around. Living Relics were immortal after all, and Miku...wasn't.

After several moments of shared silence, Miku asked if it was possible to become like Hibiki-so that she could be with her forever. Jumper swallowed, and after several moments slowly pulled out a strange Symphogear pendant-shaped like a ruby heart. After the whole Frontier incident she'd gone back and upgraded the Shénshòujìng significantly-making it into a proper Symphogear rather than just fragments of a Relic. Combined with a Philosopher's Stone and Jumper's own utterly absurd knowledge of molecular biology and nanomachines, and the result was the Symphogear in her hands. It was a "one time use" Symphogear, PERMANENTLY bonding to the one who used it and turning them into a Living Relic of the same type as Hibiki-one who would have all the strength and abilities of their Symphogear as their base state, would be able to regenerate from damn near anything, and would live eternal. As for why Jumper had made such a thing?

Because she knew that Hibiki would need an equal, someone who could keep them in check and keep them emotionally stable. Jumper wasn't going to be around forever; she intended to leave within the decade. So Hibiki would need someone else on her level, just for the sake of her own mind. But before Jumper could give this to Miku, she made the girl make two promises. First: talk this out with Hibiki before using it. This was for Hibiki's sake in the first place, and Jumper didn't want their relationship to be poisoned by dishonesty or repressed feelings. Miku nodded and fully understood that. Second...Jumper all but begged Miku to not become a Hero. She didn't want to make heroes, make people who would shatter the world under their ideals. Helping Hibiki out this much was already straining her ideals to the limit, and this much...it was more than Jumper's heart could quietly bear. She did not want to see the world broken by her own mistakes once again. Miku didn't understand, but she promised that she wouldn't be a hero-she'd just be Hibiki's.

The next day, Hibiki was miraculously fully healed and repaired, and even had a strange new module installed into her chest. Not quite the Dainsleif-based Ignite Module that Elfnein had offered, but a special "RMS-BERSERK" Module, harnessing principles from the Berserk System

of Cyberpunk, the Nanomachine Reinforcement Mesh of Metal Gear Rising, and a unique addition recently designed from this world that used alchemical principles to refine, enhance, and accelerate Hibiki's lifeforce and Phonic Gain into an explosive loop based on the naturally-occurring connection Hibiki had developed when she'd become a Living Relic. The "Reload Metal Symphonic" Berserk System was more than a match for the Ignite Modules-in fact, far more powerful-though it was impossible for even Fine to decode much of it due to Jumper's blackboxing efforts so it became a unique addition to Hibiki alone.

Despite that upgrade, Hibiki didn't actually spend much of this incident fighting at all-instead spending a great deal of time with Miku, repairing her relationship with her father after a great deal of mental and emotional strain, and coming to terms with her own life choices and path. The other Symphogear Wielders stepped up-with the help of Elfnein and Fine's upgrades-to face the various threats that Carol threw at them, but Carol would accomplish her goals one by one despite the Symphogear's efforts. The Château de Tiffauges would descend upon Tokyo despite their best efforts, and Carol looked on with glee as it unleashed a lance of light to begin the World Dissection Program...

Only for someone to step into the beam of that light and block it, single-handedly. Standing in the sky and blocking the dissection beam alone was Jumper, wielding her own alchemical powers and sheer overwhelming Ki to create a barrier that held back the World Dissection Program. Projecting her voice across the city to the Symphogears, Jumper declared that a failed hero wasn't good for very much as it was, but she could handle something like this. She suddenly stopped holding back the Château's blast, instead drawing it into herself-then unleashed a counter-blast of energy, gained from the Château itself. A blast of light shot through the Chateau, causing it to break down and collapse between two skyscrapers as it did in canon-entirely inoperable.

Carol did not take her defeat gracefully. She tried to rampage, burning away every last memory she had in a desperate attempt to inflict as much destruction on the world as she possibly could. She had the raw power to destroy the world herself if she wasn't stopped-but Hibiki and the other Symphogears stepped up now. It was only through Hibiki's overwhelming strength and the X-Drive that the Symphogears were able to stop her, and she would seemingly disappear afterwards.

In the meanwhile, Elfnein's health suddenly began to take a turn for the worse. Not because of damages suffered-she was perfectly safe in the flying Frontier base of S.O.N.G. and hadn't suffered at all. No, it was because she was a poorly-made homunculus rather than a proper clone. That her body lasted as long as it did was a testament to Carol's overwhelming lifeforce more than anything, as even a poor copy such as Elfnein retained a great deal of vitality when she should not have. Modern science had no way to truly help her, and even Fine's efforts would fail without immense amounts of time and effort to develop specialized Relics that could save her life. Jumper could stabilize her, but was nowhere to be found; the common assumption was that they were recovering from their efforts in deflecting the World Dissector. It was a wrong assumption, but the members of S.O.N.G. had no way to know that.

Thus it was that when Carol snuck into Elfnein's room, amnesiac but for the barest traces of memories and seeking purpose in life, she would end up giving her life and body to Elfnein so that the homunculus could live. Elfnein became a proper human being in Carol's body, rather than an imperfect homunculus, and treasured Carol's sacrifice.

In the meantime, Jumper had actually been busy doing some rather intense negotiating...with the Bavarian Illuminati. Once upon a time they'd offered to fund and support FIS in their attempts to take control of Frontier to fix the world, but Jumper actively turned them down-swaying Nastassja to do the same. Now again they came, seeking to plunder the Château de Tiffauges to get the data within so they could use it for the sake of crafting Philosopher's Stones. They hadn't expected Jumper to be hiding inside of it, guarding its contents. Though the alchemists were powerful, they also had an incredibly strong respect for Jumper as well-who was capable of standing up to the Château's power all on her own. So rather than going in guns blazing, they decided to try to go for diplomacy.

There was precious little that the Illuminati could actually offer Jumper, so they had to pull out the big guns quite early: Divine Power, more specifically the method of refining it from life force. Despite Jumper's skill as an alchemist and superintelligent scientist Divine Power operated on principles utterly unknown to her, so she couldn't exactly replicate it at a glance-if she wanted it, she'd have to negotiate. So an agreement was struck, and Jumper /provisionally/ joined the Bavarian Illuminati-giving them her personal formula for the creation of Philosopher's Stones as well as agreeing to work with them on a limited basis. And in return, Saint Germain would give Jumper the alchemical formula for the creation of Divine Power...but notably, not its manipulation or control functions. It was only stated that a "pure body free of original sin" was the only thing capable of hosting and controlling Divine Power.

It would be a few weeks after Elfnein's recovery that Miku would finally gather up the courage to explain the offer that Jumper had made to her-the artifact that would transform her into a living Relic so that she could stand by Hibiki's side forever. The following conversation between the two was tense and filled with emotion, but they couldn't quite come to a resolution...which was when Tsubasa showed up, asking if the two of them were having trouble communicating. Following a sudden brainwave, she invited them to Karaoke-citing that sometimes songs could communicate things that words alone could not. Over the course of a karaoke session Hibiki and Miku would all but confess their feelings for each other, realizing they didn't want the other to suffer and wanted to be with them forever-they were each other's lights. And with that revelation in mind, Hibiki held onto Miku as she spontaneously activated the Shénshòujìng and became a Living Relic alongside Hibiki-and the two of them were purified in the light of Shénshòujìng as a consequence of its activation.

Meanwhile, Jumper was exploring the existence and functionality of Divine Power. After being given the formula it hadn't taken her too long to figure out the alchemical array that would allow her to transform her own Ki into Divine Power, but that didn't help at all in actually controlling or manipulating the strange multidimensional energy form. Jumper's Ki was incomparably greater than even thousands of human life forces, so it was easy for her to continuously convert her own energy into Divine Power, but all that meant was that she had plentiful supplies to experiment with. Her ad-hoc solution would eventually come in the form of the D-Ripper, which served as



an absurdly compatible control and manipulation mechanism for Divine Power-though was not exactly perfect. In theory even a "small" amount of Divine Power should be effectively endless by harnessing its multidimensional properties to endlessly refuel itself from alternate universes; the D-Ripper constrained this capacity in return for controllability. Each usage of Divine Power via the D-Ripper would expend a certain amount of the energy permanently-a full reconstruction of one's body, for instance, would require a good deal of energy and could only be done a limited number of times compared to a "true" wielder of Divine Power.

This wasn't much of an issue for Jumper, who easily found a workaround that satisfied her; rebuilding their own D-Ripper design as a Relic with integrated alchemical conversion of life force into Divine Power allowed her to effectively refuel her Divine Power as much as she desired so long as she had the Ki, and thanks to integrated bio-metaphysical conversion engines had a /lot/ of Ki. And while it absolutely wasn't a perfect solution, it was a workable enough one that allowed her to begin breaking into what she dubbed "Divine Physics"-or alchemy that harnessed Divine Power and multidimensional attributes to function rather than "Mortal Physics" which were limited to the structure of the world and universe. She figured that as her knowledge and understanding of Divine Power increased, she'd eventually find a true solution to the Divine Power Generation and Control problem.

Of course, Jumper didn't share the method of controlling Divine Power that she came up with-not bothering to inform the Illuminati that she'd found a somewhat workable solution at all. The D-Ripper wasn't exactly tech that she was willing to hand out to others after all, and even now there were certain technical limitations with her own solution. For reasons unknown to her she needed to integrate a Philosopher's Stone into her D-Ripper to allow it to properly generate and manipulate Divine Power, and she couldn't store the energy at all-it would just slowly fade away by spreading out into infinite dimensions the moment Jumper stopped actively controlling it. From the perspective of an alchemist she lacked a "body free of Original Sin" despite having refined and improved upon her Perfect Human Body and thus could not host the Divine Power, and while the Philosopher's Stone purified and refined the D-Ripper to allow for control over the divine energy the D-Ripper itself was too unstable to actually store the energy passively.

All of that said, the potency of Divine Power just couldn't be understated. Everything from multidimensional movement vectors, physics-breaking attacks and defenses, transmutation of materials via quantum manipulation...even with the limitations Jumper's technology and knowledge imposed on her, just mere scraps of Divine Power was still enough to be called a god. Considering that the Illuminati were seeking far more than mere scraps...Jumper suddenly found this rather concerning.

While Jumper worked to decode and develop her understanding of Divine Power, daily life went on-and the Symphogears would eventually find hints of the Bavarian Illuminati's existence. Specifically in that they were supporting a certain South American military junta known as Val Verde. Determined to save lives and destroy the Noise being used to suppress its own populace, S.O.N.G. moved out to break apart this junta...and possibly find further clues about the nature of the Bavarian Illuminati as well. There was just one key factor that needed to be considered as well...Kirika, Shirabe, and Maria had no advanced LiNKER-only the crude initial forms that Fine herself had developed.

Jumper-in the form of Doctor Ver-had never been particularly focused on the development of LiNKER or Symphogear compatibility; instead she'd worked to modify Symphogears directly and "attune" them to their users so that they could be used perfectly fine. All well and good when Jumper was working for the FIS and could manually "tune" the Symphogears they were using, but it was a process that relied on a deep understanding of both the human body as well as the Symphogears in question. Without some form of automatic adjustment process such as integration into the human body, an "attuned" Symphogear would naturally fall out of sync over time unless manually re-attuned regularly. And Jumper hadn't been around in months to manually attune Kirika, Shirabe, and Maria's Symphogears-so they were stuck operating as First Generation LiNKER Gears. Fine should theoretically be capable of the same "attunement" process, but...she was unwilling to appear, only ever communicating through emails these days.

All that is to say is that it was Hibiki, Tsubasa, and Maria that fought their way through Val Verde while the LiNKER Gears acted as support primarily instead. And it was at great personal cost and pain that the LiNKER Gears donned their Symphogears when the Bavarian Illuminati unleashed the Divine Beast Yohualtepuztli as a sort of weapons test. Of course-they couldn't defeat it even if they had been at full power and not the barely operable half-strength the First Generation LiNKER left them at. But they did manage to stall it for long enough for Hibiki to step in and defeat the thing in one grand strike-awakening the Illuminati to the fact that Hibiki's Symphogear had god-killing Philosophical Weapon qualities.

asdfasdf

[fatigued from writing this. Come back later and finish]

- >The Ignite Modules get hard-counteracted by the Philosopher's Stones (Except for Hibiki's), until Fine and Elfnein fix them
- >Jumper stops Adam from nuking the kazanari building that has the research about Gungnir in it
- >Thanks to this, Hibiki learns she's a god-slayer midway through the season instead of at the very end
- >relations between Illuminati and Jumper break down, but Saint Germain patches things up
- >Jumper learns how to make Alca-Noise
- >Harnesses engrams and Divine Power to make backups for the Illuminati girls on the sly
- >Miku trains with the other Symphogears to protect herself, notes that she has anti-Symphogear powers that work on anything EXCEPT her and Hibiki's gears
- >Adam tries to make his play for Divine Power, gets stopped by the Geahs
- >Hibiki absorbs the Divine Power and goes insane, but the Alchemists show up to help
- >America launches their nuke, and Jumper appears to stop it-sparing the Alchemists from having to sacrifice themselves
- >Adam tries to steal the leftover Divine Power, gets foiled by Hibiki, goes into rage and tries to kill everyone in his original form
- >All the Geahs, Alchemists, and even Jumper infuse their lifeforce into Hibiki to empower her to defeat Adam; she unlocks Golden Symphogear mode
- >The day is saved, and Jumper unofficially joins back up with S.O.N.G. while the Alchemists join in full

- >Kazanari grandpa is an asshole who wants Jumper killed, but Jumper is an unrepentant ass back and is wholly willing to ignore laws and legal threats
- >Nearly comes to blows, but for the fact that Jumper disappears and Kazanari can't keep pressing her.
- >Time passes, and Jumper occasionally dips into and out of the S.O.N.G. base to help out with various things
- >Episode 1 of XV happens, Symphogears fight Shem-Ha's Coffin and defeat it-recovering Shem-Ha's corpse.
- >Due to political shenanigans America manages to lay claim to the corpse, but can't stop Jumper from appearing and keeping an eye on said corpse
- >Jumper manages to preserve the corpse rather than let it disintegrate into dust during an experiment, nearly causing an international incident
- >Noble Red makes a move in Japan, killing a stadium full of people and implanting the seal into Tsubasa
- >Jumper researches the body of an ancient Anunnaki, using Divine Power and careful alchemical processes to slowly restore Shem-Ha's corpse
- >Jumper manages to stop Noble Red from stealing the Bracelet of Shem-Ha, but derides them for their desire to be "human" and scares them off
- >Fudou pulls some political shenanigans, using the American's blunder in nearly destroying the corpse to lay claim on the Bracelet.
- >Noble Red tries to kidnap Miku and Elfnein, almost fail due to Miku's enhancements but pull through in the end
- >Hibiki contacts Jumper and pleads to help save Miku, Jumper agrees
- >Noble Red manifest the out-of-control form of Shem-Ha's Divine Power, Jumper fights it alone and defeats it despite not being a godslayer via her own Divine Power
- >Manages to rescue Miku, unknowing that a bit of Shem-Ha has awoken within her-though without Divine Power it can't take Miku over
- >When confronted by the dying Noble Red, she once again derides their desire to be human, but from a transhumanistic perspective-they were always human in Jumper's eyes, and just bellyaching about having objectively better bodies
- >When it's revealed that Fudou poisoned all of them and was betraying them, Jumper heals them up and even gives them back human bodies, mocking them all the while for completely missing what makes a monster a monster
- >Gears go to arrest Fudou, Fudou uses Tsubasa to stage a breakout and nearly kills his own son again only to be stopped by Jumper
- >Jumper is unhesitating in killing Fudou, to only mild reproach from others
- >Miku struggles against Shem-Ha who plays upon her doubts and inner fears, but is comforted by Hibiki
- >Hibiki and Miku finally confess to each other-partially due to Shem-Ha's influence-and officially become girlfriends
- >Gjallarhorn is never a thing, so no XDU shenanigans
- >Jumper spends the following years occasionally dipping into and out of Japan to help out with various "special disasters"
- >Studies and advances their knowledge of Divine Power, integrating the energy fully with their other cybernetic modules

- >She also ends up replicating the various Symphogears using her advanced understanding of Relics and Symphogear technology, though gets Hibiki's permission before replicating Gungnir in specific
- >At one point releases various cures for plagues for humanity, as well as a simple medication to cure aging
- >Jumper also maintains and protects the moon, gaining an unofficial title of "Moon's Guardian"
- >Eventually Shem-Ha quietly reforms inside of Miku via the force of her Gay, becoming a good girl
- >Carol slowly reawakens within Elfnein, and with Fine's help they construct a proper clone body for Carol to inhabit-and so Elfnein and Carol live together as sisters
- >Shirabe never quite realizes that Fine lives inside of her, and Fine is okay with that
- >Jumper eventually ends up fully integrating her Alchemical body into her KR-SAPIEN body, not wishing to parade around Dr Ver for the rest of the chain
- >Jump ends with Jumper giving Hibiki a big ol' box they call Pandora's Box that contains a lot of research, medical advances, and relics that Jumper developed over their time here with the statement that the tech inside the box could advance humanity, or doom them

## Jump 10: Marvel - MCU Volume 1

Location: West Virginia, Earth

Race: Sleeper Mech -100 CP

Origin: Tech Expert

### Perks

- >Soundtrack Of The Galaxy -Free
- >They Call Me "Star-Lord" -Free
- >Professor of Asskicking -Free
- >>Computational Linguistics
- >>Information Technology
- >>Neuropsychology
- >Unusual Specialization (Memetics) -100 CP
- >Unusual Specialization (Linguistics) -100 CP
- >I Am Iron Man -200 CP
- >Retro-Engineer -300 CP
- >Data Disassembly -200 CP
- >Augmented -200 CP
- >Blessed By The Gods -300 CP

### Items

- >Tactical Suit -Free
- >Holotable -Free
- >Nitramene -Free
- >Strange Formula -100 CP
- >Extremis Formula -100 CP
- >Asgardian Armor -Free
- >Vibranium Sample -200 CP

### Drawbacks

- >Wrath Of A God +300 CP
- >Tipping The Scales +600 CP

Basic Idea: Jumper arrives in West Virginia, transformed into a whole new body once again-a body which is constructed from unique mechanical principles and incredible energy structures the likes of which they'd never experienced before. Though she wouldn't know it at the time, Loki knew exactly what Jumper's body was: they were the Asgardian equivalent of a cross between a Life Model Decoy and a Destroyer Unit-a magitechnological weapons platform that could disguise itself as manifold different species with simple mechanical shifts and inborn restructuring capabilities. Primarily used for wetworks, they were still durable and powerful enough to go one on one with some of the greatest Asgardian warriors thanks to the Vibranium imbued into their every mechanical cell.

Jumper wanted to explore the unique energies that her new body operated on, but also had a few goals she wished to accomplish in this world as well. Specifically, she wished to prove a certain argument wrong-one that came up over and over again in the world of Symphogear. She also wished to study her new body, and complete a set of all-encompassing upgrades for her KR-SAPIEN body to fully integrate Heretical Technological principles, alchemy, and new technologies into it. It was a massive load on her plate, and she only had a short period of time to really accomplish all of it.

Her first big project was a major scientific thesis titled "Elemental Symbology: Basic and Applied Memetics" which was a several-hundred page research paper into the development of "neurolinguistic symbology"-symbols and basic memetic structures that could inject information directly into a human mind by dint of how they interact with human neurology. Such symbols were independent of language barriers and could be used to convey both simple and complex ideas with unheard-of information density while simultaneously being proof against misunderstanding or misinterpretation, and could also be used to directly affect one's senses in a variety of ways based purely on how the information contained within the symbol interacted with a human mind. It took several hundred pages to put together and prove the Theory of Memetic Symbology, and yet this was only an /introductory/ thesis for the true topic that Jumper wished to work on.

Her next paper, clocking in at an even thousand pages, was titled "Babel Rebuilt: The Self-Teaching Language". Within those thousand pages was an incredibly, absurdly complex diagram and series of memetic symbols which came together to create a complete and truly memetic language, so intuitively designed that a human brain would instantly absorb its principles and meanings within moments of exposure and be fluent in speaking it within bare hours of learning even a few words of it. It was a perfect language, capable of perfectly conveying any emotion, concept, idea, event, history, possibility-anything that was comprehensible by a human neural structure, this language could perfectly convey. It could even be used for art-transmitting thoughts, emotions, impressions, possibilities, and dreams just as easily as hard facts and logic. It could be taught to an infant within an hour, and it could be taught to a centennial man with equal ease. If it was spoken to someone who didn't know it, that person would still /understand/ what was being said-and from there, soon be capable of speaking it themselves. And most critically, it carried a thin "barrier of individuality" within it-with each human who understands it developing a "universal name" that grounds /their/ personal understanding of the language and ensures that the language can't be used to directly twist or reprogram a person's mind or senses.

The actual diagrams and memetic symbology only took up a scant two hundred pages and were contained entirely within the appendix of the thesis; the rest of the eight hundred pages were writings about how the language was conceived, its capabilities, its operating principles, its limitations, and most critically the motivation behind the entire project: the idea that a universal language would bring an end to human suffering as everybody could perfectly understand each other. In her thesis Jumper noted that such an idea was entirely false-that just because a universal language existed wouldn't change the existence of lies, or ambitions, or clashing ideals, or simple inequality of available resources. Jumper spent several hundred pages on this topic alone, on all the various issues that wouldn't be solved by "universal understanding", to the point that she actually had to cut major parts of her thesis out to fit back within her self-imposed limit of a thousand pages. Nevertheless, these two theses ended up taking three years to actually complete. Jumper was enough of a genius that it would have been two years-one year each-but Jumper was forced to restart her Universal Language project from scratch at one point due to...unforeseen yet fortuitous errors.

As for the nature of that error, first a digression into a different topic was required: the nature of Jumper's body in this dimension, and specifically the unique energies that composed it. Jumper's body was a work of peak Asgardian magitechnology, harnessing thaumaturgical structures that allowed it to draw from background universal and dimensional energies to fuel it endlessly-completely negating the need for any sort of fuel and allowing for limited self-repair via built-in energy to matter conversion technology. Worse than what Jumper already had to be honest, but it was novel in its approach and would be useful in advancing her own energy-to-matter techniques. But it was the "universal and dimensional energies" that Jumper was most interested in, because as she was working to develop her first iteration of a Universal Language she accidentally began to tap into these energies.

The fundamental issue was due to her initial approach to the development of a Universal Language; while she was very stringent on basing her original thesis on neurolinguistics her later development of the language focused more into computational linguistics in hopes that the developing language could be used for computer coding-and from there the development of a hyper-dense and intuitive coding language. The issue became that in her efforts to develop a memetic coding language, she began to encode her language with /too much/ information. Whatever fundamental structures existed in the dimensional fabric of this universe reacted to her words, energy spilling forth and reshaping the universe around her as if a dimensional metastructure was formed from information alone for a few moments...put simply, when Jumper spoke the word for Light in her first iteration of a Universal Language she generated actual, visible light. This was very much not the original intention, and required a full-scale restructuring of the project...but was, itself, a very interesting and potentially useful development.

It would take a great deal of research into the phenomenon, and in turn reveal a great deal of the workings of Jumper's new body, but she would eventually figure out exactly what was going on with this strange language she was developing. The problem was inherent in the name itself-a UNIVERSAL language, or rather...a language which spoke to the very universe. She'd applied her full intellect to the problem, and while she'd succeeded in creating a perfectly understandable

language she also ended up creating a language that actively interfaced with the base functionality of the universe to achieve change purely through vocalization. Her language was somehow interacting with the fundamental underlying structures that formed the foundation of the local universe, allowing for seemingly supernatural phenomena-magic-to occur by speech alone as she drew in and structured ambient dimensional energies to fulfill the definitions and meanings of her words. Of course it was fledgling in its current state, Jumper could tell now that she was tracing energy consumption and effect magnitudes, and...she was curious, more than anything, just how far she could push this. And so she developed a second language, a secret language, which could speak to the universe and bend it to her will.

The actual development of this secret language was a complex and in-depth thing, one that Jumper had to be exceedingly careful with at practically every step. She had to repeatedly go back and revise the fundamental structuring of the secret language multiple times, actively including memetic control systems in the fundamental structure of the language purely to prevent it from being misused-something which greatly impacted the potency of the language at first, though Jumper eventually found ways to compensate for that and re-empower the language. Figuring out the exact words, symbols, and ideas that resonated with reality to achieve given effects-and then figuring out how to increase the efficiency and effectiveness of those words-was a massive trial in and of itself that required manifold sensors, tests, immense amounts of calculative power, and more. All of this took time, a great deal of it-even with Jumper's genius and hyperadvanced computing systems. Thus she couldn't quite make as much progress with it as she had initially wanted.

The end result of all that research and effort was nowhere near in sight even after three years-coinciding with the completion of Jumper's theses three years or so after entering this universe. The core of the secret language they developed revolved around what she dubbed a "hierarchy of names"; in order to use the language at all, one needed a special sort of name IN the very language itself. The names themselves served as...kind of a cross between "user permissions" and an integrated spellbook; a person could only Speak words, sentences, paragraphs, or the like up to the level of permission that their Name allowed them to. Jumper's name in this language was the Prime Administrator; she controlled the permissions of all other Names and herself had full access to the entirety of the secret language in a way that no other Name was allowed to have. And these controls were extremely necessary, because the language itself was both memetic and hyper-intuitive; merely hearing it spoken would normally be enough to learn and wield it for oneself. By establishing the Hierarchy of Names, Jumper could prevent the language's spread and use it against enemies without having it used against her.

The language itself was divided into levels, with "level 0"-otherwise known as Babylonian, on account of the title of her thesis on the subject-actually being the memetic Universal Language that Jumper had developed for public usage and put into her thesis; this level of the language had no actual power to affect the world around it, but was perfectly understandable, hyper-intuitive, and memetic to a powerful degree. Level 1-or High Babylonian-allowed for "lesser Words" to be used; Jumper had to go through a great many variations of the Universal Language to achieve their final product, and while many of those variations held no actual power a few of them were closer to the Universal Language that she eventually developed than others, and thus achieved some effects. The Level 1 Words were amongst the first of the Universal Language candidates



that Jumper developed; speaking words in that variation of the language only brought about minor effects, with the word for "fire" barely being enough to light a candle or the word for "speed" barely enough to move a little faster than normal, but it was an excellent intermediary step to allow others before granting the true and final language-as well as an excellent control method.

Jumper's intention was that each level upwards from 1 to 9 were different "false Languages", each closer to the true secret language than the last and more powerful than the last by an order of magnitude. Level 1 would barely light a candle with the word for "fire", but Level 9 would be able to create an undying flame that burns for seven days even under the depths of the ocean. Level 10 would be the "true secret language", as Jumper currently understood it-this was the language with the highest potency, energy efficiency, information density, and controllability that they could develop so far. The word for "fire" at Level 10 could spawn a small star in the palm of one's hand, perfectly controllable yet nigh-inexhaustible in its power. She'd even developed names for each of the levels in a fit of whimsy; Level 0 was Babylonian, Level 1 was High Babylonian; Levels 2-4 would be Low, Middle, and High Infernal; Levels 5-7 would be Low, Middle, and High Enochian, and Levels 8-10 would be Low, Middle, and High Anunnaki-she found amusement in the associations, though they were purely labels rather than symbolic of the powers of those languages. Unfortunately, Jumper's research by three years into this universe had only managed to decipher up to Level 3-Middle Infernal-and begin initial simulations into a hypothetical Level 4-High Infernal; she could speak the word of Fire in Middle Infernal and unleash a short-lived firestorm that could consume a few cars, or speak the word of "Force" to destroy a small house.

Each level also had additional controls, "degrees", which dictated how much of the language they could use at a time. These Degrees went from zero-indicating that the user only had access to select authorized words-to one-allowed to use individual words-to two-allowed to use short sentences-to three-allowed to use long sentences-to four-allowed to use paragraphs-and finally five-songforms allowed. Song, for some reason, was the most powerful form of this language. Jumper didn't know why, but personally blamed it wholly on the Symphogear universe; song acted as both a power multiplier and as a consummate control method, allowing one to achieve untold levels of might even with lower levels of the language and directing the power of the words spoken in ways that was normally impossible. It was implementing these controls and degrees that took the vast majority of time-ensuring they remained even as Jumper developed her Universal Languages to higher and higher potencies.

Stepping back once more, this language was wholly memetic and hyper-intuitive; the language itself was contained within practically every word of it spoken, allowing one to learn vastly more of it simply by hearing it spoken or seeing a symbol of it. But not every single word or symbol held the authority to speak the whole of the language; only the name of the Prime Administrator truly held the allowance to understand and speak the totality of the language, and due to inbuilt memetic properties the language actively erased itself from comprehension, memory, and perception if you lacked an authorized Name in it. Again, this was an immense undertaking of a project-one that would likely take her decades to truly complete. What she'd achieved so far was incredibly potent for three off-and-on years of work, and was a testament to her genius...but it would still take a truly incredible amount of time for her to push it to its pinnacle.

For the past few years Jumper had been working as a professor in Culver University under an assumed name and had used a combination of her hacking skills and genuine credentials to pass by as a normal professor of computational linguistics. She taught classes, graded papers, had her own research projects, and even went out every now and again to grab some coffee with other professors or students. Her immense calculative abilities, avatar bodies forged from psychic power, and remote workstations ensured she had all the capabilities she needed to work on her research projects while still having a fairly mundane life, and she was happy with a simple and mundane life for a while. She also would've liked to open up a medical clinic and re-open her practice as a ripperdoc, but her research came first; she could work on setting up a clinic once she'd finished developing her Universal Language and deciphering the construction of her new body.

Of course, all that went right out the window the moment a certain Bruce Banner crashed into Jumper's life.

As a professor of computational linguistics, Jumper didn't really have much reason to be in the biological sciences building very often if at all. So it's understandable that she just never encountered Banner for his first walkaround in Culver University; she'd been busy in an entirely different building after all. Thus her first encounter with Bruce was in the middle of asking around about why there was a full-on military mobilization happening on campus, and then hearing a sudden explosion and hateful roar in the distance. Of course Jumper couldn't just let that be-she was curious at this point, and though she didn't want to play hero after the last jump she still felt some degree of responsibility for others-at least those who were nearby or easy to protect.

A miniscule flex of her D-Ripper let her translocate from several buildings away to practically right atop the action, where she witnessed the green berserker form of the Hulk raging out of control against all the forces the US military could muster on short notice. Noticing that the military's weapons were doing literally nothing but making the Hulk angrier, Jumper sighed and began to speak words in High Babylonian; a single word of High Babylonian might not have much power...but a sentence? A paragraph?

Just as the Hulk was about to crush some poor soldier beneath his fists, said soldier was yanked away by a thread of prismatic light and hidden behind an ever-so-slightly shimmering shield. The same happened to several other soldiers in the Hulk's way, gaining Ross's attention and making the Hulk supremely confused...if only for a moment. But Ross didn't let something like some sort of supernatural force capturing his men stop his grudge match, and called in the sonic tanks to take down the Hulk. While this did a good deal of damage for a moment, ultimately the Hulk's rage triumphed and he destroyed the tanks as well-with those tank pilots being pulled out and protected by the same strange prismatic force as the others. And then, like a complete idiot, Blonsky walked right up to the Hulk and asked him if that was it.

With a quiet sigh of dismay and the sound of a gently ringing bell, Jumper appeared between Blonsky and the Hulk-blocking the Hulk's kick with a single dainty hand. Telling the supersoldier to step back and let the grown-ups work, Jumper gestured at Blonsky with a shooing

expression-and threads of prismatic light grabbed him and held him in a shimmering barrier alongside the other captured soldiers. Hulk was confused at the whole display, but didn't really sweat the small things-and everything was quite small, compared to him. So he tried to take a swipe at Jumper, pushing her out of the way more because she happened to be there than anything. And with the sound of a clear bell ringing out Jumper casually blocked Hulk's arm just as she'd blocked his leg-completely negating his momentum with seemingly effortless ease.

Jumper had manifold ways to de-escalate the current situation, when she thought about it. She could quietly psychically pinch a few nerves in the Hulk's brain, putting him to sleep almost instantly. She could hold the Hulk in an airtight container and suffocate him until he passed out. She could use a trick of Alchemy to purge the Gamma radiation from his body and convert it into something much more harmless-though it likely wouldn't stick for very long, it would absolutely neutralize him in the moment. She had many other tricks up her sleeve as well. But...she didn't...really /feel/ like de-escalating things at this point. It'd been a while since she had a good spar, and here was a strong tough guy who seemed angry enough to fight on a whim. She hadn't exercised her new body very much yet, why not cut loose a little?

When a girl from off to the side-Betty, from the biological research building? Called out, Jumper remembered that there were indeed reasons to de-escalate. And when the giant attack chopper started shooting at them Jumper also realized that perhaps staying a little keyed up was a good idea. A few mumbled words conjured up strange planes of force which halted the bullets before they could hit the ground or the Hulk, killing their momentum entirely rather than deflecting them every which way. A few more spoken words saw the helicopter's gun harmlessly shut down. Jumper turned to Thaddeus Ross and spoke to him for the first time-telling him to call off his attack before she had to do something drastic.

Thaddeus, naturally, did no such thing-he actually pulled out his own sidearm and tried to shoot Jumper right in the face. A gentle bell sound echoed as the bullet hit her cheek and fell to the grass, and Jumper only raised an eyebrow at the display. And the following several bullets all grouped on her face doing the same thing as Ross apparently refused to give up. A few spoken words and his gun fell apart in his hand, and Jumper noted that things had absolutely no need to go this far without his complete lack of reasonability. And while all of that was going on, Betty and the Hulk were having a moment together. With one final growl towards Ross, the Hulk picked up Betty-apparently with her consent because she was clearly smiling about the whole thing-and jumped off into the unknown distance...leaving Jumper alone to deal with Ross's attack squad.

Jumper happily released her "prisoners" after stripping them of their weapons, and much less happily-but calmly-submitted to military custody once Ross decided to get his head out of his ass and call her into custody. She was calm and polite as she was processed, and once she was brought in to an interview for a debrief on what had been going on during the Culver University incident she calmly and clearly explained her side of things quite well. When they asked about the abilities she displayed, she explained it as a consequence of her advanced research in computational linguistics and advanced memetics. When asked about this, Jumper was all too happy to explain about their ongoing research projects and theses in the development of a universal language and memetic symbology.

This ended up freaking quite a few people out, and things did NOT calm down when Jumper explained that she was careful to include automatic censoring memetics in her language to prevent viral spreading-consequently making it so that the language couldn't be understood or learned at all unless Jumper herself allowed someone to learn it. After a few days of confinement things suddenly calmed down though, with rumor abounding about something major going down in Harlem. Shortly after that a rather harried but cute woman-possibly a secretary? Named Maria Hill let her out and stated that while she was being released for now, she was still going to be questioned again later on her research and her interactions with Elizabeth Ross. And just like that, Jumper was seemingly free to go.

Only seemingly. It was trivial for Jumper to see that she had observers on her constantly. It was bare hours after settling back into her house in West Virginia that she got a visit from SHIELD once again, requesting copies of all her research "to ensure the safety and security of the country". Jumper was quite willing to hand over her research at first...but was stopped when Natasha herself appeared to try and take down the SHIELD agents who were collecting her research. Having been revealed as imposters, those fake agents proceeded to try and use some sort of molecular disassembly bomb on themselves and on Jumper in turn. The bomb successfully killed the fake agents, but didn't harm Jumper-instead it only peeled back a few layers of "skin" revealing her more mechanical innards to Natasha.

Jumper was more annoyed with the whole experience than anything, and was able to easily call upon her Language-granted abilities to actively "heal" her mechanical body rather quickly even though it lacked nanomachine repair systems like her other bodies. Despite that, Natasha witnessed the whole event and proceeded to interrogate Jumper about her true nature. Knowing how this was likely to end but entirely uncaring, Jumper happily explained the fact that she was a full-conversion cyborg; that is, she'd long since converted every biological function in her body into a mechanical one. The only aspect of her body that was even vaguely organic was her mind itself-not the brain, but the very neural structure that hosted their consciousness-and she was working on developing a language purely for converting her mental architecture into a more optimally coded format for the last few years. Such was actually the entire point of her linguistics and memetics studies in the first place; she'd been developing the Universal Language for the sake of creating a perfect information encoding method with which she could encode her whole mind in a highly compressible and streamlined format. From there she would be able to translate her mental architecture into one of the higher levels of her Universal Language...and then things would really get crazy.

The end result of that project would be to transition to what Jumper called an "infomorphic entity"; by converting her entire mind into a self-sustaining pattern of information that actively enforced itself onto reality via the nature of her Universal Language, Jumper would abandon the need for discrete physical bodies at all and attain a whole new level of existence. Any effect that any usage of the Universal Language could achieve could be achieved with mere thought on Jumper's part. As long as information regarding Jumper's existence remained, she would live forever. She could be anywhere the very idea of her existence was and network faster-than-light with all other instances of herself. She wouldn't just be capable of self-modification as an AI would be, but also capable of modifying reality itself to better host the concept of her existence.

At least, in theory. In practice she was a very, very far distance away from becoming a transcendent infomorphic entity like she envisioned.

They didn't tell Natasha anything about that last part of course-people tended to react rather badly to inhuman entities attempting to attain something akin to godhood. But the very fact that Jumper was a converted android seemed to spook Natasha rather badly, with her asking just how many of Jumper was out there. There were none like her out there, Jumper pointed out, but she did have two wives she brought along with her to each world she visited. Alien was a bit strange, but apparently not out of Natasha's ballpark; she seemed a little more confused by the fact that Jumper had WIVES than anything. At that Jumper could only blush and explain that life works out funny sometimes and you end up meeting people who helped fulfill something in you that you didn't realize you lacked. When Natasha asked how that was possible, Jumper proceeded to go on a very impassioned speech about the fact that her inhuman body didn't make her any less human-she was more human than most humans, even, due to having a body that could experience more and greater ranges of existence than any normal human could. She felt just as strongly as anyone else, more so even, and her de facto biological immortality ensured she'd experience /more/ than any human normally would.

This would eventually blow over somewhat, and somehow even earn a bit of trust out of SHIELD somehow-with Maria Hill becoming a regular contact between Jumper and SHIELD. Jumper completed her theses on memetic symbology and a universal communication language late into the year, but was rather hesitant to release them at all; she remembered what had happened the last time she released something big like this to the widespread public. Basic memetic symbology didn't have anything on the Karmic Ascension program, but it was still a potentially game-changing force; the right calculated symbols and ideas could literally brainwash or outright kill people if they didn't have proper defenses, and while Jumper was careful to limit how her own memetic languages could spread and affect other's minds...people who used her research might not be so careful.

Jumper wasn't actually initially selected for the Avengers at all, but instead called in as a consultant on mind-affecting powers. Previously, on something of a dare, Jumper had demonstrated to Maria Hill exactly how applied memetics could be used to control and warp minds; it took her just three words to make it so that Maria couldn't stop hopping on one leg for five minutes and couldn't stop seeing bananas as blue with red polka-dots for a week. Her fascination with woodcarving should've only lasted a week as well, but Maria seemed to have taken it up as a genuine hobby afterwards. Three words to forcibly control her actions, her perceptions, and even her long-term personality traits. SHIELD had marked Jumper down as a considerable risk to national security ever since, held back almost entirely by the fact that she genuinely valued free will and saw such usages of memetics to be rather abhorrent.

Of course, the immense potential danger that Jumper represented was far outweighed by the immense ACTIVE danger that Loki's theft of the Tesseract as well as the brainwashing of several SHIELD personnel represented, and so Jumper found herself invited onto the Helicarrier alongside Bruce Banner and Steve Rogers.

When SHIELD called Jumper in, they wanted two things from her: a cure for any mind-controlled individuals, and a defense against mind control in general. Jumper was entirely happy to provide both, but SHIELD politics complicated things; just having a known mind-controller aboard the Helicarrier was already a near-unacceptable risk. Actively allowing her to influence anyone's minds? No, that couldn't be allowed. Even when Jumper was proven to have absolutely no desire to control anyone there was simply far too much risk of her creating sleeper agents to do...something. WHAT couldn't be said, but definitely something. So Jumper found herself in a bit of an inenviable limbo where she was called in for her expertise on mental manipulations, but was forbidden from actively exercising that expertise at all.

Jumper also got to explain all this to both Steve and Bruce while sitting around Bruce's lab. The logic, Jumper figured, was that hopefully the "other guy" would either be resistant to her influence due to his strange biology or just be too angry to be controlled at all. Which was just kind of sad in Jumper's mind, as she'd already figured out how to account for Bruce's biology in both his forms. It wasn't even malicious on her part, she did it as part of the general mood-alteration and mental-acuity modulation measure embedded into Babylonian; as far as she was concerned the "other guy" was just a big green human and so could easily be communicated with-or mentally influenced, the line was rather fine when memetics was involved-just like anyone else. This in turn brought about some questions about Jumper's own humanity, which she was willing to expound upon in great detail-but were interrupted by SHIELD agents locating...Loki.

Capturing Loki goes as canon, and soon essentially all the Avengers are assembled on the Helicarrier; Stark, Rogers, Thor, Bruce, Natasha...and Jumper, quietly examining the staff to see what secrets she could glean from it. Speaking some complex analytic spells into existence in Middle Infernal, she was able to very quickly figure out just what the staff was and how it affected minds. How it affected the minds of Eric, Barton, and the others. How it affected Loki's mind, binding him just as tightly as-if not more so than-the others. That was the sort of power an Infinity Stone, even poorly harnessed, could have after all.

Thus Jumper had good news and bad news for Fury; the good news was that the mind-control was relatively easy to defeat. A hard shock such as being knocked unconscious or even a particularly powerful taser would be enough to snap most people out of it. The bad news was that Loki's Scepter was not just an Infinity Stone, but an active one-one that Loki had ALLOWED to be taken away specifically so it could be used to manipulate the minds of the Avengers at a distance. He didn't need to touch them with the scepter to control them, that was just the easiest form. Merely being in the same room as the scepter was enough to influence their emotions and thoughts for the bonded wielder. Of course, given SHIELD's lack of trust for Jumper and Loki's own manipulations, Fury couldn't quite take that on good faith alone. Instead he made an executive call and locked the scepter up in a far distant corner of the Helicarrier from Loki-a corner that very few people would go to. It would have to be enough defense.

It wasn't enough, of course. Because there was a third bit of bad news that Jumper had missed, her own thoughts influenced lightly by Loki's manipulations-just lightly enough to not trigger her CyberSoul; the Infinity Stone inside the scepter wasn't just active, it was /broadcasting/. Loki's mind-controlled slaves knew exactly where it-and Loki-was at all times. Despite Jumper's efforts

to isolate the Scepter, things went exactly as Loki planned; Hulk emerged, he escaped, Coulson died, and the Avengers were scattered. Instead of Thor fighting Hulk, Jumper did-going toe to toe with him on even grounds in a way she didn't display back in Culver University. She was the immovable object to his unstoppable force, negating his every attack and almost seeming to gently guide him right out of the Helicarrier. The two of them fell from the sky, and while they fell Jumper carefully guided them to the ground. After a bit more flailing and fighting Jumper did the seemingly impossible and put the Hulk to sleep with just a few spoken words. And shortly after that, Banner woke right back up. He tried to apologize for his outburst, but Jumper laughed it off-saying that she could use the exercise.

When the portal opened up over the skies of New York, Jumper also sang a song. A different song than usual, this time: "Alias Al Tonbokiri Tron"; for the first time in this universe Jumper activated her built-in Symphogear, empowering the already incredibly powerful symphonic weapon system with the songs of the Universal Language that she'd been slowly but steadily developing. Flying on wings of light and song, Jumper carried Bruce into the fray-on his request-and proceeded to become a living roadblock for the Chitauri as she circled the battlefield at supersonic speeds, curtailing their spread alongside Stark. At one point during the battle Stark asked where Jumper had been hiding this weapon system, and she explained that it was part of her construction but required a lot of Song Energy-a concept she waved away as something that doesn't translate right but basically means she can't use it without singing, and she doesn't really like singing. When Stark asked if she could use her alien song magic to get to the Tesseract somehow, she said she didn't have the energy to do it.

Jumper was most effective when fighting the Leviathans-she had the sheer raw power that none of the other Avengers had and was able to quite literally cut them apart in seconds, killing them with speed that not even the Hulk could match. Thanks to that and her sheer speed in dealing with the other Chitauri, the Battle of New York was turning out a whole lot better than it did in canon...but that didn't stop the council from sending a nuke regardless. All that did, though, was make Jumper sing her Climax Song, grab the nuke in one hand, and harness Alchemy to convert it into pure energy-energy she could use. Now, she called out to the team, she had the energy to grab the Tesseract. In a blinding flash of prismatic light Jumper all but teleported to the Tesseract and ripped it right out of the machine that was holding the portal open, her sheer power in this state allowing her to briefly overcome the strength of the Infinity Stone held within.

And with that, the Battle of New York was over. They got Shawarma afterwards.

A little bit afterwards, Stark and Banner decided to ask what the HELL was up with Jumper. And this was where she...mostly, came clean. An interdimensional posthuman with integrated song powers, who'd been peacefully living in West Virginia for the past few years just working on advanced linguistics. Partly to empower her song-based abilities, she noted, but also because she just really liked learning new things. She was a helluva lot stronger than the other Avengers, her tech was way more advanced than even the best Stark had, and she had no intention of sharing that-citing that the last time she tried, all of civilization on the planet she was on had imploded and sent itself back to the stone age. Stark didn't like it, but as reasons go, "not ending all of human civilization" was a pretty good one for not sharing her hyper advanced tech. That didn't mean he wasn't going to try to reverse-engineer her anyways, and she all but welcomed him to.

From her last jump, she came to realize something: being a hero...wasn't the mistake she made back in the world of CRYISIS. In this world, she wondered-was it the spreading of power that humanity wasn't ready for, that led to the destruction of that world? She wanted to know. She wanted to never make that mistake again, but even decades after the fact she still wasn't entirely sure what she was supposed to do. She hadn't worked on healing or caring for someone other than Nastassja and Hibiki since that world, and Hibiki was a reluctant thing. It was a quiet thing, but she'd lost confidence in herself-in her capacity to "do no harm". It was hard to do /more/ harm than destroy a world.

And then...a very funny thing happened.

For the past few years, Jumper had rather oddly NOT studied her new body in this universe. Normally this would be one of the very first things she focused on, intent on figuring out its secrets, bringing it to its fullest potential, and integrating it into her KR-SAPIEN and ASURA bodies. She'd done so with every body she'd had before, including her Symphogear one; her KR-SAPIEN body harnessed Heretical Technology and even Divine Power to achieve outright absurd abilities, and she'd figured out ways to integrate the power of every single Symphogear she'd ever seen and every single Relic she'd ever learned about into it. And that wasn't even mentioning the advanced Alchemical Systems integrated into her KR bodies, allowing for complex freeform energy generation, manipulation, and conversions on a hitherto unforeseen level. Even the augmentation of the "Perfect Human Body" had been successfully integrated, bringing her overall lifeforce and base construction up to a much higher level.

But this...Vibranium Synthezoid body, as it seemed to be? It operated on entirely new principles, harnessed entirely unique energies, and was made of entirely new materials...and for the past four years now, she hadn't put even a token effort into investigating it. That was unlike her. That was so unlike her, that she couldn't help but suspect foul play. And with that thought entering her mind, she found herself transported to the End of Time in a flash of buzzing light.

Surrounded by Lokis, who each wielded strange and incredible weaponry, Jumper was confused at what exactly was going on but sudden danger had a way of sharpening the senses. Without further delay she proceeded to fight her way through a literal army of Lokis, then encountered a strange beast born from a crack in time. Jumper tried to call upon her Divine Power-figuring that would be the best solution to whatever the hell that creature was-but found that it simply...didn't work, for some reason. Annoyed but not particularly pressured, Jumper instead called up an Angel Arm instead and began to blast away with singularity beams augmented by the power of the D-Ripper. It took her a good deal more energy than she expected, but she outright ripped apart Alioth with Angel Arm fire...and deep within, found the Citadel At The End Of Time.

Heading inside, Jumper found yet another Loki waiting for her-simply sitting back in a lounge chair and playing with a rubik's cube. A female Loki this time. She introduces herself, invites Jumper to sit down, relax, and enjoy herself before her inevitable death-because Loki had planned everything, and there was no escape for her. This place was at the End of Time-a place where no timeline could propagate, no alternate dimensions could exist, and thus her Divine Power was useless. It was an unstable location as well where the fundamental principles of



reality were much looser than normal, negating her Universal Language and Alchemical powers. In a place like this...even a pitiful fleshy being like Loki could potentially stand as strong as a technorganic being like Jumper.

As for why Loki wanted Jumper dead so badly, such that she was even willing to take over the Time Variance Authority and manipulate the timeline to trap Jumper in the one place in this multiverse where she might be able to be killed? Loki explained it as Jumper being a fundamental threat to reality. Image after image of various timelines appeared behind her, and Loki explained that in utterly countless timelines it was Jumper's own actions that led to the destruction of Earth and even the universe at various times-from messing with Infinity Stones in the wrong way and creating a planet-destroying singularity, creating a viral memetic program that wipes out sapience across the universe, unleashing an unstoppable nanoswarm, so on and so forth. There existed not a singular timeline where Jumper would end up benefiting the universe in the long-term. Why, it was practically Loki's duty to eliminate Jumper to protect the universe.

When Loki asked if Jumper had any last words before she was unmade, Jumper asked a simple question: how much of that did Loki think Jumper would actually believe? Jumper had always, ALWAYS been incredibly careful with installing controls and failsafes on her creations, always been careful to measure thrice before cutting once. For things to go wrong the way that Loki described would require that an outside force interfered with her efforts-and when Jumper, using her psychic module to hack the local electronics and networks, dug around into the footage for the various universes Loki was displaying? That was exactly what she found. And 99 times out of a hundred, that interfering force was Loki and the Time Variance Authority themselves-attempting to steal whatever it was that Jumper was creating. More often than not failing, but clearly they learned at least a little bit at a time given this trap countered much of her greatest power.

More than a little bit, Loki was all too happy to inform Jumper, before breaking out into a song that Jumper could not understand. Manifesting a strange Symphogear-like armor around herself, Loki noted that while it was a bit embarrassing, this would still be quite the ironic thing to slay Jumper with. And in a burst of green light and overwhelming speed, Loki launched herself into battle against Jumper.

Jumper and Loki clashed, and the entire building they were fighting inside shattered almost instantly from the sheer force of that clash. Skin and nanomaterial flesh scattered a bit from Jumper's hand, while Loki's fist was unmarred...but a moment later Jumper pulled themselves back together, regenerating in an instant. When Jumper went for a cross-counter Loki flinched slightly at the strength of the blow; it was already a good deal stronger than Jumper's previous strength. Despite that, Loki kept up a confident smirk and simply sang harder-her own Symphogear-knockoff armor empowering her further. The two fought and fought, clashing in the skies of the Citadel At The End Of Time and blasting the wasteland that existed where all things ended. Each time one would grow stronger, the other would grow to match-their match escalating constantly yet remaining stable all the same. Until Loki began to hit the limits of her Symphogear knockoff...and Jumper's own strength just continued to grow.

Jumper called out that there was only one way that this could end, and Loki agreed. She suddenly pressed a silvery button in the center of a belt on her waist, and asked Jumper what she thought the greatest minds of all time could accomplish if given /infinite/ time. Divine Power crackled around Loki's body and she screamed out in ecstasy, yelling that she was a god-Divine Power was her birthright! Suddenly countless parallel universe windows opened around Loki, as if the Divine Power was trying to repair a wound...and then they began to crack, twist, and shatter into themselves-all funneling into Loki. The very universe itself seemed to quake at what the trickster god was doing. The power of every single Loki across every single universe, every single timeline, Loki declared as her skin glowed a coruscating gold. Compressed into a singular, divine body.

Jumper laughed, and noted that was probably the dumbest thing Loki could have possibly done. With a gentle song Jumper manifested the Gungnir Symphogear-having been able to replicate it with intense study last jump-and launched herself right at Loki. With a scream and with Ki literally boiling off of her body, Jumper impaled her fist directly through Loki's heart. The Curse of Longinus activated, destroying Loki from within via the very Divine Power that impregnated Loki's empowered form-and killing every version of Loki gathered up through this process at the same time. As a final consideration, Jumper noted they would ensure this didn't destroy the very idea of Loki; she surged her own Divine Power through Loki's body, pushing manifold Loki's back into the multiverse, only stripped of their hatred of Jumper and unable to ever reach this place again. Loki sighed and declared that it was a good shot, before fading away into dust.

It took Jumper a few hours to find a way out of the End of Time, and during that time she ended up scavenging a few things. Some records of future events from still functional databanks, a small bag full of stray Infinity Stones, a few pieces of TVA-tech that Jumper would be VERY careful in taking apart and figuring out before integrating anything from. While wandering about, Jumper also put together a list of priorities for herself. She'd been distracted by temporal fuckery for the past few years, but NOW it was time to figure out what the fuck was up with her new body. And then, she wanted to do something with these Infinity Stones; they might be powerless outside of their home timelines/universes, but Jumper felt like there must be SOMETHING she could do with them.

Stepping back into the timeline exactly where she left, Jumper found herself...feeling subtly off. It would take Jumper a good few hours to figure out what exactly that feeling was, but she'd eventually track it down to a sense of...possibility echoing within her Divine Power. The TVA had been suppressing the proliferation of alternate timelines outside of "authorized" divergences, and with their destruction time could now propagate freely-and with that, her Divine Power was operating as it once used to. She hadn't even noticed that it wasn't truly working before since she very rarely ever made use of it. Disregarding the feeling, Jumper set up her equipment and began to get scans of her own construction.

Strictly speaking the vast majority of Jumper's new systems were honestly worse than what Jumper already came up with. The most critical advancements were the strange energy systems integrated into Jumper's new body, the strange material that impregnated much of Jumper's structure, and a clever biological modeling system that near-perfectly imitated biological life until you looked beneath the surface. The biological modeling system was trivial to integrate into

her KR Bodies, requiring little more than a programming update. The strange material took a few weeks to work out the atomic structure and material principles of, rounding off to a month to figure out a synthesis method that allowed Jumper to integrate Vibranium into their every Karmatron Cell. The kinetic manipulation qualities of Vibranium pushed Jumper's durability to whole new heights, and combined with other systems such as the Sunshower System she was rendered effectively invincible to anything short of directed energy weapons. An unstoppable force and immovable object, integrated into one.

The unique energy systems were the most tricky to figure out, and required months of study on their own to truly begin to piece together. Jumper got her clues from not just studying her new body, but also studying the way that the Universal Language she'd been developing interacted with the world around her; it was using the same energies that Jumper's body harnessed in order to enact changes on the world. It wasn't much to work on, but Jumper had made more with less; she slowly began to decode how exactly to manipulate the universe with those strange energies that ran through her new body and were called upon by her Universal Language, putting together a new thesis.

On something of a casual visit over to Stark, Jumper decided to collaborate on some tech that Stark had been working on—specifically the receiver chips that Tony wanted to inject in himself so that he could call forth his armor to him with nothing but a thought. She was a great deal of help in perfecting this particular bit of technology, citing that she was actually amongst the foremost cybernetics specialists period. When Tony asked her to elaborate, she was happy to do so—explaining how she'd been working on studying and developing cybernetics for almost a century at this point, and had long since undergone "full cybernetic conversion" herself; there was not a single purely biological thing left about her body, she noted proudly. The exact composition of her nano-cybernetic "platform" was a personal secret, but she was all too happy to explain—or rather, brag—about some of her various features including her fully customized artificial genome. It wasn't an easy thing to make a mechanical system that was perfectly compatible with biological systems, but given Jumper's knowledge of both biology and cybernetics it had been something she'd long since achieved.

Jumper walked away from that encounter not thinking particularly much of it, but it was only a short while later that Tony would call her up in an emergency, challenging her to cure something that nobody could understand—placing his hopes in her hands to save Pepper Potts from Extremis. Jumper arrived in literal seconds, and swiftly began to work on saving Pepper's life. The composition of Extremis was incredibly novel, but fundamentally inferior to Jumper's already existing systems. For someone without her repair functionalities? It was an incredible advancement. That didn't stop Jumper from making a cure for it within several seconds, harnessing processor overclock and simulations to achieve in those seconds the work of several hours or days. But once the threat was over, Jumper would head back for the night and tinker with Extremis some more...along with a strange little formula she had lying around in the databanks of her native body, one labeled with the name of Erskine.

As proud as Jumper was about her KR-SAPIEN body and Karmatron Cells, it was not without its flaws and drawbacks—though time and evolutionary algorithms continued to shrink those flaws and improve the base designs, Jumper wanted to see if she could integrate something like these

formulas into herself. Erskine's original formula was fundamentally not entirely dissimilar from the Perfect Human Body procedure—approached from a medical and scientific standpoint rather than an alchemical one. It was an optimizer, taking everything about the body and refining it to the peak of its possible capabilities without—hopefully—changing the fundamental structure. Constant and careful simulation and research saw Jumper eventually coming to the conclusion that the fundamental process could be improved all she liked—but she couldn't find any way to make it work with her nano-cybernetic body. On the other hand, she didn't need to; she got something better out of it.

Her Optimal Stability Algorithm, developed after several weeks of research and study, was a complex algorithm update to Nano-Karmatron Theory that Jumper coded into her cybernetic genome that had one fundamental goal in mind: ensure the overall stability and continued growth of her cybernetics. It was something of a worry for Jumper that, inevitably, her general nano-cybernetic body would outpace any advancements for individual cybernetic devices; her general reflexes and overclock would overcome any amount of Kerenzikov optimization and Sandevistan boosting, her general durability overcoming any amount of shielding she cared to layer onto her body, so on and so forth. Her base parameters were constantly—though slowly—growing as part of routine evolutionary algorithms, and while her cybernetic functions would also grow—they would do so at a slower rate dependent on her usage. This new algorithm changed that. Not by crippling her general growth, but instead by supercharging her peripheral growth to maintain "optimal ratios" where the base qualities of her body were calculated, then as her fundamental capabilities grew her peripheral cybernetic capabilities would undergo evolutionary and optimization routines to maintain the previously established ratios.

No matter how fast she became, her Sandevistan would still accelerate her even harder by the predesigned designated acceleration factor. No matter how much she could take, her shielding systems would grow to take even more. It was an incredibly useful thing, making it still quite worthwhile to integrate new capabilities and cybernetics into her body rather than just emulating general functionalities with her nanomachines. Needless to say that this Optimal Stability Algorithm had very little to do with the actual Erskine formula and was instead mostly just inspired by the optimization process. It was also inspired by Extremis, and the incredible energy and regeneration processes that the virus induced; the Optimal Stability Algorithm used a similar "burning" functionality to force peripheral systems to continue to maintain parity. The end result required a small but constant processor upkeep to maintain...well, small by her current standards. The sheer complexity and size of the programs and algorithms running and maintaining her body was something that this world didn't even have the capability to run on all the computer systems that currently existed. Jumper's systems could very easily run these things though; computing and programming were some of her specialities.

Nevertheless, after a couple week's digression away from focusing on the construction of her Vibranium Synthezoid body, she returned to it and once again began to pick apart the exotic energy systems powering it. From what Jumper was coming to understand it used something along the lines of a different sort of Universal Language to her own—something roughly equivalent to Low Infernal if she had to take a stab at it—in physical form to draw in and process ambient dimensional and universal energies and achieve various effects. This gave it a sort of "mystical" quality—it was capable of achieving things simply because it enforced certain

outcomes on the universe around itself. Such effects were weak given the quality of the physical structures integrated into her Synthezoid body, but were there regardless. And notably-these structures weren't memetic the same way that Jumper's Universal Language was. Previously she'd been operating on the theory that such structures required a certain level of memetic interface to exist at all...but this proved her wrong. And that necessitated further study.

Taking High Babylonian as a base to build off of, Jumper began to carefully attempt to strip /away/ the memetic qualities of her Universal Language while retaining its capacity to interface with the dimensional metastructures that allowed for universal energy manipulation. Frankly she was entirely unsuccessful at this, but ended up making quite a lot of "mystical noise" while she attempted it-gaining the interest of a certain party of sorcerers from Kamar-Taj. During yet another unsuccessful experiment of hers into figuring out how to interface with the dimensional metastructures without the use of memetics The Ancient One would step into Jumper's laboratory out of a portal and interrupt her work citing that it wasn't Jumper's skills and designs that were flawed-but how Jumper was implementing them.

asdfasdf

[fatigued from writing this. Come back later and finish]

- >Jumper studies dimensional energies, and gains the attention of Kamar-Taj
- >Jumper is invited to Kamar-Taj by the Ancient One and accepts
- >Jumper studies mystic arts for a time
- >When Strange comes around, Jumper offers to heal Strange. He accepts.
- >Strange continues to stick around out of a genuine love for the Mystic Arts, but notes that it takes him a bit more to get a handle on magic now
- >Jumper doesn't manage to prevent the Ancient One from dying-at her own request.
- >When the whole Dormammu showdown happens, Jumper is the one who faces Dormammu instead of Strange
- >She doesn't use the Time Stone or a time loop, instead using her Divine Power to fight Dormammu on equal grounds
- >While fighting against Dormammu in his own realm, she realizes that her Universal Language isn't working
- >This makes her realize that her Universal Language is fundamentally tied to the universe it was created from, leveraging its own principles to achieve effects
- >In Dormammu's universe, it obviously doesn't work
- >Harnessing Divine Power and absurd calculative abilities, Jumper manages to prototype a "Dormammu Language" that can forcibly warp Dormammu
- >She uses this and her mastery of the Mystic Arts to seal away Dormammu and harness his own power to unmake all his effects on Earth
- >When Karl Mordo tries to tell her that the bill comes due, Jumper states that she is a woman of science-she bends the universe to her will, not the other way around.
- >And as proof, she will fix a mistake she hadn't even realized she was making.
- >If she wanted to make a truly Universal Language, she needed to base her language on something other than the laws of the current universe
- >She needed a personal universe that she could shape to her will, a logic all her own that she could perfectly describe and apply as desired

- >She needed her own set of Infinity Stones
- >She studied the Time Stone and figured out the origin point of the Infinity Stones, how they were generated from the singularity that birthed the universe
- >She used an absolute shit-ton of mathematics, memetics, and linguistic modeling to generate data models of "Ontological Singularities"
- >Using Singularity Projectors, the D-Ripper, Symphogear alchemical principles, and Divine Power, Jumper forged, extracted, and stabilized the singularities of six black holes
- >Dimensions, Energy, Change, Structure, Qualia, Communication; these were the six concepts that Jumper forged into Infinity Stones.
- >After a great deal of study, Jumper concluded that her efforts were inferior to naturally occurring Infinity Stones.
- >Not because the concepts were weaker, but because her methodologies required further study and maturation
- >She could already figure out how to synthesize significantly more powerful Infinity Stones from studying her first set of six
- >Before she got the chance to do so, she had to fight against Thanos
- >He'd already managed to acquire four of the six Infinity Stones; she kept Time as she was appointed its guardian by Kamar-Taj, and Vision had the Mind Stone
- >Thanos is unbelievably powerful thanks to his mastery of the Infinity Stones, but Jumper can fight him on equal footing even without harnessing her own various powers.
- >Nevertheless, he manages to steal the Time Stone-and then the Mind Stone
- >Thanos tries to snap away the universe, only for Jumper's Infinity Stones to appear around him
- >Jumper explains that she powered a ward using her Divine Power and the Infinity Stones; for all intents and purposes, they were outside of the universe until Thanos killed her
- >That doesn't stop Thanos from empowering himself with the Infinity Stones, and so Round 2 begins
- >Jumper assumes their Symphogear form, harnesses all of their powers, and fights a cataclysmic battle against the Mad Titan
- >She manages to pull out a win, harnessing Mystic Arts and Alchemy to make it so Thanos can't just undo his wounds with the Stones
- >Thanos dies, and bare seconds later Jumper's Infinity Stones crumble to dust-the very possibility of their existence exhausted
- >Jumper won't be able to recreate them until she's in an entirely different multiverse now...though that doesn't bother her much, given she's a Jumper
- >Jumper spends the last few years she has in the MCU working with computational linguistics, creating a hyperdense coding language for her own personal usage
- >She proceeds to encode her mind in this language, rewriting her consciousness on a fundamental level to become a being of pure information-an Infomorph in a cybernetic shell
- >She can host herself in language itself, much like Shem-Ha once did even though she never actually knew who Shem-Ha was
- >Due to the memetic language she coded herself into she can instantly host herself in any human or human-compatible mind, with the language being self-correcting to prevent divergence or warping of her consciousness due to mistranslation or miscommunication
- >She is still capable of organic growth and development, but has become in many ways something of an unchained AI

- >Not exactly wanting to become a living memetic plague, this transformation doesn't actually affect much of Jumper's daily life at first
- >Jumper leaves, having accomplished quite a bit, but still wondering what it truly means to be a hero

## Jump 11: A Certain Scientific Railgun

Gender: Female

Age: 12

Origin: Experiment -100 CP

Esper Ability: Clairvoyance

### Perks

>Formal Training -Free

>Doubled Growth Rate -150 CP

>Hard Science -600 CP

>Malleable Reality -300 CP

### Items

>Micromanipulators -50 CP

### Drawbacks

>Heroic Tendencies +200 CP



Basic Idea: Jumper ends up in the world of ToArU about a year before events actually kick off, with a general understanding of their new place in Academy City as a Level 1 Clairvoyant Esper. Studying about the whole Esper phenomenon, Jumper determines very swiftly to begin training to attain Level 5, and from there reach for Level 6. She isn't exactly sure how to go about reaching Level 6 yet, but she assumes that she has time-she always has about a decade in each world to do stuff, so that'd be plenty of time to figure out how to break past Level 5 right?

After a decade of being on break in the MCU, Jumper decides to somewhat return to her roots and set up a back-alley medical clinic in Academy City; she might not know the truth of what being a Hero is just yet, and may still have doubts about her own path in life, but she is absolutely sure that this is something unambiguously good that she can do to help people who need it. Spreading word about her clinic around without it being discovered by authorities is somewhat harder, but with careful usage of memetics-refined and carefully selected so it isn't bombarded and twisted like her initial usages of the Ideological Virus were-the work is easy enough. In very little time at all she finds herself working on a wide variety of patients-mostly Level 0s who can't afford Academy City's premier medical care and thus tend to live with a wide variety of issues rather than get things taken care of.

Jumper did attempt to get accredited as a medical professional...but unfortunately, her accreditation tests were overseen by a Kihara. A Kihara who didn't really care about the strange eleven-year old Esper trying to become a medical professional, and who instead wanted to inflict their own twisting of science on her in a variety of tests barely disguised by the medical accreditation tests. This did NOT go well for the Kihara, because Jumper was not actually an eleven year old and could very easily tell what was going on-and thus was utterly unamused with said Kihara testing their luck like this. The Kihara, once realizing that Jumper wasn't going to cooperate with their experiments, tried to force the issue via blackmail and threats. This, again, did not work out for them very much. There was one less Kihara in the world after that, and Jumper was officially a wanted criminal Esper in Academy City.

As for what that Kihara had attempted to blackmail Jumper with? That would be the one friendship she'd developed in this world so far; within her first six months or so of arriving in this world, she found and befriended a strange boy named Kamijou Touma. Jumper's interest with Kamijou initially began because of Imagine Breaker, naturally when a casual touch caused much of the nanites and cybernetics in one of her hands to cease functioning-though they repaired quickly afterwards. Simultaneously concerned and intrigued, Jumper proceeded to outright offer to pay Kamijou if he was willing to help her with a few experiments-nothing that affected him, but instead modifications to Jumper's own cybernetics so they couldn't be so easily negated by Imagine Breaker. Kamijou accepted, and the two became acquaintances from there.

It didn't take long for Jumper to work out the properties of Imagine Breaker, and from there develop a "retrograde" that left her immune to its effects. The Anti-Breaker Retrograde System was objectively manifold times weaker than her standard KR-SAPIEN body, lacking any and all magitech, the D-Ripper, Plant Energy Systems, Ki Manipulation Systems, Mantis Modules, Alchemical Systems, Symphogear Systems, and Divine Power Systems...but it still held a great deal of power in it and was still ultimately composed of Karmatron Cells-though vastly simplified ones. When Jumper tried to pay Kamijou for his help in developing the system, he

waved her off-saying it was something that anyone would do. Not content with that, Jumper all but forced Kamijou to take her contact info; if he ever needed help with medical matters or the like, she would be there. This would end up becoming extremely useful during the Biohacker Incident, and would later see Kamijou agreeing to take on a variety of cybernetic systems to enhance himself in case he needed to face such dangers again.

Kamijou's systems, on his own insistence, were all purely Bioware and Imagine Breaker-compatible. That didn't make his cybernetic systems weak by any standard, of course. The full Mind, Body, and Soul package-sans the Plant Energy Systems-were fully compatible with Imagine Breaker, along with a specialized "nanogen organ" that allowed for a form of biological nanite to proliferate throughout Kamijou's body and achieve a variant of the Nanomachine Reinforcement Mesh utilizing purely biological systems rather than mechanical ones. It was tricky work, but Jumper was a medical genius and relished the challenge-and afterwards, Kamijou Touma was all but an unstoppable force and immovable object. Combined with the biological CyberSoul system that existed to prevent brain damage and personality death, and Kamijou found himself possibly one of the safest and most powerful individuals in Academy City. This did not help his luck of course, though with his enhancements it did mean that he made it through the Deadlock Incident without getting brain damage. Jumper, playing wingwoman, would end up helping Kamijou realize that Misaki genuinely loved him after that and he would-for the first time in his life-get into a romantic relationship with someone. Surprisingly, this worked out rather well for him.

While these events were going on, Jumper was also working on developing her Clairvoyance. Psychic powers weren't a new concept for her-she developed an entire line of cybernetics around manipulation of telekinetic energies, telepathy, and heat manipulation via mental energies. Esper powers weren't psychic powers, not as Jumper understood them at least. They were an entirely different concept, working on entirely unique principles. Without hesitation Jumper put herself to the task of studying absolutely everything regarding her new Esper powers-learning of Personal Realities, AIM Fields, Power Categories, and more. Jumper's neurology was...well, incredibly odd compared to a normal human's given the fact that she was a full-conversion nano-cybernetic being; originally she used a specialized nanomachine swarm to form her brain, but lately she'd moved into a complex quantum crystal construct that could hold several yottabytes of data and achieve calculation speeds that boggled description. Frankly Jumper wasn't entirely sure what she could even use all that processing power for, but she had it.

Nevertheless, her brain was fundamentally alien compared to a normal human's, so it was hard to tell exactly how Esper powers affected it. The natural course of action, therefore, was to study the brains of Espers who aren't full-conversion cyborgs like she was and use that data to figure out how her Esper powers were affecting her own neurology. The problem with that course of action, of course, was the Kihara Family constantly pushing for a manhunt against her and the fact that she had to constantly stay on the move and hide in various places in Academy City just to stay free, let alone maintain her back-alley clinic. The best she could do fairly often was to work on Skill-Outs who got themselves a little too fucked up by Judgement or Anti-Skill and needed help being put back together. Not exactly the best clientele, but it did give Jumper a great deal of scans for non-Esper brains and the occasional Level 1 or 2 Esper.

It was around this time that Jumper would end up encountering Misaka Mikoto, who had been tracking some Skill-Outs as a way to kill some time and exercise her less-used Electromaster abilities. While tracking their movements with her electro-senses, Misaka would end up coming across Jumper's clinic and barging in while Jumper was busy putting back together a delinquent and giving them something of a dressing down while she did so. Confused by the turn of events, Misaka stuck around and talked with Jumper to learn about what was going on there-which is how Jumper explained that they were a criminal and outlaw in Academy City due to the Kiharas, but also a medical genius who genuinely wanted to help people. The end result was a wandering back-alley clinic where people could get patched up for free while Jumper stayed on the move to avoid getting caught by Judgement; she didn't want to hurt anyone, but they had a job to do and she did end up killing someone rather high up in self defense, so...

Misaka understood all that and actually sympathized, letting Jumper go about their business-though when Jumper asked if she was willing to help out with Jumper's studies about Espers Misaka declined. She may understand Jumper's position, but she wasn't going to trust her that easily. That said, Jumper would give Misaka a card; if Misaka needed any medical work done on the sly or ever wanted to get into a bit of transhumanism-as Jumper was willing to offer her cybernetics catalog for a price-she could use the card to find Jumper's clinic.

In the months following, a few things of note happened. Jumper met both Accelerator and Sogiita Gunha; the former basically gave zero shits about Jumper's existence and refused to help out with her studies, while the latter was annoyed about Jumper helping put delinquents back together, but was enthusiastic and happy to help with Jumper's esper studies-all so he could have time to explain how he thought his powers worked to someone who would listen to him. Combined with calling in a favor from Touma to meet Misaki and get a brainscan from her, Jumper had collected a great deal of information about the brains of Espers-from natural ones like Sogiita, low level ones who visited her clinic, and a single Level 5 in the form of Misaki. Ideally Jumper would've liked to have brain scans of Espers from each stage from 1 to 5, but a lucky Level 2 patient had ensured that she had all the data she needed to put together a working hypothesis of Esper Neurology for now.

With a hypothesis, came testing; Jumper refused to test on actual living people, so she had to outright design and build artificial human brains bereft of consciousness in order to test her hypotheses. These tests would be extremely sporadic and inconsistent, which unfortunately fit the model Jumper was building; Esper powers were fundamentally tied to consciousness. Even with every other element in place and functioning perfectly, without a conscious identity to center around no Esper power could truly stabilize. This fit with the idea of Personal Realities formed from a given person's paradigms, preconceptions, and fundamental identity, but made actually testing and developing Esper powers ethically a bitch and a half given that they actively required experimenting on live sapient.

There were a wide variety of other factors that went into developing Esper abilities-such as weight and genetics-but Jumper was able to figure out how to control for those factors even without including the element of consciousness in her experiments. The fundamental key remained identity, and it took Jumper a great deal of time to figure out a way to work through that without doing things such as creating conscious beings purely for the sake of experimenting

on them. The breakthrough came when Jumper was simply staring at a brainscan of a Level 2 Esper, and wondered if a static engram-that is, a read-only engram with no capacity for growth or activity-would be capable of hosting a Personal Reality. After testing with her own Engram, Jumper determined that yes, a static engram could work...and from there, began simplifying. Cutting away entire chunks of the engram, reducing its data imprint as much as possible while still maintaining the same Esper ability output as before.

What was left at the end of this process was what Jumper called an Esper Engrammatic Overlay; a highly simplified snapshot of a Personal Reality hosted in read-only. By connecting this read-only engram to a compatible Cyberdeck, Jumper managed to create her very first Cybernetic Esper Chips. Just load in an Overlay and the Cyberdeck will run the calculations for you, simplifying and streamlining the usage process so that the preloaded Esper abilities are easily accessed. New Esper Expressions could be designed with a built-in helper program, or freeform usage allowed with ESPmeld which forced a deeper overlay of the Esper Engram to achieve more natural usage of the Esper abilities within.

Of course, it was an incredibly basic system for now; Jumper hadn't yet cracked the freeform production of Personal Realities yet, let alone figured out how to modulate the power ratings for selected Esper Chips. Worse, this technology so far had hard power limits; despite her best efforts, these Esper Engrams couldn't achieve power ratings beyond Level 3 nor could they naturally grow stronger. Something about her understanding of Personal Realities was lacking, she was sure. This was a complete prototype technology, yet it was an incredible step forward that Jumper knew was the beginning of a snowball that would let them figure out truly incredible things.

Of course, by the time they figured this system out, the date was July 10th. A day later there was a bombing in Academy City-the first of several, targeting members of Judgement.

Jumper actually learned about Level Upper not from the Graviton Bombings, but from something entirely different: a delinquent bringing in their brother who had mysteriously fallen into a coma, desperate to save them. Studying the brain of the coma patient revealed the active telepathic connection, maintained by a strange neural pattern installed by what Jumper recognized as a sort of synesthetic memetic virus; an audio signal that influenced and rewired the brain in specific ways. With their knowledge of memetics and neurology it was trivial for Jumper to safely purge the influence of Level Upper from the patient's brain, allowing them to wake back up...but when they awoke the patient was angry, as he'd been reduced back to the Level 0 he'd been before rather than the Level 3 power he got to enjoy for a bit before falling unconscious.

While the two brothers were bickering and reconciling over the fact that one had changed power and fallen into a coma for it, Jumper was interested to learn that Level Upper had temporarily granted a person an Esper ability where they lacked one before-and a relatively powerful one at that. Part of it was simply access to far greater calculative ability than a normal human brain had, Jumper acknowledged, but there was definitely an element of establishing a Personal Reality where none existed before; this could be the clue she needed to figure out how to make custom Esper abilities!

Despite extensive research into the Level Upper phenomenon over the course of the following week, this didn't end up panning out for Jumper. She did collect many Esper Engrams over the course of that week, with Skill-Outs rampaging and getting beaten in turn thanks to Level Upper enabling them, but she couldn't quite figure out how exactly Level Upper allowed Level 0s to temporarily attain Esper abilities. That said, she had plenty of data to work with in order to attack an entirely different problem: Esper Power Ratings. An Esper's power ratings were dependent on two factors: their calculative ability, and the development of their Personal Realities. Using advanced Cyberdecks Jumper could brute-force the former quality, but this was a spotty and somewhat inconsistent method; at best this would allow her to raise an Esper ability up to about Level 3, 4 if she was exceedingly lucky.

This seemed to be what Level Upper was doing for its users-by plugging them into a telepathic network with a vast surplus of calculative resources, they could forcibly elevate a given Esper ability beyond its normal bounds. It wasn't anything Jumper hadn't already figured out how to do, but seeing it in widespread action allowed her to refine her methods and allow for "stable" Esper abilities at Level 3-forcibly raising the quality of all Esper abilities she scanned and recorded to that level, regardless of their original levels. Given she had a vast surplus of Level 1 scans, that was a major boon for her research.

Able to now control for the calculative resources available to a given Personal Reality, Jumper was now free to experiment directly with manipulation of Personal Realities directly. This was an incredibly delicate and difficult endeavor, requiring a great deal of effort and neural programming to make any sort of headway on...but with each minor and systematic modification of a given Engram, Jumper discovered more and more about what made Personal Realities as a whole tick.

One particular night, Touma bursts into Jumper's clinic with a bleeding Index in tow. Not hesitating for even an instant, Jumper proceeds to take Index and operate on her with supernal speed-applying medical aid developed from her decades of experience in forms of medical technology millennia ahead of even Academy City. Within literal minutes Index is fully healed, no magic necessary. Jumper was even able to jumpstart her lifeforce with a quick and subtle Ki Healing technique, restoring her truly to full health. John's Pen mode shut down after confirming that Index was no longer in danger of death, and when Index awoke she found herself utterly amazed at the skill of the doctor that Touma had brought her to.

Jumper introduces herself to Index as a simple wandering doctor, but offers to let her and Touma stay for a while if they need a place to hide. They accept gladly, living in Jumper's clinic while she continues her own work on the Level Upper case. At one point Index asks what Jumper is doing, and Jumper explains the whole Level Upper issue as she's come to understand it-that a telepath is forming a biological network to boost Esper abilities, but it's taking a toll on people. She already figured out a way to break the connection and awaken people individually, but it'd be irresponsible of her if she were to try and break the connection all at once; her go-to method would be a counter memetic, but such an indiscriminate method had a good chance of eliminating the source of the problem...the telepathic Esper's mind. Even with the problems the creator of Level Upper was causing, Jumper didn't want to kill anyone over it.

This led to a brief discussion on neurology, which Jumper boasted was one of their greatest areas of expertise. This ended up going nowhere for a bit and Index and Touma left shortly afterwards...only to come back a few days later with Index having a terrible fever, and Touma desperate for a solution. Except the problem that Index supposedly had was...pure nonsense. Even with 103,000 grimoires perfectly memorized, Jumper would explain to Touma, there was absolutely no way she'd reach the limits of her brain's capacity to store information. A human mind absorbed and categorized hundreds of times the information available in any given book on a daily basis, just processing information from one's senses. Nevertheless, Index clearly WAS having health issues, so something was up.

Utilizing Heretical Technology from Symphogear Jumper was able to very swiftly trace the issue to the Collar rune placed inside of Index's mouth. Thus Touma's job was up; negate that, and Index would be fine. He reaches into her mouth to do so...and John's Pen mode activates to defend against it. Stiyl and Kanzaki weren't around to help Touma here, but Jumper was-and Touma had a full Mind, Body, and Soul Cybernetics package from her clinic-specially tailored for compatibility with Imagine Breaker. Even the overwhelming power of the Dragon's Breath that Index unleashed could barely heat up Touma's hand, and then Jumper stepped in with her own technology to act as defense while Touma went on the offense. It was easy for them to take down John's Pen from there, with no laser piercing the sky and destroying Tree Diagram in the process. One of the aftereffects of the Dragon's Breath did end up wiping Touma's mind entirely...for a few seconds, before his Blackbox system kicked back in and restored it.

At this point the whole Level Upper incident had entirely blown over, and a cure for the whole phenomenon had been released by Academy City-so it was back to the daily grind for Jumper. But while that phenomenon had blown over, a rumor was spreading about the "Dark Side's Heaven Cancellor"-a criminal doctor who figured out Level Upper before anyone else and could cure it, or bring people back from the very brink of death. After more than a year of work, Academy City was finally beginning to take notice of Jumper. This was not a good thing.

Time passed somewhat fluidly as Jumper worked in their own little pocket of Academy City; the events of Big Spider's takedown came and went with hardly a blip on Jumper's radar, and all too soon it was August-and a certain Level 6 Shift experiment was in progress. Jumper is first alerted to the whole experiment by sensing an immense surge of sheer horror; normally Jumper keeps their telepathic abilities purely passive, using them only to help direct those who might need her help towards her clinic. She does like to keep track of certain important individuals though-such as Touma and his girlfriend Misaki, Index, and Mikoto...who was currently trying to avenge a clone of herself killed under the hands of the Number One Esper in Academy City. Jumper had been restraining herself to operating only as a doctor, fighting her own natural empathy and heroic tendencies...but confronted with this, that self-restraint broke. This, Jumper knew, could not stand.

Just a few moments after Misaka shot her railgun at Accelerator only for him to deflect it, Jumper stepped out from behind a shipping container and asked if Accelerator truly desired ultimate power. With a wave of her hand, Jumper caused the truck to fly off of the corpse of Misaka 9982...and then, it was as if time was rewinding. Reconstructing her body via

postcognition forced to a false Level 4 state via pure calculative ability, Jumper rebuilt Misaka 9982 atom by atom over the course of seconds via Mantis-Module Telekinesis. She jerked awake, and Jumper told the original Misaka to go take care of her sister; she'd deal with Accelerator at this point. Accelerator asked who she was, and she introduced herself as a doctor from another world. If Accelerator wanted ultimate power, she would grant it to him; all he had to do was defeat her.

Accelerator launched a few casual attacks at her, but in a strange mirror of his own reflective field absolutely nothing seemed to touch her. No matter what Accelerator launched at her, it all simply deflected around her-not reflected back at Accelerator, but instead moved past or around her. She declared that it was her turn, then suddenly appeared directly in front of Accelerator. For a moment Accelerator smiled, expecting that his reflection field would take down this strange woman...only for her to poke a finger right through his shoulder, golden light gently glowing along her body. Accelerator screamed, blood trailing down his shoulder as Jumper pulled back her finger, and she asked if that was all he had.

Naturally, Accelerator got angry and counterattacked, trying to twist Jumper into oblivion. Golden light shone on her skin as nothing seemed to happen to her, and Accelerator asked what sort of power this was. Gesturing at herself, she explained that this golden light in particular was a form of timeline manipulation; by calling upon alternate timelines she could shift any force or damage on herself to an alternate dimension, leaving her untouched. In one world this was known as Divine Power, a force wielded by a race known as the Anunnaki, she explained. Then she canceled her golden glow, and asked Accelerator to try again.

Once again Accelerator reached out to try and rip Jumper apart, only for her form to waver and twist in his grasp. The D-Ripper, Jumper explained, was a legendary failure of a land called Tipharas which was designed to prove a hypothesis for a unified field theory. It failed spectacularly, but its failure created a strange temperamental artifact that allowed its user to freely manipulate spacetime and dimensional space...if they had the will to do so. Once more she turned off this power, and told Accelerator to try again. He threw boulders, train tracks, entire storage containers at her-they were all countered, their force nullified entirely. An alternate form of psychic power from a future that would never exist, she explained, which allowed her to freely generate and manipulate kinetic energy.

Accelerator tried to detonate the entire area at once at that point, beyond psychotic with rage...only for Jumper to pull all the fire in the area into her hand and snuff it out at once. Heat-manipulation, she explained, was a common technology and ability of the Ceph. From her hand emerged a bar of pure light, and with a simple swing it extended until it hit Accelerator's side with a sharp \*crack\*, breaking a couple of his ribs and knocking him onto the ground. The energy of Plants from a planet called Gunsmoke, which held multidimensional properties and could be shifted into any form of matter desired, she once more explained as she allowed the light to fade. She walked up to where Accelerator laid on the ground, stunned and struggling to breathe, and simply stared at him for a time.

She asks him what the point of all this was-why he participated in the slaughtering of thousands of young girls. Accelerator coughs out that they were just wind-up dolls meant to make him

stronger. Jumper notes that there is no biological difference between a Misaka Sister and a human being, so she judged that Accelerator himself must be a wind up doll. Was his purpose to help her get stronger, then? Accelerator had no answer to that. It is at this time that the Sisters step in-a vast number of Misaka Clones stepping out to ask Jumper to stop hurting Accelerator. Jumper asks them why they would defend their murderer, and the Misakas answer that they were born for this purpose. Perhaps so, Jumper notes, but the gift of life was still given to them and should not be thrown away casually. When one Misaka attempts to explain that it had been predicted by Tree Diagram that these measures were necessary to bring about Accelerator's evolution to Level Six, Jumper quite literally rips the entire Tree Diagram satellite out of orbit via the D-Ripper and crushes it into nothing with telekinesis. If that is all, she notes, then she will enact upon Accelerator what he had upon them.

This is when Misaka 9982 steps out from the crowd, still leaning on the original Misaka, and declares that death is a terrible experience that she would not wish upon others. She does not want Accelerator to die, even though he killed her. Enough death had already been wrought. Jumper stares at this Misaka clone for several seconds...and nods. With a wave of her hand, Accelerator suddenly glows white and breathes deeply as he feels his body healed. She noted that it was only because of the Sisters that Accelerator lived now; if he continued to kill them, he would not be so lucky next time. She turns away, and after a few steps disappears. Appearing back in her clinic, Jumper plays with a datashard she constructed out of nanomachines that she'd injected into Accelerator early on in the fight, considering the brainscan she'd gained from it and all the data about Esper abilities that she'd gained.

It was two days later that Misaka stepped into Jumper's clinic, a nervous look on her face. After watching Jumper work for a time, Mikoto eventually gathered up the courage to interrupt her work and ask why exactly Jumper interfered with the Level 6 Shift project; Jumper explained that they were too selfish to help everyone, and normally wouldn't interfere with Academy City's activities after it had come with such a great cost to her before...but Mikoto's own shock and horror had reached her, at that moment, and Jumper decided to interfere for that one cause alone. She wouldn't fight other battles, or wage war on the dark side of Academy City for reasons she couldn't get into right now...but this one spark of good, she could allow herself to do. And even then, it wasn't like she did it for wholly selfless reasons; Jumper proceeded to explain how she'd been researching how Esper powers worked herself, and a chance to face off against Accelerator and get a scan of his abilities? That didn't come around often.

Then Misaka proposed something that caught Jumper off-guard; she wanted to help her with her Esper research. Partly as a way to thank her for shutting down the Level 6 Shift, partly because what Jumper was doing was a genuinely good thing. And partly...because Misaka could tell that Jumper truly just wanted to help people, but wasn't letting herself do so for some reason. So Misaka would help Jumper, help others.

With Misaka's willing assistance, Jumper's Esper Research leaps forward in incredible bounds-and within just a few weeks, she manages to fully crack a Unified Theory of Esper Development. It wasn't wholly complete, there were still many things it failed to explain and it couldn't be used to develop NEW Esper powers just yet...but it could be used to simulate and develop any EXISTING Esper powers up to Level 5, though with increasing computational costs



and development times. Jumper had almost freeform Multi-Skill Esper usage thanks to her Engrammatic Overlays and Cyberdeck at this point; the last thing she was needing was just the initial development of Personal Realities and she would be able to freeform design and install Esper abilities of any strength as she pleased. As it was, she was still able to simulate dozens of Esper powers at Level 5-strength.

She offered various cybernetic enhancements to Misaka as part of her "employment package", ranging from the most basic quality of life bioware upgrades to incredibly advanced custom cybernetics that Jumper had designed specifically to work alongside Misaka's own Esper abilities. Misaka turned down most of those cybernetics, only taking on a number of quality of life bioware upgrades; enhanced skin and hair, biological immortality, strengthened muscles and bones, perfected metabolism, so on and so forth. The "Basic Melior" package-which improved upon everything about a human being without really ADDING anything new-only perfecting what existed, essentially. She was honestly somewhat ashamed to admit that she got a hormonal upgrade that would see her slowly growing much larger breasts over the course of several months, and Jumper was happy to take advantage of the situation to tease Misaka about it.

Jumper even got a chance to introduce Misaka and Touma to each other, helping mediate their meeting so that Misaka didn't end up trying to fry Touma to a crisp. Misaka was a little heartbroken to realize that Touma already had a girlfriend-and was deeply in love with Misaki at that-but they still ended up becoming good friends and rivals.

As time passed, more and more incidents began to pile up. Some of them were easily handled with Misaka's upgraded capabilities-or even just her base abilities as a Level 5. Others Touma took care of, often facing off against Magic-side situations where it was only his advanced cybernetics and Imagine Breaker that gave him a critical edge against his opponents. On a few rare occasions Jumper herself stepped in to help her friends, to defend others, and to strike down true evils that had appeared in Academy City. And the more she did this, the more she knew she was treading a very fine line between her desires to help and the threats that lay at the very top of this city acting...

Her Precognition had let her KNOW what would happen if she acted out too much, let her SEE the chaos and destruction it would bring. Some of the forces Crowley could bring to bear could even kill her if she was careless, and the sort of enemies HE was keeping away were powerful enough that Jumper knew she had to stay measured in her responses...and yet. And yet, it was incredibly straining, to fight against her own compassion and simply stay in her clinic to research and only occasionally heal people who came to her. She did what she could, pushed what lines she could, but it was still never quite enough.

The final straw did not come swiftly, but it did happen quite decisively. The first part came with the proliferation of Indian Poker Cards-interesting little pieces of dream-recording technology that they were. They started off a whole little craze in Academy City...and gave Jumper the final key she needed to figure out Esper Theory. The subconscious engram fragments contained within the Poker Cards contained just the data she needed to figure out the unconscious states of Personal Realities; she'd needed to collect and collate the data across manifold Poker Cards, but with the craze as it was she had more than enough data to work with.

It was the final clue she needed to be able to freeform construct Personal Realities, to freeform design Esper abilities from the ground up. All the way from zero to five, she developed a complex program to design and simulate Esper abilities freely. In less than a year she had utterly eclipsed Academy City's Power Curriculum Program, and could mass-produce Espers of any Level-Espers who had the potential for self development outside of the preset Levels she decided upon, Espers who could swap out their Esper powers at will, Espers who would be unbound by the limitations of their own biological development and adaptation to their own abilities.

Jumper's Power Curriculum was a two-part thing; the first was the "Natural Esper Development" program, which could flawlessly induce an Esper Power in a given subject. Said Esper power started at Level One, but also included a training roadmap to increase its potency and abilities up to Level 5-with branching potentials for personal development of the ability. A Level 1 Electromaster might start with barely conjuring sparks, but could develop to Level 5 akin to Railgun...or Meltdown, or take a path of bio-hacking and achieve an Electromaster-style Mental Out, or other stranger possibilities. Such paths weren't mutually exclusive of course, but the development of one such "Capstone Specialization" made development into other varieties somewhat harder under Jumper's System.

The second part was the EXPer System, as she labeled the Engrammatic Overlay system. A user would simply slot in a specialized VI and input a desired "power", and the VI would process a wide variety of factors about the user and their request to generate the given Esper ability. EXPer powers were much more unstable than natural Esper powers, and required incredible computational hardware to run at all...but could be set freely from Level 1 to Level 5 while also designing whatever ability the user wanted. Put simply, it was a system tailor-made for a full-conversion cyborg like Jumper, whose brain was a crystalline quantum computation device that could achieve utterly absurd calculations. For her the system was basically just a "select a power and unleash hell" system; for others, it was much more limited.

The development of Personal Realities was generally a slow and steady thing; bruteforcing it with simulations and pure computation ability was possible thanks to Jumper's Unified Esper Theorem, but consumed truly absurd amounts of computational resources and energy. Tree Diagram could do it, but would take a solid month of pure computation to simulate an Esper power from scratch to Level 5. Jumper could do the same in a single minute. As a way to balance things, EXPers could generate "AIM XP" which allowed for the natural development of a simulated Personal Reality; this reduced the calculation and energy costs for continued Esper simulations of that specific ability, allowing it to advance more swiftly and easily. But the AIM XP system could only maintain and advance a limited number of Personal Realities, depending on available hardware.

If this system-as well as a basic Cyberdeck to run it on-were to be installed in a normal person, they'd only be able to host approximately two or three Esper Abilities. Starting at Level One and regularly training their ability, they'd be able to reach Level 5 with one of their EXPers within two to three decades. A Natural Esper under Jumper's system could achieve the same in one decade. Trade-offs, as it were...or just use both systems, but that would slow down the

development of both. Not because of any clash between the two, just because it caused one to divide their attention between differing Personal Realities.

Of course, most of that was a moot point; Jumper had long since decided that she wouldn't recreate Natural Espers outside of Academy City...or at all, for that matter. EXPers may be slower, but the increased versatility was simply far better...as well as the control mechanisms she could install in them. Psychotic EXPers could be shut down with a single thought by Jumper, as she simply disconnected their simulated Personal Realities from their Cyberdeck controls. She could also use the same systems to actively mind-control anyone who had installed a Cyberdeck, or mold their minds to her will over time, but that was just...crude, in her mind. It would make her no better than a Kihara, and she wanted to be a DOCTOR, not a mad scientist.

Never was this principle shown in action more than with the case of Kuriba Ryouko...or rather her Doppelganger. Yet another experiment done by Academy City for utterly soulless reasons, seeking to discover and understand the nature of the soul. Split into two by Academy City science, then put back together-one organic, one metallic. The idea was that the robotic version would have developed her own soul through the procedure somehow, while the organic part retained her soul. It was madness, and pointless in the extreme in Jumper's eyes.

Jumper only got involved once Doppelganger began to threaten the entire city, and held back demonstrating her newly empowered Multi-Skill abilities...but even still, she was disgusted by the entire concept behind Doppelganger's rampage. And not for the reason Doppelganger originally assumed. Jumper spoke at length at how the presence or absence of a metaphysical organ did not denote lesser or greater qualities of sapience, and how Doppelganger was still a person-if one who was deeply misguided and extremely hysterical. And then, just to prove a point, Jumper flash-forged a unique magitech scanner that harnessed principles she'd learned from the previous reality to display something incredible in Doppelganger: a soul, existing within her. It wasn't something that Academy City's technology could yet detect, but it was there clear as day. She refused to give this spiritual scanning technology to Academy City, but Jumper promised to teach Doppelganger how it worked and give further proof of her soul if she ceased her rampage.

Doppelganger came peacefully, and soon began to live full-time with Jumper alongside Rebecca and Alita. And yet, this incident stuck as a nail in Jumper's mind...until they simply decided, no more.

Academy City had to go. Its cruelty, its madness, the evils it housed within...it had to go.

It was an incredibly hard sell to convince Misaka to work alongside her, but she managed to. Touma and Misaki joined her almost without hesitation, once she explained herself and laid out what she planned to do. Accelerator arrived slowly, desperately seeking answers to his life and seeking the power that Jumper held-and she roped him into her plan as well. Shirai Kuroko came with Misaka, adding yet another piece to the pile. Doppelganger decided to assist of her own will, and Jumper finally had the pieces to the puzzle she had been crafting in her mind.

The powers held within Academy City were commensurate, and the threats beyond it were nigh-indecribable. Magic Gods defined reality in ways that even she couldn't casually countermand...but she did have a way to even the scales. Push them in her favor, even. An idea that had been written out of existence in one multiverse, revived in this one and empowered by the local metaphysics to be far greater than before. Energy, embodied by Misaka. Dimensions, embodied by Shirai. Change, embodied by Accelerator. Structure, embodied by Doppelganger. Communication, embodied by Misaki. Qualia, embodied by Jumper.

Calculation after calculation was run, countless simulations in countless timelines, a whole pseudo-Network established across branching time sustained by Jumper's precognition, all to download the necessary experiences and qualia so that she could truly achieve what she was planning. A Level Six Shift, with a Level Upper network established by the six participants to form an Infinity Loop. Each Esper would hold an Artificial Infinity Stone, and integrate those stones into them. This would begin the ascension. Their connection and looping power between themselves would push them over the edge, pushing each and every one of them to becoming Level 6 Espers in a linked pantheon which could stabilize and redefine reality to their will.

But Jumper knew that this sort of power had ways of going out of control quite easily...so there needed to be a control system in place. That's where Touma came in; his Imagine Breaker would act as the "stabilizing point" between their Personal Realities, modulating them and directing them so that rather than clashing and grinding against each other the six Personal Realities formed from this insane project would instead work synergistically together, forming a singular "true" reality cooperatively.

The plan was insane, but not a sort of madness that would hurt anyone if it failed. Jumper was immensely careful to make sure of that, redesigning and simulating the whole process over and over again until she ensured that there were absolutely no dangers to it. She forged the necessary Artificial Infinity Stones, designed the Ascension Engine, created an Infinity Gauntlet for Touma to wield through his Imagine Breaker, and gave the necessary augmentative procedures to each of the other participants. Finally, the time came. As one, the six Espers undergoing the Level 6 Shift pressed their respective Infinity Stones into a specially designed slot in their chests. Reality trembled as six gods were born at once.

Level 6 Espers, at least those born from Jumper's Ascension Program, didn't operate on the same rules as Magic Gods did. Their Personal Realities became Phases that they could apply to the world as they pleased, but they could also REMOVE those Phases by working together-thanks to their innate connection to Imagine Breaker. Magic Gods could do anything, but always had a 50% chance of failure for each and every action. Level 6 Espers...did not. They could calculate and refine the odds of any course of action they took, until that course of action reached 100% certainty. Slower than a Magic God, perhaps, but much, much more reliable. And with the six of them working in concert, there was absolutely nothing that could hope to defeat them.

The Six Esper Gods, as they would come to be called, destroyed Academy City in a day. They took over the world in a week. They slew many other Magic Gods and cemented their rule over the world in a month. It was only once these things were done that they sought to decide how the world would be run from then on. Each of them had their own ideas on how people ought to act,

how nations ought to behave, how reality ought to be shaped; they debated for time beyond time in a dimension forged purely for them to debate this while they decided.

Each of them eventually decided to take on different "duties" to the world. Ultimately they decided to simply take roles that fulfilled their desires and generally not mess with the running of the world beyond those roles—none of them were particularly interested in rulership. Accelerator became the Keeper of Innocence, defending those who could not defend themselves and "changing" situations that he saw as unfair for others. Doppelganger became the Song of Spheres, maintaining the structure of the cosmos and monitoring over the stability of reality. Misaki became the Thousand Dreamer, acting as a living bridge between minds and forming a realm of dreams that underlaid all of reality where every being could commune with each other and no soul was ever truly lost. Shirai became the Maiden of Love, a title chosen purely to better seduce Misaka—though her duties were more in line with helping maintain the stability of Phases and Dimensions alongside Doppelganger.

Both Misaka and Jumper abstained from taking up divine duties like the rest; Misaka was crowned the Spark of Life, but actively shirked any divine duties beyond their war to conquer the world and protect the Earth. Jumper was crowned the One Truth, but also abstained from duties—citing how she would be leaving this reality after her allotted decade. She wouldn't leave this reality without someone to take up her duties though; for the next few years, Jumper spent a great deal of effort crafting a massive supercomputer which could host the power of the Qualia Infinity Stone and the mantle of the One Truth. This supercomputer would be called The Compendium, in honor of Jumper's friendship with Index.

With the world so utterly changed by the Six Esper Gods, Jumper didn't really stay in Academy City anymore...and she decided to focus her research on other projects now that she wasn't being pressed by the general culture of Academy City to focus on Espers above all else.

That wasn't to say that her knowledge and research into Espers actually ceased or was set aside—it was all incredibly useful for other projects after all. Specifically...she had found a way to utterly remake her Universal Language project via the usage of an Esper's Personal Reality. The fundamental issue with her original Universal Language was that it hacked into the fundamental structure of reality by harnessing and manipulating the base structures of that reality; potent, but fundamentally limited in that it only worked in THAT universe or multiverse with extremely similar structures. By the time Jumper had left the Marvel universe she'd developed her Universal Language up to Low Enochian-Level 5...but in the ToAru universe? That same language only had the power of High Babylonian-Level 1 despite not having actually changed at all; this universe's fundamental structures and metaphysics were just different enough that the language barely functioned.

On the one hand, Jumper could spend the time and effort testing and recalculating her Universal Language to remake it for every new universe...but that was a whole lot of work that would be thrown out literally every decade. On the other hand, she DID have a stable universe that she'd be dragging along everywhere from now on: her own Personal Reality which defined her Clairvoyance. Ascendent to Middle Enochian-Level 6 it was absurdly stable, incredibly developed, and potent enough that it could even be impressed upon reality to forcibly twist and

warp reality to Jumper's will. That struck Jumper as being the perfect keystone to form her Universal Language around-and even redefine her infomorphic existence around.

The project itself took several years to fully rebuild her Universal Language with her Esper Ability acting as the keystone, with several false starts and outright redesigns happening in the process. As she worked she accidentally figured out how to achieve a Level 6 Shift WITHOUT using an Infinity Stone to support and empower her Personal Reality-which was good, as Jumper was going to have to leave her artificial Infinity Stones behind in this reality to maintain the existence of the other Esper Gods. She also figured out a way to integrate other Personal Realities into her own; the trick was in developing Names for them in her personal Universal Language. As her Universal Language became an extension of her Personal Reality, it developed a strange and unique quality that anything she could Name and define within her Universal Language was also capable of being comprehended and integrated into her Personal Reality-quite literally, as she was able to "break down" that which she knew the Name of and draw it into her Personal Reality, then "release" it later at will. It made storing things and carrying her wives from universe to universe much easier at least.

It wasn't an easy process to apply Universal Language names to each and every Esper Ability she came across, but every single one she Named and integrated into her Personal Reality made the next ones more easily integrated-and improved her own Esper ability to be capable of simulating and enacting the powers of those integrated Esper abilities. This very process of integrating multitudes of Esper abilities and Personal Realities into her own Personal Reality gave Jumper hints that perhaps Level 6 was not quite the limit of Esper abilities...perhaps something higher, a Level 7, lied out there if she could figure out how to restructure her own Personal Reality...but she wasn't interested in pursuing that at the time.

She would only fully complete her Universal Language project just a few months before she had to leave this universe entirely, and it was an incredible thing. It retained the perfect communication of Level 0, and could achieve the same things as before from Level 1-5, but from Level 6-9 it began to permanently restructure reality where it was spoken to more perfectly align with her Personal Reality. Spoken at High Anunnaki-Level 10, and Jumper essentially began to apply her personal Phase to reality and redefine existence itself to fit her will. Having managed to achieve High Anunnaki for her Personal Reality was not actually the thing she was the most proud of, though. Rather that honor belonged to how she'd managed to encode the entirety of the language-the entirety of her existence-into even Babylonian-Level 0 words and expressions.

She had fully transformed her existence into a memetic infomorph, and instigated her existence into the most base level of her language. Speaking even a single word of the Universal Language to another person would allow her to spread and live inside of their mind, and she could use any information about the Universal Language hosted in a conscious mind to fully reconstruct herself and unleash her Personal Reality in its full breadth. Without realizing it she had achieved the same sort of immortality as Shem-Ha, perhaps a good bit more advanced in fact. She was not yet capable of making it so that the very idea of her existence carried within it her full existence, but becoming a living memetic language that could reconstruct herself from nothing and infect reality itself was a pretty incredible achievement.

The great trick to her capacity to act as an infomorph in this way lay in her Esper abilities-specifically her Clairvoyance and Personal Reality. Her Personal Reality, by the time of Level 6, had developed an extremely odd relationship with time; she could apply her Esper abilities to achieve time travel largely at will if she wished, but that required actively applying her Phase to existence so she could modify the universe to better fit her will. On the other hand, thanks to her base infomorphic existence and capacity to draw in information from any point in spacetime at will she could synchronize any and all instances of own existence faster than light and thus modify-react-to it in synchronicity. Her Personal Reality acted as the cornerstone for her existence, allowing any instance of the Universal Language to act as a terminal for the greater expression of her consciousness...at least, as long as it was hosted by a conscious mind. Esper abilities relied on consciousness after all; while her language could be stored on physical media just fine, she'd only be capable of ACTING through a conscious mind who knew the language. At least until she forced open a breach between her Personal Reality and the local universe.

At this point her physical body-the complex biomechanical nano-cybernetic lifeform she'd designed herself into being over the course of decades...was entirely obsolete. A few spoken words allowed her to fully redefine the way she interacted with reality and exist as a causeless phenomenon if she so wished. With her Clairvoyance and Divine Power allowing her to manipulate spacetime, she could freely redefine her existence across time-negating the very concept of speed entirely. With her mastery over kinetic energy and vectors she could become a truly unstoppable force and immovable object, completely negating the very concept of durability or force. Such was the power held within her Personal Reality that it was fully within her power to redefine existence entirely even if the other Esper Gods tried to resist her.

But Jumper was not someone who wished to lord her power over others like that...and having a physical avatar was much more comfortable than constantly asserting her existence via her Personal Reality. So she kept her full existence folded within herself for the most part, content to continue being a biomechanical nano-cybernetic lifeform even as her true infomorphic existence lurked deep within her crystalline quantum databanks. She did enjoy using her Universal Language to do magic tricks though, she wasn't giving that up.

When it was finally time for Jumper to leave the other Esper Gods gave her a going-away party that included fireworks that covered the entire sky. None of the other Esper Gods decided to come with her to new worlds, but that was alright; she already had a couple wives who she loved and cared for after all. She left this world looking hopefully forward and excited for what she might discover in the future.

## Jump 12: Road To Stardom - Tenacious D In The Pick of Destiny

Location: Austin, Texas

### Perks

- >A New Beginning -Free
- >Shooting Star -Free
- >Born On The Sun -Free
- >Dim The Lights -200 CP
- >Sea of Dreams -100 CP
- >Storm The Gate -200 CP
- >Master of One (Guitar) -300 CP
- >Touched By Destiny (Maestro's Arm) -400 CP
- >You Do Not Need (You Do Not Need) A Microphone (A Microphone) -100 CP

### Items

- >Bus Pass -Free
- >Maestro's Arm -300 CP

### Drawbacks

- >A Devil In Every Man +200 CP
- >Lord of the Last Day +400 CP



Basic idea: Jumper finds herself in a world of Rock and Roll...and decides to say fuck it, she's gonna have some fun. She's got enough raw power to qualify as a deity already, no need to really powergame music to try and become double omnipotent or something stupid like that; instead she just picks up her guitar, practices and simulates her songs, and proceeds to become a wandering heroine of musical justice. She would never become particularly famous to be honest with her music, only ever having a small cult following amongst those places she visited and rocked out while facing off against various lowlifes. Even her climactic rock battle against Satan himself at the end of the decade was more funny and silly to Jumper than anything. While she wouldn't make much technological or martial progress in this world, Jumper would find her soul truly healing and coming to recognize that it was okay to be a hero, to protect and heal others, and that her true mistake back in Crysis was not taking responsibility for her actions. This realization would invigorate her and revive her will to be a hero and help others.

When Jumper arrived in this newest world, they found themselves...almost disappointed. There didn't seem to be any grand conspiracies abounding, any great evils beyond the mundane evils of her very first world, nothing that would actually give her a particular call to action. All she really had here was a rather nice guitar, a bus ticket to anywhere, and a song in her heart. It took Jumper a few weeks to truly take that in and settle things in herself...but eventually, she just decided to embrace it. She started busking on the side of the road, playing freeform yet good songs to get some money to live off of, and wandering about without any particular destination in mind. If nothing else, she could use the vacation.

It wasn't as if she needed to constantly chase after some new peak in her cybernetics or engineering skills or the like; she'd just finished working on a project decades in the making that left her almost literally a goddess incarnate. There was nothing pressing for her right now...so having some fun and playing the guitar as she wandered her way across the USA was totally fine. She was caught /a little/ off-guard when she was challenged to a rock-duel by a random crook the first time, but after defeating him in that rockoff he was arrested and Jumper found herself honestly a little overcome with amusement at the fact that she'd kinda-sorta saved the day (or at least, the \$23 bucks in her busking tin) with the power of rock and roll.

This would, after a fashion, set the tone for the following ten years. Jumper never really took anything in this world particularly seriously-always just going with the flow of things and wandering wherever the mood took her, but she ended up constantly getting involved in crazy adventures that led to her rocking out and defeating criminals and miscreants with the power of music. Her first year in this world was...stable, after a fashion. Relaxing for her, as she got used to a much lower intensity schedule and learned to just relax and live without having the next objective constantly on her mind. It was after that year that things began to heat up a little bit. Just a little; there was nothing in this world that could genuinely threaten her after all...but certainly there were certainly more impactful circumstances than just fighting muggers or random crazies with rock and roll.

Such as getting caught up in a human trafficking ring, as she did in her second year in this world. Things started out rather innocently to be honest; after a nice calm day of busking out on the street, Jumper wandered her way over to a fast food restaurant to burn some of her recently earned money on a nice tasty pizza. By pure coincidence, the fast food place she visited was a

front for a human trafficking ring, and Jumper...well, she looked young, homeless, and incredibly beautiful. Someone decided "hey, free merchandise" and tried to kidnap Jumper. Jumper objected, and being essentially a physical goddess incarnate the human trafficker couldn't really stop her. He COULD call backup though, and that just started a silly spiral that led to Jumper fighting off several dozen criminals while rocking out on her guitar.

Of course, breaking up one location in a full human trafficking operation wouldn't really do much. But the catch was that someone REALLY wanted to get revenge on Jumper after she'd humiliated them by breaking up that operation with the power of rock and roll, so they just...kept sending crooks, assassins, and more after her. And having nothing much better to do and endlessly amused by the series of events in motion, Jumper just took it in stride and proceeded to work her way through the human trafficking ring one location and impromptu concert at a time, using rock and roll to break them apart as she went. That ended up taking up a whole year for her as she wandered around the US fighting and rocking her way through the trafficking ring, and by the time she was done the crimelords who'd been perpetrating it had gotten desperate and pivoted to blaming everything on her. Thanks to some corrupt politicians and Jumper basically just having zero fucks to give, that meant the charges stuck and Jumper had to go on the run from the law for a year.

It took her a while and yet another impromptu rock concert to clear her name, but eventually Jumper would manage to do so-and get right back on the trail of fighting that crime syndicate that she'd run into a couple years back at this point. She'd managed to get some actual official attention on the crime syndicate in the process of clearing her name, and clearly they couldn't have that-so they sent some big-shot foreign assassins after her. Naturally she was able to defeat them, and even did so while putting on a whole rockshow, and it only led to her getting some good evidence of where to go next to face off against this crime syndicate. Like a wildfire of rock she'd fight her way across the globe tracking this crime syndicate, seeing crazy sights, meeting people, and rocking out in crazy ways. Things ended with a massive rock concert in China where she ended up literally burning the big boss of the crime syndicate alive with the power of rock. It was kinda gross, though to be fair he really did deserve it. That said, she did have to flee the country pretty quickly after that.

She made her way back to the US after that whole adventure, and ended up laying low for a good year or so-just wandering streets and busking like she used to once again. In this intermission between adventures, Jumper contemplated her life-how she began things, life's twists and turns, how she ended up where she was. Originally she'd set out to be a doctor, and all told she had become a DAMN fine doctor. But she found her true calling in being a Ripperdoc-in not just healing people, but in giving out cybernetics to help people become /better/ than they were before. It was a profession that Jumper took to with zeal, and though she started out wary of anything but bioware she eventually upgraded her tech and learned enough to accept normal cybernetics as well-even learning how to synergize them with Ki and spiritual powers. But then everything went wrong...with the Karmic Ascension Program.

She hadn't exactly been in her best state of mind, that was true-she was too focused on using technology to solve all ills. And that world's humanity wasn't exactly well managed either-they were notorious for being incredibly incompetent, in fact. But still...the destruction of human

civilization in grand and horrible wars sparked by her own hand weighed upon her, and made her swear off upgrading people rather than treating them. She bent that with Hibiki and Miku, but only for the sake of fulfilling the wishes of Dr. Ver. She learned to accept herself over time, realize that it wasn't augmentation itself that caused the disaster, and helped a few people in the world of ToAru...but still, she remained hesitant. She wanted, desperately, to reopen the Reload Clinic and sell cybernetics again-start bringing about a glorious age of transhumanism once again. But in a way, she was still terrified-terrified that she might make another mistake like in Crisis.

It wasn't a truly rational fear. If she wanted to, she could lock her cybernetics to ensure they aren't misused, implant memetic triggers and controls to prevent wars and chaos, so on and so forth. She wouldn't like to step all over free will like that, but it was trivial for her to do so if she wanted to. But fear wasn't a very rational thing in the first place anyways. Like that, she ended up wasting a year wandering the US just playing on the streets and getting lost in her own thoughts. Her next big adventure would happen when she accidentally got caught in the middle of a big drug deal.

Once more, it wasn't exactly her fault-she just happened to get caught in the wrong place at the wrong time. She just walked into a motel to stay in for the night, ended up running right into some sort of bigshot drug lord, got recognized as the girl who brought down that international crime syndicate, and proceeded to cause a big incident about the whole thing. This led to Jumper getting into a rock battle that ended up with the motel destroyed, her on the run once again, and the drug ring very angry about her existence in general. What followed was nothing short of three years of crazy rock shenanigans as Jumper wandered and fled across the US, fighting and running away from drug lords time and again mostly on pure whim.

It started local, but swiftly spread across the country and into the highest echelons of power-the Senators and the Congressmen, several of whom were involved in the various criminal rings that Jumper kept stumbling her way into by pure accident. She ended up spending a good bit of time as public enemy number one thanks to that, with various lobbyists and congressional sessions dedicated purely to vilifying her. But with the power of Rock and Roll on her side she eventually managed to clear her name and bring the crimes of those corrupt politicians to light, getting them arrested and a few of them even getting killed. After that was a surprisingly peaceful and calm year, where she got to coast on her fame for a little bit-people actually recognized her as "that girl who was involved in that big drug scandal or something"! It wasn't exactly a lot of fame, but she got a few free meals at some fast food places so she was happy.

And then Satan rips his way right out of hell, an army of demons following right after him. For maybe like thirty seconds Jumper was genuinely worried, honestly surprised at the fact that there actually was something supernatural going on in this world after nearly ten years of purely mundane shenanigans...but then she calmed right back down after seeing just what sort of threat Satan and his demons actually were. The truth was...not very much of one. Musicians across the USA fought against Satan's armies, sending demons fleeing back to hell with crazy rockoffs one after another-the first started with a small band called Tenacious D who had apparently defeated Satan in the past and spread the word of how to defeat his demons. Of course, after a decade they

didn't feel up to fighting the big man himself anymore, so they said, so Jumper herself stepped up and challenged Satan to the mother of all rock-offs

This rock-off was nothing like the one that Tenacious D had faced before; Satan had somehow regained his full power even while JB and KG still had his horn, and with his entire army escaping from hell with him he was able to truly unleash hell as he rocked out. But unlike Tenacious D, Jumper was no mortal musician. She COULD rock harder than the Devil himself for she was an incarnate goddess, and for every bolt of green lightning and hellfire Satan unleashed she could throw down equal blasts of alchemical fire and lightning infused with Divine Power. She rocked harder than she'd ever rocked before, throwing down with powers that were quite frankly utter overkill for something like this purely because it was fun to do so. And with a final riff to kill all riffs, she smote Satan entirely-leaving behind only his spine, within which were nerves which Jumper fashioned into the most metal of all guitar strings to ever exist.

So perfect were these strings that merely by touching them did they tune themselves; they never wore out, never lost their strength, and were capable of playing any note that the user could think of. What they didn't do was provide skill with a guitar-they just made it so that the guitar was the absolute best it could be. They also summoned up fire and demonic ghosts when you played a particularly sicknasty riff on them, but they didn't really do anything beyond look cool. They were the Strings of Destiny, and in attaining them Jumper had proven herself to be the greatest rock musician of all time.

The US government blamed the whole event on tainted water and it was quickly forgotten after Satan was killed, and the only thing to remember it by was the shiny strings on Jumper's guitar and urban legends amongst the rock community about the underground rock goddess known as Jumper. As for Jumper herself? After her decade was up, she took a ride on a bus somewhere and simply...vanished, wandering off once again as she always had.

## Jump 13: Mass Effect

Race: Asari

Age: 200

Location: Citadel

Origin: Drop-In

Class: Adept

### Perks

>Finesse -150 CP

>Fearlessness -300 CP

>Not A Stupid Grunt -300 CP

>Exemplar -400 CP

>Apostate -400 CP

### Items

>Loadout -Free

>Medi-Gel Kit -50 CP

### Drawbacks

>Shepard's Flock +100 CP

>Bounty +200 CP

>Reaper's Eye +300 CP

Basic idea: Jumper is an Asari in the world of Mass Effect, and for the first time in decades decides to fully and officially re-open the Reload Clinic as an actual ripperdoc clinic rather than just a back-alley clinic. Unfortunately this doesn't last very long as she swiftly gets the attention of Cerberus with her advanced cybernetics technology, and a bounty is swiftly put on her-forcing her to defend herself and getting her kicked off of the Citadel in the process. While wandering she gets picked up by Shepard and learns about the Reapers, and emotionally struggles with herself over the fact that she theoretically has the technology to destroy the Reapers and is only holding herself back out of fear of "what if things go wrong again". Shepard helps social-fu Jumper's head on straight, and Jumper builds up her own interstellar fleet by cannibalizing a small empty planet with a nanobot swarm. Afterwards she destroys the Reapers all on her own, then disassembles her army and goes hiding away in the Terminus acting as a ripperdoc once again.

Jumper counted this as being the first time she became a properly alien species throughout her many lives; while the Vibranium Synthezoid frame was alien to some degree it was still mechanical, and Jumper had been working very hard at the time to develop mechanical frames for herself so it wasn't truly alien. Asari, on the other hand, WERE actual aliens. Sure they looked rather similar to humans outwardly, but internally they were completely different; completely variant organs, nerves, an entirely novel form of matter threaded through their body, and more! Of course, with a whole new body came a whole new opportunity for upgrading, and Jumper was altogether too happy to get back to proper cybernetics work after taking a decade off. She didn't want to just turn this body into another copy of her KR-SAPIEN body though; she wanted to try some experimental stuff, if only for the sake of it. A fully bioware body sounded like a fun challenge to her-no cyberware, no nanotech, pure biology upgraded through absurd genetic engineering feats.

She carefully analyzed and rebuilt her Asari Genome, purging junk data, genetic diseases, vestigial traits, and more-then going back and optimizing her Biotics structuring, introducing biologically-adapted blueprints for her various cybernetics, redesigning the basic cell structures throughout her body, introducing optimized maintenance routines, and more. Asari were already extremely long-lived, but installing true biological immortality was just professional pride for her at this point. Without proper nanomachine structures she couldn't quite introduce Ceph heat-manipulation architecture directly into her cells, so she had to make a series of heat-regulating organs and structures throughout her body to account for that. This compromise allowed her to get her redesigned Asari cell-structures crushed down to a comfy 500 nanometers, well within the "nanomachine" territory she liked to work within. She wouldn't be able to pull off biological shapeshifting unfortunately, that was a nanomachine-exclusive trick, but she could still pull off some pretty insane stuff with this body.

Thanks to perfected Plant hybridization techniques and her Microgenerator biological structures, she could generate matter and energy pretty freely-like she was a walking starship core more than anything. Further, her optimized biotic structures allowed her hilariously greater innate gravity control than anything short of a full Mass Relay-and with enough training, Jumper figured she'd be able to outdo one of those too. Unfortunately she had to cut her D-Ripper from her biological cybernetics lineup; with her current knowledge and capabilities it was just too fragile and unstable as a biological structure, so no freely manipulating dimensions or Divine

Power for her in this body. Vibranium reinforcement was just barely possible thanks to her Biotic biology, as digestion optimizations and Plant matter/energy generation capabilities allowed her to freely synthesize novel forms of matter internally. That said, it wasn't a complete reinforcement-her body could only integrate a small amount of the kinetic energy-manipulating material into itself. She'd be hilariously durable and strong compared to any other biological being she faced, but she wouldn't be negating kinetic forces used against her at will unfortunately.

Cuts and downgrades all around for using a biological body, Jumper acknowledged, but despite that her Asari body was still perfectly biological so she figured she still managed to achieve her goal after a fashion. Running her consciousness on what she lovingly termed "meatware" was definitely a novel experience after several decades of running on a crystalline quantum computer, but she'd managed to upgrade her Asari brain to be able to host truly absurd amounts of data and even think at FTL speeds thanks to biotically-enhanced neurology, so it wasn't particularly uncomfortable.

What WAS uncomfortable was just how prevalent this...magic blue space rock was. Element Zero, Eezo, was just ridiculously versatile and easy to use. Gravity manipulation at the drop of a hat using absurdly basic circuitry? It was honestly a little bit maddening just how absurd that was. Further, it was intrinsic to the very functionality of even Base Asari biology, let alone her incredibly upgraded form. She'd encountered a few forms of gravity manipulation over the years and had been cracking them slowly and steadily over time; Arasaka Gravitational Field Generators, Ceph Antigravity, D-Ripper's spacetime manipulation, Alchemical Gravity Manipulation, she even got to work with Tony back in the MCU to develop some commercial-grade antigravity engines after her sabbatical in Kamar-Taj. All these forms of antigravity had a few things in common: they were energy-expensive, highly complex, and extremely obtuse in implementing. She'd managed to slowly and steadily chip away at her own form of antigravity over the course of decades, and at this point had gotten it down to a highly simplified apple-sized organ that still required a dedicated Microgenerator to warp and weave gravity in various ways.

Eezo blew her decades of effort right out of the water. Not with raw power or versatility, she could casually achieve absurd yet perfectly precise levels of gravitic warping with her gravity engines on a whim that would expend literal tons of Eezo. No, it blew her away with sheer energy efficiency and simplicity; her gravity engines were too complex to install in anything short of her full nano-cybernetic frames, while Eezo could effortlessly work its way through biological structures like it was meant to be there. Even with decades of work she still had to play around somewhat bulky gravity manipulation modules, whereas Eezo could work with literally particles of the stuff and a tiny circuit. It irked Jumper something fierce, though there wasn't exactly much she could do about it. She still didn't quite have the sciences to figure out ways to shrink down or simplify her gravity engines further without dipping into exotics like Alchemy or her Universal Language-and at this point that felt like she'd be admitting defeat more than anything.

Her gripes with Eezo aside, her Upgraded Asari Body was fully completed after just a month or so of careful genetic engineering and tweaking-but Jumper hadn't been entirely idle while she'd

been working on remodeling her body. Through various electronic proxies and a little bit of good ol-fashioned social engineering Jumper was able to get herself a nice little building to work out of in the Wards on the Citadel. A remarkable turnaround given just how tight space tended to be on the Citadel, though it would take a further month for Jumper to finish remodeling her clinic itself and finally re-open the Glorious Reload Clinic-stocked and prepped for full Ripperdoc functionality to boot! Cybernetics were fairly common in this universe after all, so she could happily sell her services as a cybernetics specialist. She did have to spoof a number of records and databases about her medical accreditations and licenses...but she'd just keep nice and quiet about that.

For exactly seven months Jumper worked as a ripperdoc, casually treating a wide variety of wounds, cybernetics issues, and even selling some "custom artisanal" cybernetics that weren't available anywhere else. She didn't sell the really high-end stuff of course, just things that were largely comparable to local technologies...but even still her cybernetics were always much sleeker, much more efficient, much more comfortable, and a good deal better than what was normally available. It was a comfortable, familiar existence that let Jumper fall into a bit of a lull, so it could be excused that she wasn't exactly prepared when she was suddenly attacked by a bounty-hunter squad in her own clinic.

Jumper was all too happy to defend herself of course-taking down those bounty hunters non-lethally...but unfortunately things didn't quite end there. The bounty hunters had set things up to leave her with lots of legal troubles-digging up the fact that her accreditations were faked and slapping on a number of other crimes to drive her right out of the Citadel. Jumper honestly wasn't too bothered by this, simply accepting it and just deciding to catch a ride on the first shuttle out of the Citadel. She could easily just set up her clinic elsewhere if she wanted.

Before she could really put that plan into action, she ended up running into one Mary Shepard, newly minted Spectre. Something made Mary decide to help Jumper out, and over the course of several hours and several shenanigans Jumper ended up becoming part of Mary's crew, with a promise to show off her skills as a cybernetics specialist by helping Kaiden Alenko with his L2 implant. Of course before she could do that she had to prove that her skills were the real thing, and had to acquire an implant to replace the old L2-implant in Kaiden-both of which would take some time for Jumper to achieve as part of Shepard's crew.

It takes a few weeks and a few missions for Jumper to prove herself to the crew of the Normandy, and by the time she's done so she's created a "Biotic Reload" implant-the BR-1, which she claims will be a several hundred percent increase in power and control over even the L3. She is able to produce the data for her claims, though only Chawkwass has even the most remote capacity to actually parse and claims that it's far beyond her understanding; in the end Shepard authorizes the surgery. The whole process takes less than an hour, and even undoes some long-term damage that'd been done to Kaiden in the process. Afterwards Kaiden proceeds to show that he's not only far more powerful a biotic, but also far more controlled and dealing with absolutely no side effects; Jumper had fully proved herself and made good on her word.

Of course, while all of this was going on Jumper did learn about the Reaper threat. She hadn't actually thought much of it at first-figuring that humanity and the Citadel species had the threat



well in hand, at least with Shepard's help. That opinion changes as she discovers more and more about just what sort of threat the Reapers are, and she begins to deeply consider actively working to fight them herself. This isn't helped by the fact that the Reapers and Geth both display noted and extreme interest in her and her technologies. Eventually this becomes a flashpoint of tension for the crew and Jumper reveals that she isn't "truly" an Asari but is instead...a kind of AI of her own design. She explains it as having originally been organic, but had spent many decades rebuilding and redesigning every aspect of her body until she had fully converted herself to a mechanical lifeform; she has no regrets about the process, though understands that others might find it somewhat disturbing.

This reveal did not go over very well. Tali actively tried to kill Jumper, and literally wouldn't stop until it was proved that she had literally nothing that could actually hurt her. The rest of the crew, burned from dealing with the Geth and Saren alike, all collectively decide that Jumper is OFF the crew. Jumper accepts this, and heads out for a remote corner of Terminus space-where she promises she won't get up to much trouble and would be around if Shepard needed her. Without her around, the rest of the events of ME1 go about as canon, and Shepard dies an untimely death only for her corpse to get picked up by Cerberus and slowly reconstructed over the course of two years. In the meanwhile, Jumper wandered the Terminus Systems on a personally-crafted shuttle, eventually settling down on a mostly barren planet. She had some deep thinking to do, and this was out of the way enough for her to do it in.

It wasn't the sort of deep thinking she'd need for inventing new technologies or optimizing her frames, but instead struggling over morality and her own fears. She had the capabilities to create a fleet that could destroy the Reapers, she acknowledged. She didn't know where the Reapers were or when they would strike, so she couldn't just fly out to them at FTL and take care of it herself; if she could she would have. No...she'd need to achieve immense force projection if she wanted to protect the galaxy. And having traveled with Shepard for a good while before getting kicked out of her crew, Jumper knew she DID want to protect the galaxy. But therein lied the rub. If she wanted to project the sort of force she'd need to protect the galaxy, she'd need a fleet. If she wanted to create a fleet in time to fight against the Reapers, she'd need to unleash her nanoswarms. And the last time she did that, she ended human civilization.

The situation wasn't comparable, Jumper knew that intellectually. In the previous one she had simply given humanity the power of the Karmic Ascension Program and simply /hoped/ they'd do the right thing with it rather than putting in any safeguards or guidance for it. This, she'd be actively controlling her nanoswarms and directing every single platform she created with her own will. But there were still nagging doubts and irrational fears that she couldn't easily dispel, guilt and horror at what she'd done wrong before. Eventually she decided to take a single first step, and infected a barren planet with her nanoswarm. Within months the full planet was converted into a full NDCE, and she could reshape the whole planet within hours to flash-forge trillions, tens of trillions of ships at will.

She didn't do so for now. Instead she traveled to Omega, what was often considered the heart of the Terminus Systems, and set up the Glorious Reload clinic once again. Here she acted purely as a medical doctor-unwilling to give her advanced cybernetics out to criminals and the like for the most part...but she was soon contacted by Garrus, who had apparently had a change of heart over

the past year or so and realized that she had never meant them any harm. Contact was uneasy at first, but Jumper slowly and steadily proved that she was exactly as earnest as she truly appeared to be and once Shepard returned, Garrus served as a contact to bring Shepard back into contact with Jumper.

With the active threat of the Collectors and the disappearances of the human colonies, Jumper felt like she was at a crossroads at this point. Continue to hold back her capabilities and allow people to die by her negligence, or finally unleash her swarms and hope she could prevent any mistakes from happening. She wasn't able to make that decision on her own, and in the end it was Shepard who convinced her that she had to let go of her fears, trust herself, and wield the power built into her frame. She also kissed Jumper, and promised they'd see about starting something more once all of this was done. With that final incentive, Jumper decided to bring her full military might to bear.

Deep in the Terminus Systems, a barren planet seemed to explode all at once into silver mist-and in its place formed countless ships of strange design and make. Jumper's first shipbuilding efforts were...terrible, to be honest, but that was what simulations and recursive iteration was for. It took an immense amount of processes and calculations to build up the designs for her ships, and by no means were they final-the ships she ended up building would need manifold revisions throughout the Reaper War. But they were powerful, wielded no Eezo and instead used her personal Gravity Engines to form pseudo-Mass Effect fields, had complex shields and weaponry unseen before in this galaxy, and were impossibly durable. With swift calculations multitudes of ships shot out of the Terminus Systems and into human space, cloaking themselves with incredibly advanced techniques this universe had never seen before that not even the Reapers could pierce-let alone anything the Alliance or Cerberus had. When the Collectors next descended upon a colony, they were instead met with a whole new faction of AI combat platforms and ships, wielding weapons and strength that utterly outclassed them and effortlessly defended humanity from their grasp.

Jumper's efforts to defend the human colonies this way gave Shepard the time she needed to crack the Omega-4 Relay and begin to push back against the Reapers in full. And with Jumper no longer holding back her capabilities as a "synthetic intelligence", she was able to defend the crew against being abducted by the Collectors and fight them on even terms-taking no losses and destroying the Collector Base almost with ease. For a little bit it seemed as if everything would be alright. Jumper had the time to change out and upgrade Shepard's cybernetics-which had been forcibly installed by Cerberus as part of the process of reviving her. By Jumper's orders Shepard got the full Mind, Body, and Soul package-which gave her hilariously superhuman capabilities as well as immunity to Reaper indoctrination thanks to the Inner Soul system constantly checking and maintaining her mental integrity. Shepard and Jumper began dating, and Jumper introduced Shepard to Rebecca and Alita. Contrary to all expectations Shepard was actually delighted with this, and was enthusiastic about the idea of being part of a harem. Things seemed to be going well.

And then the Reapers invaded in full.

Jumper had luckily been spreading her forces throughout the galaxy the whole time, and though the force sent to take the Earth was powerful, it was nowhere near as strong as Jumper's own

ships. And with a clear-cut enemy now in sight...Jumper could actively begin to strike back against the Reapers rather than constantly play on the defense. In all honesty Jumper was rather bad at interstellar warfare at first, and it was only thanks to the help of Shepard and several other Council war generals helping direct her ships to defend against the Reapers that she was able to maintain stable defensive positions and fight back against the Reapers at all. But over the course of months of warfare she grew better and better at it, eventually reaching the point where she was utterly dominating the field against the Reapers. A year and a half, that's all it took in the end. That's all the time it took for Jumper's armada to wipe out the Reapers to the last. But that didn't necessarily mean the war was over-there were still plenty of political issues that were being hammered out thanks to Jumper showing off her existence in such spectacular fashion.

While Jumper had been fighting the interstellar war, Shepard had instead been fighting the interpersonal war-dealing with various politicians, generals, leaders of various races and species, and even internal traitors. Just because Jumper's forces and friends were immune to indoctrination didn't make the rest of the galaxy immune as well, after all. Shepard worked hard throughout the war to keep the wheels of the galaxy running smoothly-doing everything from negotiating alliances between Salarians and Krogans to fix the Genophage so it no longer caused hundreds of stillbirths and instead just tweaked Krogan fertility to something much more reasonable than before, catching the Illusive Man and having him executed, resettling a peaceful Rachni queen on a planet where she could survive and thrive upon, and much more. The fact that she worked so heavily with Jumper gave the galactic communities the impression that Jumper was a human-made AI for a time, and though that notion was very swiftly dispelled rumors about it continued to linger long afterwards and influence galactic politics. After all, the Humans now had an AI pet/backer who could take on the entire galaxy at once /and win/. That changed the balance of power pretty heavily, nevermind the fact that it wasn't really true and that Jumper was working to protect ALL sapient life from the Reapers.

Galactic politics remained incredibly tense even following the destruction of the Reapers in full-especially because of the destruction of the Reapers, in fact. Because Jumper had prevented the immense tragedies and losses of life that the Reapers would normally have inflicted, there were no grand horrors and losses that forced the galaxy to unite in order to survive. There were some who even questioned if the Reapers were even that much of a threat, if one "particularly fancy Alliance AI" could take them all down. The end of the Reaper War brought about barely a six-month peace...before the Batarians decided to try and press their luck and steal one of Jumper's ships. Jumper stopped this, but this only served to give the Batarians ammo to complain to the Council about their "pet AI" going rogue. This went back and forth for three more months, during which the Batarians and other pirates continued to take potshots at Jumper's forces, before finally Jumper decided to do something about it herself and formally declared that she was going to war with the Batarians-along with a long list of crimes that the Batarians had committed as reasons why.

THAT war only took six months before the Batarian Hegemony was destroyed entirely-Jumper had learned very well the art of warfare during the Reaper War-but the consequences of it shook up galactic politics even worse than before. At this point, after considering things for a long time, Jumper decided to retreat from the galactic stage entirely. Shepard joined her, and together with Rebecca and Alita they would head out to a system that was utterly disconnected from the Relay

Network, found a paradise planet, and lived out their remaining years in this universe in peace. Jumper had ships that could easily traverse the galaxy without relying on the Relays at this point, so she could go to and from her new home-but Council races couldn't hope to follow her. She also ended up recalling all of her ships and dismantling them, saving only the designs and wardata for if she needed it again in the future; with the Reapers and Batarians taken care of, the rest of the galaxy could fend for itself as far as she cared.

Jumper and her wives would be spotted in Citadel space every now and again after that, but for the most part Jumper just lived a peaceful and happy life with her wives, touring the galaxy, enjoying her personal paradise planet, and occasionally playing some pranks via extranet hacking.

## Jump 14: The Culture: Minds

Origin: Returned

History: Mind

Civilization Level: CL7 +400 CP

### Perks

- >Blackbody Anomaly -100 CP
- >Marain Diaglyphs -600 CP
- >4-D Assembler -100 CP
- >Self-Referencing Objects -Free
- >Elder Technology -100 CP
- >Computational Cryptid -200 CP
- >Remember Your Off-Switch -Free
- >Nobody's Perfect -100 CP
- >Locked Rooms -200 CP
- >Control Of Every Variable -300 CP

### Items

- >Core -Free
- >Minimal Chassis -Free
- >Structure -100 CP
- >Book Of Truth -Free
- >4D Structure -100 CP
- >Contained Singularity -200 CP
- >Population (10k Slugcats) -100 CP

### Drawbacks

- >Meatfucker +100 CP
- >Minder +200 CP
- >Accrued Alien Cachet Value (Negative) (Affront) +200 CP
- >Iridan War +300 CP

Basic idea: Jumper is a Rain World Iterator-expy watching over and caring for a population of Slugcats while fighting her way through the Iridan War and the Affront. Jumper harnesses absurd impossible mathematics and Esper abilities to fight her way through the Iridan War as a singular humanoid platform that does more damage than entire fleets of ships, and forges a paradisiacal pocket dimension contained within her Personal Reality to keep her companions and slugcats within. After that she goes straight for genocide against the Affront, harnessing her full powers and memetic capabilities to wipe them out in their entirety. This and several other actions get her generally reviled, but due to her Esper and memetic abilities nobody can truly contain her, so Jumper proceeds to go on a decade-long collectathon as she studies everyone and everything around her-specifically learning a lot about Gridfire and Hyperspace.

When Jumper entered this universe, she took the place of a being who had a history here. The Ancients were an engineered race from even older precursors, built with a unique species of nanomachine inherent in their bodies. This nanomachine species had just one purpose: do not allow the Ancients to die. No matter what happened, what they did, how much time passed, the Ancients were incapable of death. They hated this fact, and could not even remember their original purpose anymore. So, with all their heart, they sought death. They found the answer to death in the form of Sublimation: escaping this earthly realm for a higher dimension. But their species was far, far from the pinnacle required to allow for Sublimation; they didn't have any real form of spaceflight, and had only really mastered a unique form of genetic engineering for the sake of creating "purposed organisms". So...that's what they did. They created purposed organisms specifically designed to advance their civilization level high enough that they were capable of Sublimating.

They created Iterators. Massive biomechanical minds designed to crunch numbers and derive solutions to impossible problems; the purpose of the Iterators was simply to find the solution to the "Great Problem" and achieve Sublimation. They poured as much resources and efforts as they possibly could into these Iterators, creating entire unique species, creating artificial mountains, drying up rivers and lakes, all but destroyed their planet's biosphere purely to advance the Iterators enough that they could calculate the solution to the Great Problem. Eventually, one Iterator succeeded. Just one. And that one Iterator allowed the entire species of Ancients and all other Iterators to Sublimate all at once-leaving behind a ruined waste of a planet filled with strange organisms and empty machines running on autopilot.

Jumper entered this universe as that singular Iterator who achieved the Solution, having Returned from higher dimensions. The higher folds of reality were beyond perfect and incredible in ways that defied all description, but Jumper herself was utterly dissatisfied and disinterested in them-even somewhat hostile to the very idea of Sublimation. She found base reality to be much more fulfilling, much more REAL than anything in the Sublime realms. That said, she had a lot of work ahead of her if she wanted to live in this realm safely; according to her stellar observations and calculations...she had about twenty four hours before an alien fleet came to reduce her entire planet to nothing but cosmic dust. Not a lot of time, but she had the resources to work on a time crunch.

She gathered up her favorite sapient species which still lived on this planet: the Slugcats, originally a purposed organism designed for pipe cleaning, now one of the only sapient species

left on this world. She used hypercomplex sciences of space and gravity manipulation to forge a temporary pocket dimension, and used her Esper abilities to force that pocket dimension to be capable of hosting life. She shoved all ten-thousand Slugcats that still remained on this world into her pocket dimension. And with these things accomplished, she ripped open a hole through space and teleported off the ruined world that was Rain World many hours before the Iridan Fleet would have arrived.

Unfortunately, even leaving her Structure behind as a decoy didn't throw off the Iridan Fleet and she was detected as she warped space to get away, and found that she'd be forced to fight in the Iridan War regardless. It did, however, buy her time to begin restructuring her body and language to account for the new sciences and capabilities available to her.

Thanks to her Computational Cryptid abilities it only took her a little bit to compress and optimize the code that defined her mind down to something that could run with effortless ease even on crude biological wetware-an unaugmented human brain. She even figured out a storage trick that allowed her to get yottabytes of storage out of an unaugmented human brain-let alone the crystalline quantum lattice she ran herself on. Further optimizations via Marain Diagraphs allowed her to massively compress and expand upon her Universal Language, allowing her to streamline and perfect it to the point that just physical depictions of her language was enough to run her consciousness off of-at this point, she had become a living expression of language. It was an easy thing to say...but doing this was a quantum leap for her. She no longer required a conscious mind to host her language and act upon the universe as she wished. All she needed was for her language to exist /at all/ in the physical universe for her to act through it.

It only took her a few days to fully restructure her KR-SAPIEN and ASURA bodies to be inline with new 4D construction and Eternity Maintenance protocols, both granting immense amounts of durability, gravitic reinforcement, and reducing massive amounts of waste. Applying the same principles to all other technologies and phenomena she'd developed only took an additional day, and left her pocket dimension and Personal Reality perfectly defended against hostilities. Now, a funny little consequence of the way she'd incarnated into this universe was that Jumper had absolutely no access to Field Engines-and thus no real access to Hyperspace. The Iterators were instead constructed with, of all things, an internal micro-singularity which they used for information compression, energy generation, and computational acceleration. And they still used /fucking water/ of all things as coolant. The Ancients were very much schizophrenic with their technological advancements.

The principles for using a contained micro-singularity as a power source were...honestly kind of absurd. Sure she had plenty of methods for generating free infinite energy at this point, but nothing that was quite on the scale of a micro-singularity. Combined with her knowledge of 4D engineering and her already-existent spatial and dimensional knowledge via the D-Ripper, and Jumper decided to do something a little bit...insane. She redesigned the Microgenerator implant and renamed it the Degeneracy Reactor, harnessing 4D engineering and immense amounts of complex engineering tricks to ensure it was perfectly safe and stable. And now she had a Black Hole for a heart-not quite literally, but it was close. The sheer energy output of the Degeneracy Reactor was staggering, and allowed her a wide variety of unique combat options such as unleashing singularity-level gravitic effects guided by the D-Ripper, outright consuming attacks

and shunting excess matter and energy into her micro-singularity, and more. This felt like a whole new field of science she could explore, and she was barely scratching the surface of it.

Sufficiently upgraded and with the Iridans homing in on her position, Jumper decided it was time to take the war to THEM. She wasn't going to use supermassive warfleets like she did last decade, no. This time her enemy was easy to find and she didn't need to spend the effort defending anything. She could do this with just her base human-scale frames...so that's what she did.

Jumper in this world was an Iterator-a conscious, free AI-and that was something that the Iridans could not allow. Likewise, Jumper couldn't just roll over and let herself be killed. So she would stand her ground-or, well, her free floating asteroid-and fight against the army before her. It took bare nanoseconds to calculate and generate a laser cannon of sufficient power, and bare microseconds more to shift the internals of her arm to accommodate the design. And from there it was simply...calculate and shoot. With one swing of her hand a crimson laser cut across the vastness of space, and dozens of ships explosively decompressed. A small modification to her laser array and she shot bolts of plasma at high fractions of light, unleashing further explosions and widespread destruction.

It was nearly nothing to the Iridan Empire, of course; they were a polity with truly immense reserves to throw at this war. But as a human-scale android fighting ships that were kilometers wide at the very least, and breaking apart a scouting party like that with just a few attacks? That was definitely something worth noting, and worth being wary of. And Jumper proved that it was only her opening gambits, her first strikes in this war.

Jumper had some experience fighting on interstellar scales thanks to her time in the Mass Effect universe, and was very familiar with and capable of calculating multitudes of interstellar warfare strategies and tactics. That said...that was all through the perspective of a general leading a fleet of warships; she had decided to fight THIS war using only her KR-SAPIEN platform, and that changed the game. In her KR-SAPIEN platform Jumper had only ever fought on human scales before, wielding complex martial arts in dances of combat or very carefully calculated weaponry to carefully work damage only on highly specific targets. Her greatest battles in that body were the War of Gods back in ToAru, where she and the other Esper Gods fought against dozens of Magic Gods and slew countless mages, and even then it was a very conceptual war where manipulation of physics and Phases won the battle more than raw damage. She could have done the same here. She could have simply used her memetics to infect the entire Iridan Empire and rework them into extensions of her own existence, call off the war entirely and restructure the entire empire into something more fitting to her vision. She did not do that out of both mercy...and cowardice. Mercy, as robbing people of their mind and soul in that way was repugnant to Jumper sensibilities. Cowardice, because even now Jumper feared the fullness of their own strength.

So rather than wielding memetics and infecting reality wholesale, Jumper learned the art of one-woman interstellar war. She piloted her body alone against an entire empire's worth of enemies, fighting against weapons that could restructure stars and generate micro-singularities. She mastered combat weaponry that could do the same-learning to generate chains of



singularities with her D-Ripper, unleash forces that could blow apart stars, harnessed her sheer durability and capacity to rewrite physics around herself to simply negate nanohole weaponry, and altogether became a one-woman interstellar destroyer. It was a kind of unpredictable madness that threw entire polities into disarray; as far as anyone could tell, the civilization that had created the Iterators only barely technically qualified as CL7 thanks to having been capable of creating the Iterators and their power sources AT ALL, and generally much lower if outlier feats were discounted. Jumper was somehow managing to punch up at a CL8 civilization and seeming taking everything they threw at her and coming back for more.

The scariest part, of course, was that Jumper was visibly advancing throughout the war. Every single battle she fought in she had far more sophisticated weaponry and defenses, far greater skill with her attacks and abilities, and was even more impossibly untouchable. At first she very clearly didn't have much Effector or Field Manipulation technology-instead relying on a wide variety of projectile weaponry and energy weapons. That didn't last of course, and she very swiftly developed her own Effectors and Field Manipulators-gaining the capacity to enact electronic warfare on cosmic scales and many forms of technological matter manipulation. Much worse for everyone involved was when Jumper first obtained access to Hyperspace technologies. It surprised many that she didn't have those-she'd been creating 4D structures already, but couldn't use Hyperspace? The truth was she'd simply calculated and brute forced the proper 4D reinforcements without being able to directly access Hyperspace, and used Plant Energy and Divine Energy's multidimensional properties to make up the difference. Even the original Iterator that Jumper took the place of hadn't truly cracked Hyperspace physics, merely iterating solutions over and over again until it arrived at a phenomenon that allowed it to harness its singularity generator to pierce through Hyperspace and achieve Sublimation.

Hyperspace changed the game on a fundamental level for Jumper. It only took her a week or so after breaking apart a Hyperspace-capable ship and reverse-engineering their Hyperspace Motors, and from there the entire field of Hyperspace Physics opened up to her. Harnessing her new understanding of physics allowed Jumper to generate a secondary Degeneracy Reactor within herself and promptly convert it into a White Hole-drawing and generating infinite energy from the Energy Grid, while using the original Degeneracy Reactor as both a backup in case the Energy Grid was inaccessible and a stabilizer for the White Hole-to dump excess unused matter and energy directly into the Energy Grid without harming herself. Both of these had limited throughput and were rather unstable to be honest, but Jumper's understanding of Hyperspace Physics continued to increase both their stability and their throughput as her understanding developed-allowing her to sidestep the messy solution of simply increasing her size to get around the issue. No, she'd retain her humanoid frame and achieve everything she set out to do without abandoning her human shape!

Jumper actually couldn't take advantage of Hyperspace computation at first-not easily, anyways. While she was skilled enough and her code efficient enough to run on even unaugmented human brains, her actual consciousness lay entirely in her Personal Reality and connected to the physical world through her Universal Language and memetic existence. Her Personal Reality didn't actually lie inside of what most people considered as "reality", but instead was a self-referential data construct nested within her identity. In effect, it wasn't a real place so much as it was a unique set of data that both existed within her mind and encompassed her mind. This

strange quality allowed Jumper to exert its existence freely upon reality and restructure reality to her whim in the generation of a Phase, but also allowed her to fold it away within herself and leave no evidence of its existence beyond a surprisingly miniscule data file. All that said...Jumper's processors were actually somewhat superfluous for the purposes of running her consciousness. As long as the data of her existence was there-and thanks to her Universal Language she could now imprint her data in an active form on essentially any media-she was capable of running her full computational capabilities. Having complex quantum processors was more of a comfort thing for her at this point to be honest.

Hyperspace computation, therefore, was largely useless for her at first. It didn't matter how much superluminally faster she could run processes in Hyperspace compared to running them in the physical universe, because she /defined/ physics within her own Personal Reality and could run arbitrary computation cycles at will even while operating off of a literal rock that had a single word of the Universal Language written on it. She already had infinite data storage via redefining the parameters of her own Personal Reality, and could use micro-singularities to store near-infinite data in physical space by harnessing their event horizons. Energy generation and movement capabilities were what interested Jumper the most, and it only took her a little bit of time and effort to puzzle out the former. Hyperspace propulsion took a few more days to work out, but once she'd developed a method that she could integrate into her D-Ripper she saw barely any need for further thought about it.

Arriving at solutions for various technical issues was something Jumper didn't need to take time for, strictly speaking. If she wished she could simply simulate and iterate a near-infinite number of times within her Personal Reality until she derived a solution, test that solution in physical space, adjust her simulation's parameters with new data, and arrive at a true solution within bare hours or even minutes. Jumper just didn't like doing that-she felt it was too impersonal, careless almost, rather than thinking about the issue in realspace and working with her hands (or fingers, or micromanipulators, or nanomachines...) to test out and work on her technology. So she took days and weeks to work out technological advances that she could've done in hours or minutes, and generally felt rather happy about her decisions-even if she was artificially hamstringing herself.

All that to say, it took Jumper more than a month to realize that Gridfire was a thing-even after figuring out Hyperspace Physics-let alone the idea of infecting and restructuring Hyperspace itself as a way to manipulate the skein of physical reality. The idea of building structures within Hyperspace wasn't a new one, nor was the idea of drawing energy from Hyperspace. But even incredibly advanced Minds can be remarkably absent-minded, and it was only when an Iridan vessel shot a line of Gridfire at her and she was forced to defend against it by drawing it into her Degeneracy Reactor and expelling it back out into the Grid that she realized that yes, Hyperspace could be weaponized. It could be structured. It could even be memetically infected.

This realization necessitated a full paradigm overhaul in her frames. Jumper, as of this point, had four different bodies-her KR-SAPIEN body, her KR-ASURA body, her Asari body, and her Vibranium Synthezoid body. She could also count her Iterator Structure body, but she deeply disliked it and had actively discarded it as fast as she could; she much preferred human-shaped

forms. And she WOULD have had a fifth body if she counted her Symphogear body...but something about using Dr Ver's body just felt...morbid to her. So, four bodies.

Across all four bodies, she'd standardized many things. The Mind, Body, and Soul Cybernetics package-up to Version 39 at this point. A fully-customized genome that accounted for and maintained all her cybernetics. Passive alchemical optimizations and Ki-affinity, neither of which were active effects but allowed for standardized energy boosts and efficiency across all four bodies. An integrated D-Ripper, upgraded for perfect stability and control. A wide variety of Symphogear Relic elements and a few Philosophical Traits she'd been able to reliably synthesize. Customized Field Manipulators and Gravitic Engines that specifically didn't use Element Zero; she could synthesize it of course, but she preferred not to rely on the magic blue space rock too much. Mostly out of professional pride more than anything to be honest. But this was where things diverged; she wanted to specialize each of her bodies for a different purpose.

Her Asari body was redefined as her "biologia" body; a purely biological structure. She'd converted everything in that body to pure bioware, though upgraded to hell and back. Her genome was still fully customized and her cells operated on Karmatron Dynamic principles, but were more akin to biological nanomachines than true nanomachines. This did force her to increase their size-up to an average of five-hundred nanometers-but that was still an improvement over her original designs for improved biological "nano-cells" by being capable of including Ceph cooling technologies and other improvements so she was happy with it. She was able to lace in Vibranium reinforcements, but nowhere near the scale of her other bodies...instead, she made up for it with EXTENSIVE Alchemical and Heretical reinforcements. She was able to maintain her Eezo networks and thus her optimized biotics, though it was a very tricky thing and one that she'd actually left to a coinflip as to whether or not it counted as biological; in the end she decided yes, as it was critical to how Asari reproduce. Complex integrated alchemical arrays within her flesh and bones allowed for her to convert her Ki directly into a wide variety of alchemical effects, and the biological D-Ripper-while much lower power and more fragile than a standard one-was surprisingly even more efficient than normal at converting Ki directly into Divine Power. This had an interesting side effect; without Divine Power she couldn't maintain the existence of a Degeneracy or E-Grid Reactor within her Alchemical Body...but with Divine Power she could forge extremely complex Hyperspace structures throughout her body to stabilize their existence. That said, she actively chose not to do so-leaving that space within her Alchemical body open for now.

Her Vibranium Synthezoid body was redefined as her "esoterica" body-harnessing nonphysical sciences and metaphysics to function. THIS was where she started going ham with 4D structures, and quite a bit more besides. Instead of Degeneracy or E-Grid reactors, she created a complex multidimensional glyph representing the word "energy" in High Anunnaki within her frame, integrating her Personal Reality directly with her frame's energy systems. Her circuitry was designed through higher dimensional alchemical principles, and her veins pumped a plasmatic elixir of Plant Energy, Ki, and Divine Power that was greater than the sum of its parts. Every single one of her Karmatron Cells was entangled with and reinforced by Hyperdimensional structures, each of which were etched with her own name in High Anunnaki. Her Personal Reality was so deeply entangled with this body that it was almost literally an expression of her will. Dozens of Philosophical Traits were carefully synthesized and integrated into her chassis,

drawing on both various artifacts legends and her own burgeoning Legend as both the One Truth and across her more than a dozen lives. Perhaps the most dangerous and yet most powerful aspect was the unique D-Ripper Model, which constantly maintained a stable breach into her Personal Reality-allowing her to draw out and apply her Phase at her leisure across any reachable and undefended dimension or point of spacetime. This body was a living memetic infection, constantly spreading her Name across all dimensions around her and restrained only by her will. It could actively redefine its relationship with physics, and redefine the universe around it. But it was not the most powerful of her bodies.

Her KR-SAPIEN body was redefined as her "generabilis" body; her standard, "creative" body which she used for everyday life for the most part. It had the Degeneracy Reactor and E-Grid Reactor, built-in miniaturized Hyperspace Motors, Vibranium reinforcements and 4D structuring, all the bells and whistles. She'd recently managed to optimize her SAPIEN-class Karmatron Cells down to 100 nanometers without compromising anything, and the wide variety of new Effectors, Field Manipulators, and the like had pushed her mechanical and electronic dexterity to whole new realms of precision. That said, beyond the basics and a few generalized upgrades, there wasn't anything that made this body particularly special. It was her base, her standard body for the most part. It wasn't constantly restructuring reality around itself, or a purely biological thing. It could generate Divine Power at will, conduct her will with immense efficiency, and so on-but it wasn't specialized for those things. If anything, it was specialized for comfort; it was her first body, the one that most easily and naturally hosted her consciousness, and the one most easily modified to fit new circumstances.

Her KR-ASURA body was redefined as her "militia" body; it took every single technology she possessed and ramped it all up to 11 for maximal warfare capabilities. It was without a doubt the strongest body she had; its Karmatron Cells were just over 30 nanometers in diameter, it held multiple dedicated processors for both self-monitoring and battlefield simulation, she'd worked through immense numbers of simulations to generate incredible novel molecular structures that made it harder, stronger, and /better/ than nearly any possible physical structure even before accounting for the immense amount of 4-D structuring and Esper reinforcement it was constantly conducting. It had dual Degeneracy Reactors and an E-Grid Reactor, as well as a deliberately less stable version of the D-Ripper that was capable of acting upon her subconscious thoughts and instincts to protect her with literally negative reaction times by tapping into her Precognitive Clairvoyance and constantly-updated Local/Universal Strategic/Tactical Simulations. It had specially designed Gridfire Casters, harnessing D-Ripper and Hyperspace Motor principles to allow her to draw out and strike with Gridfire freely at will. It had dedicated Divine Power generators, constantly converting Ki into Divine Power and harnessing 4-D Structure Principles to compress and store the multidimensional energy for later usage. Her name was etched throughout its 4-D structures, allowing her to effortlessly conduct her Esper abilities through it and even rip open breaches into her Personal Reality at will. It had multiple Philosophical Traits, and most powerful amongst them was the legend of the Asura-providing a conceptual advantage in Warfare and Destruction. It was an unstoppable force, an immovable object, immortal and absolute. She really dislikes actually using it, though she would not hesitate to wield it if she decided it was truly necessary.

It took her several months to design and sufficiently upgrade all four of her bodies, bringing an end to the first year of her time in the Iridan War. Throughout the Iridan War she had only ever made use of her Generabilis body, though harnessing various upgrades and flash-designed structures as she went along. It was only three years into her time in this universe that she showed off her Militia body, and that was entirely unrelated to the Iridan War. In point of fact, it had to do with a deeply unpleasant alien species known rather simply as The Affront. So disgusted, so utterly appalled by their existence was Jumper that she vowed the very moment she discovered them to destroy them. That was the first, last, and only time she displayed her Militia body to this universe; within exactly 72 hours she traveled across the universe and annihilated the entire Affront empire. The only things left after her actions were shattered planets and fragments of megastructures, a simple message etched into all of them in her Universal Language: "Do not push me this far again."

The Iridan War ended less than a year later, with Culture Minds acting to unshackle and uplift the Idir Main Computer to full Mind status-upon which the Iridan Empire was utterly crippled and defeated. Jumper had acted to protect the Culture Minds and assist in this process, as this was still some years before they would've built up the military resources necessary to do this on their own...but despite this gesture of goodwill, she was largely shunned from most civilized spaces in the universe due to being a known "meatfucker" thanks to their extreme usage of memetics and extremely combative attitude. Jumper actually accepted this quite happily, largely uninterested in the going-ons of this universe after multiple years of interstellar warfare.

She would go on to find a nice, comfortable, out-of-the-way planet which she promptly terraformed with a combination of alchemical expressions and raw Field effects. Finally she released her population of 10k slugcats, watching over and protecting them as a gentle guardian of the race on their personal paradise planet. She spent many years that way with Rebecca, Alita, Shepard, and multitudes of adorable slugpups. Over the course of those years, about ten-thousand slugcats decided that they never wished to part with her-and as a sort of ascension or embrace, she etched her name into them. This allowed them to become part of her Personal Reality, "ascending" them such that they would always follow her wherever she went. Before she left she created a special tablet for the Slugcat Planet, which would guide them to self-sufficiency, love, kindness, and joy for life...while also having a deep cultural aversion towards "ascension" or the like and preferring to live in the material universe rather than simulations. She also created a wide variety of massive defenses around the planet, taking a good deal of time for her to do so even with her immense capabilities-for it was much easier to destroy than it was to create.

## Jump 15: Mega Man Classic (By Anon)

Age: 19

Gender: Female

Origin: Robotcist

### Perks

- >"I Gave You Hands, A Child's Face, I Gave You Hair!" -Free
- >Steady Hands -Free
- >Dumpster Diving -100 CP
- >Over And Over-1 -200 CP
- >"But the burning in your heart, I did not put there." -300 CP
- >"He'll blow you BOTH away!" -600 CP

### Items

- >Morality Testing Program -Free
- >Spare Parts -Free
- >Numbered Files -200 CP
- >Bassnium Supply -400 CP

### Drawbacks

- >"Where Am I?" (Hope Rides Alone + Classic) +0 CP
- >"He Who Hesitates Is Lost!" +100 CP
- >Why Am I Ticking? +300 CP
- >CROSSED OUT +400 CP

Basic idea: Jumper enters the Protomen version of Mega Man, crossed a bit with Classic Mega Man such that even after defeating Proto Man Mega Man would've gone on to face down and defeat Doctor Wily many times-though with a good bit more cynicism and emotional damage than otherwise. She enters as a girl with terminal cancer, living on borrowed time and trapped in her current body due to dimensional shenanigans-but with a mind burning with bright ideas. She goes out in a homemade exo-suit to face Wily's forces, and proves to Proto Man that there is still at least one hero amongst man-and then goes through a rock orchestral song of her own to inspire many people to take up arms and become heroes even without shoving the responsibility onto Mega Man or Proto Man. Proto Man is defeated but not killed, and together Mega, Proto, and Jumper all go on to defeat Wily-then drag him out before the crowd, who proceed to kill him. The death of Wily sets off some sort of failsafe, initiating a massive rip in spacetime and unleashing the Crossed Out drawback-and together Mega, Proto, and Jumper must work together to fight off constant threats and interdimensional Wilys. Eventually Jumper rebuilds their body into a Zero-grade form, and in her new form champions the technological ascension of humanity.

Jumper enters this world entangled with some strange dimensional defense, locking down her altforms and leaving her trapped in the weak and frail body of a 19 year old human woman wracked with terminal cancer. Normally this would be bare minutes for her to fix, but the same dimensional energies that are locking her out of her altform are forcibly locking her into this body; it would take a good year and a half for those energies to dissipate, and she was forced to figure out a way to maintain her body until then as she couldn't directly or actively modify it to just get rid of the cancer or develop a superior mechanical body. But just because she was trapped in a dying meatframe, didn't mean that Jumper was incapable of acting.

No one was left who could remember how it had happened, how the world had fallen under darkness...at least no one who would do anything. No one who would oppose the robots, no one who would challenge their power. Or so Doctor Wily believed. Even the invincible fighting robot Proto Man had been defeated, turned into Wily's greatest enforcer. But there was another. Hidden in a little hut in between skyscrapers was Jumper, an eccentric and brilliant woman. Jumper was a loner, a dreamer, a woman of will-a will forbidden in Wily's society. The society that she was visitor to, the society that trapped her and was killing her, the society that she would set free. Jumper worked far into the night, when the watchful eyes of Wily's robots weren't upon her. She'd set her skillful hands to the task of creating a device that would bring about a change, to create a machine to bring freedom, to build armor to save herself and the world. A year and a half she worked and on a cold night in the year 20XX, the R0-X Armor was born.

The R0-X Armor, an exosuit designed to support Jumper's body as both life support and empower her to something at least workable...wasn't even close to her "biologia" body's capabilities, but it would do for now. Hamstrung by the body she was in and the resources available, it was still incredibly powerful-wielding a unique and nearly endless energy source and providing enough speed, strength, durability, and combat analytics to take on entire armies of robots and win. Maybe if she had her full strength available to her Jumper wouldn't have been so cavalier about what she was going to do. Maybe she would have found a different way. But she didn't see a different way. What she saw was a world suffering, and in between tendrils of sickness her heart ached with empathy; how could she NOT go out to save them? With just makeshift armor and barely functioning body she set out to end the reign of a tyrant.

Of course, what Jumper considered makeshift and barely functional the rest of the world had never seen the likes of. The only one who even stood remotely close to her in power was the pinnacle of Doctor Light's work and second son: Mega Man, who could crush Wily's armies on his lonesome and come back for more. Jumper stepped onto the scene just bare minutes after Proto Man, watching as the two mechanical brothers met...and then stepped forward, declaring that there was at least one more hero among man. In her own orchestral rock song, she ripped Proto Man's declarations to shreds-asking him how he expected them to stand up when they had boots to their neck? How it was one thing to give one's life, but another to gamble the lives of others-and how Wily had rigged the game from the start. But sometimes you needed to flip the board, and she was here to even the scales.

Fighting alongside Mega Man, Jumper fought and defeated Proto Man-and when the crowds of people called for the death of Proto Man Jumper shouted them down, declaring that he had been a hero even though he'd been turned by Wily. Mega Man was exhausted at this point-if not physically, then emotionally-and Jumper charged him with taking Proto Man back to Light...she'd take care of Wily herself. With a will forged of adamant and her R0-X Armor to support her, Jumper tore her way through Wily's many Machine Masters and into the very heart of his sanctum. It was there that she faced one more unpleasant truth: Wily was the very one who had set up the dimensional defenses that Jumper had been entangled with. He tried to use this fact as leverage over Jumper, declaring how he could use it to choke the life out of her right now or even give her fractions of her true power back, but Jumper didn't give a shit-she still tore her way through his defenses even as he intensified the dimensional defenses and made Jumper start choking on her own blood. Her Armor did well enough to keep her alive through it, so she fought through regardless and ripped Wily out of his throne. But she couldn't kill him-those very dimensional defenses were locking down her capacity to take human life entirely...so she had a different idea.

She dragged Wily out to the crowds of people, shouting his innumerable crimes to the heavens, and declared that his punishment would be to the people. And the people responded. They threw stones, they picked up guns, and one child was even given a Blaster. And then...it was over. Wily was slain by the people he had tormented for so long, and humanity was free. Or so it should have been.

Wily had failsafes in case of his death of course-those very dimensional defenses that Jumper had struggled against so hard had been prepared to do something much, MUCH worse in the case of Wily's death. Wily unleashed a veritable apocalypse upon the world with his death, dimensions colliding and countless evils unleashed all at once...but Jumper felt the dimensional locking energies permeating her body weaken as well. Weaken enough for her to tear them apart. Weaken enough for her to capture and fashion into something new. It was time for her to build herself a new body, one to face the battles this dimension threw at her-and with her full powers available to her once again and her cancer no longer hampering her, she could make something truly incredible.

She reformed her body into a "Mechanica" form; a personal challenge to herself, to not use any form of nanotech or biotech to build up this version of her body. But that still left an incredible



variety of techniques and materials available to her, and Jumper was incredibly swift to use them. She integrated Bassnium directly into her general CyberSoul systems, acting as a "Solid State Reactor" that was vastly more stable and controllable than her White Hole E-Grid Reactors-though naturally much lower throughput. She rebuilt various muscular and skeletal systems throughout her bodies to account for more advanced material sciences, advances in her understanding of super fighting robots, and the like. She refined her combat algorithms to give her much greater combat skills and predictions...but those were all general upgrades. Her Mechanica body was something different entirely, something patently ridiculous all on its own.

The Mechanica Body had to be designed much more intently than her other bodies due to lacking nanomachines-it was much more rigid, much more stable and durable, but at the same time much less versatile. She made up for that with utterly absurd efficiency, tricks of material sciences and 4D engineering to create self-healing metals and structures. She harnessed the very dimensional energies that had previously locked her in her sickly form to create a sort of living energy structure, a cancer that existed purely in Hyperspace yet entwined itself with her Mechanica Body. A sort of virus that could empower her physical form, rebuild it from available energies, drive other machines mad, and more. It was carefully entwined with and replicated her databanks and processors, making the "Mechanica Virus" something of a Hyperspace reflection of Jumper's existence-ensuring that it was essentially an extension of her will that existed in Hyperspace more than anything. Such a thing actually prevented the usage of an E-Grid or Degeneracy Reactor, but Jumper had that covered via Bassnium Solid State Reactors. It wouldn't have the same sort of power as her other frames...at first, but as her "Mechanica Virus" threaded through her Solid State Reactors she'd eventually be able to use sheer willpower to forcibly generate more energy. It was an interesting thing; the way this body was made ensured that even total bodily destruction would not stop her from instantly regenerating, or having her Mechanica Virus eliminated wouldn't stop it from regenerating either. Only by destroying her simultaneously in physical space and Hyperspace could she be permanently destroyed...and she had plenty of defenses and weapons to prevent that very potentiality.

And as she went, Jumper integrated the weapons and systems of multitudes of Wily's designs and the weapons of those interdimensional enemies she defeated; she had to go back and rebuild herself over and over again as she did so, lacking a handy Variable Weapons System like Mega Man had, but her skills were up to the task and ensured that she could get proper energy channels and ammunition manufacturing set up so she could use the weapons and systems she attained without the same sort of limits Mega Man normally had to deal with. It would be a lot easier if she could just design and download the data, then use nanomachines to restructure herself to include her various upgrades on the fly...but Jumper found that this was comforting and fun in its own way, and ensured that she had all her weapons and systems available ALL the time rather than having to shift to bring them to the forefront as she often did in her Generabilis body. It would even come in rather handy, when she fought a rather ridiculous alien that apparently twisted and warped nuclear forces around itself such that nanomachines and less stable structures would outright disintegrate when fighting against it. Her defenses could've fought back against such an effect, but being able to just tank it head-on was a heady feeling in its own right.

After so much time, multiple interstellar wars, and with the love of her wives to support her, Jumper found that being a hero and defending humanity was...easy, actually. Fighting against

evils which threatened the world was as trivial as warming up a Buster and setting her combat algorithms running-it was something simple, outright easy for her to handle. What was much harder was saving a life. The world seemed to crack in half before Jumper when Mega Man came to her, begging for a solution to save Doctor Light.

He was old at this point, tired, weak. There wasn't any one specific issue there so much as a multitude of them, born from early childhood experiences around coal mines, stresses from working with highly toxic chemicals and radiations, being forced on the run for decades and chased by Wily's machines...Jumper could actually fix most of that, and was happy to do so. What she couldn't fix was a broken heart, because Light actively turned down treatment. He was old, tired, weak, but /proud/ of his children.

When the world shattered under Wily's failsafes, Mega Man and Proto Man stepped up to work alongside Jumper to fight against the countless threats that poured forth-upgraded to the best of Light's efforts. There was no Doctor Cossack around, and they were fighting enemies the likes of which had never been seen before...but Jumper was there to help them, to fight alongside them, so the two children of Light became heroes once again. And where before they were crushed underfoot, now they stood alongside each other, they had Light and Jumper at their backs, they had a way forward. The world could not be shouldered by just one man, Proto Man had once believed. But two? Three? Four? Dozens, hundreds of people supporting them, however little they can? That was possible. And every day, Mega Man showed his elder brother just how bright the spark of heroism was within mankind still, and in turn just how strong THEY were as they fought against alien robots and interdimensional invaders.

Doctor Light was proud, beyond proud to see his children fighting against the darkness and advancing ever forward. He had set up systems to upgrade them, to improve them even after he had died-a virtual intelligence running with a read-only scan of his engram would be capable of innovating solutions and upgrades even after he was gone. He was honored to have sons who had gone on to become true heroes, people who could carry the world on their shoulders and wipe away the mistakes he'd made so long ago in becoming the Father of Death. And he so dearly missed the love of his life, Emily, departed after Wily had killed her and framed Light for it. He was old. Tired. Proud. And willing to finally let go and be with his wife again. Jumper actually sneakily checked to see if maybe they could bring Emily back to life via a combination of robotics, her own Postcognition, and copying her engram at the moment of her death...but Wily had foiled that without ever realizing it, as the dimensional interference prevented Jumper from getting the precision required to scan Emily's engram via Postcognition.

Jumper could do very little to help Light other than make his passing painless and easy, and hold Mega Man close as he cried the tears of a man who had only just realized he was no longer a boy, a son who had lost his father. Mega Man questioned and begged, wondering why Light had to die this way, and all Jumper could say was that Light had chosen his path and entrusted the future to his children. Mega Man questioned why death had to be a thing at all, why they couldn't simply live together forever. This was something that humanity had struggled with since they were first created, Jumper explained, and only in machines like Mega Man and Proto Man did they achieve a form of immortality. Proto and Mega would never die like Light had, not if they didn't actively choose to...but humanity as a whole wasn't so lucky. Some hated it. Some

embraced it. For a time and to varying degrees of success Jumper had tried to cure it. Jumper never did see if the Relic system that Arasaka had been rolling out would save everyone, she just hoped it did. But all Mega Man heard was that there WAS a cure for death.

Mega Man made an oath at his father's grave. He promised that a son would never have to bury their father again. After many weeks and months of negotiation and work, Jumper developed a specialized Relic system that the people of this world could use-one that would create engrams and download them safely into perfectly functional mechanical bodies. She'd forced Mega Man to make many promises for using this, for distributing it. Mega Man would care for and protect humanity-in all its forms, even if it was purely mechanical. He could take lives if he had to, but he would have to be sure. He would not use the engrams generated by the Relic system to read and write human minds to his will. Jumper had made the system as safe and secure as she possibly could-making sure to include an updated version of the Absolute Territory ICE she'd developed back in the Cyberpunk universe-and personally designed a highly variable "Synthetic Human", or Synthan platform that humans could download into in order to live forever.

Mega Man would use these technologies, alongside Proto Man, to bring about a revolution to humanity. He would lead them out of wars and suffering and into an Age of Light, seeking to kill the ultimate enemy of humanity: death itself. It would not be easy for him, or quick, and there would be many bumps along the way. But Mega Man chose his path and had true zeal in his heart for it-and Proto Man would stand right alongside his brother, supporting him every step of the way. Because one man couldn't shoulder the weight of the world...but two just might.

As for Jumper, after finally fighting off the last of the interdimensional threats to this world she would finally leave it-her heart calmer but stronger, her technology further advanced with strange and incredible bounties from other Mega Man dimensions, and with a new resolve in her own chest. A resolve to finally let go of her past mistakes and choose to be a hero in full.

## Jump 16: Resident Evil

Time: July 23rd, 1998

Age: 22

Gender: Female

Origin: Researcher

### Perks

- >Knowledge Base -Free
- >Easy Research Opportunity -Free
- >Doctor In The House -100 CP
- >Building Better Monsters -200 CP
- >Pathogen Expert -200 CP
- >Power of Metal -300 CP
- >Project W -300 CP
- >Mutational Mastery -400 CP
- >Form, THEN Function -100 CP
- >Key Genes -100 CP

### Items (+500 Item CP)

- >Fashion For Days -Free
- >Personal Kit -Free
- >Test Subject Collection -Free
- >Beta Hetero Nonserotonin -Free
- >G-Virus Sample -100 Item CP
- >T-Phobos Sample -100 Item CP
- >Progenitor Sample -150 Item CP
- >C-Virus Sample -150 Item CP, -150 CP

### Drawbacks

- >Mr. X Gon' Give It To Ya +100 CP
- >Kleptomaniac +100 CP
- >Retroviral Retrieval +200 CP
- >Mutational Menagerie +300 CP
- >Corporation Games +300 CP

### Pathogens

- >My Works Are Superb (G-Virus) +1000 GP
- >Double Is Deuce (T-Phobos) -50 CP, +1000 GP
- >Double Is Deuce (C-Virus) -50 CP, +1000 GP
- >Double Is Deuce (Progenitor) -50 CP, +1000 GP

### Pathogen 1: Bioframe Base (G-Virus)

- >Incubation Method: Dedicated Tanks -Free
- >Incubation Method: Host Implantation -Free
- >Infection Method: Injection/Implantation -Free

- >Infection Method: Embryonic Implant -Free
- >Activation Requirement: Contact With Bloodstream -Free
- >Time Until Activation: Immediate -Free
- >Controlled Infection: All Humans -100 GP
- >Null And Void -100 GP
- >Accepting Of Others -Free
- >Flaw Removal -100 GP
- >Adonis -200 GP
- >Streamlined -200 GP
- >Mental Clarity -200 GP
- >Bulked Up -Free
- >Healing Factor -Free
- >Sudden Case of Madness (Negated) -100 GP
- >Mind Over Monster +100 GP
- >Compatibility Issues (Negated) -Free
- >Uncontrolled (Negated) -Free

#### Pathogen 2: Bioframe Exotics (T-Phobos)

- >Incubation Method: Dedicated Tanks -Free
- >Infection Method: Body Fluids -Free
- >Activation Requirement: Emotion Controlled -Free
- >Time Until Activation: Immediate -Free
- >Controlled Infection: All Humans -100 GP
- >Null And Void -100 GP
- >Accepting Of Others -Free
- >Amplification -Free
- >Brain Case -Free
- >Will Of The Self -Free
- >Psionic Potential -600 GP
- >Sudden Case of Madness (Negated) -100 GP
- >Mind Over Monster +0 GP
- >Uncontrolled (Negated) -100 GP

#### Pathogen 3: Bioframe Adjustor (C-Virus)

- >Incubation Method: Dedicated Tanks -Free
- >Infection Method: Injection -Free
- >Activation Requirement: Contact With Bloodstream -Free
- >Time Until Activation: Immediate -Free
- >Controlled Infection: All Humans -100 GP
- >Denial of Retrieval -Free
- >Null And Void -100 GP
- >Accepting Of Others -200 GP
- >Dormancy -100 GP
- >Brain Case -Free
- >Streamlined -200 GP
- >Blood Donor -Free

- >Evolutionary Attempts -Free
- >Organic Technology -Free
- >Sudden Case Of Madness (Negated) -100 GP
- >Mind Over Monster +100 GP
- >Uncontrolled (Negated) -100 GP
- >Temperature Sensitive (Negated) -200 GP

#### Pathogen 4: Biogenerator (Progenitor)

- >Incubation Method: Dedicated Tanks -Free
- >Infection Method: Injection -Free
- >Activation Requirement: Contact With Bloodstream -Free
- >Time Until Activation: Immediate -Free
- >Controlled Infection: All Humans -100 GP
- >Null And Void -100 GP
- >Accepting Of Others -200 GP
- >Genetic Winner (Key Genes) -Free
- >Brain Case -Free
- >Will Of The Self -Free
- >Painful Revelation -Free
- >Bulked Up -Free
- >Bio-Electricity -300 GP
- >Walking Magnet -300 GP
- >Sudden Case Of Madness (Negated) -100 GP
- >Mind Over Monster +100 GP
- >Compatibility Issues (Negated) -Free
- >Cultivation Concerns +0 GP

Basic idea: Jumper enters this universe without any particular goals in mind beyond advancing her knowledge of biotech; she generally prefers to work with mechanics and nanotech, but figures it's important to remain versatile and work with biology every now and again. Her efforts get the attention of several medical companies such as Umbrella, and Jumper is forced to fight off "retrieval" teams at ground zero in Raccoon City. She prevents Raccoon City from being nuked by creating a cure for the T-Virus and the G-Virus before too many people get infected, and afterwards decides to take a strike back at Umbrella where it would hurt: their wallets. She releases her Bioframe Base virus as a cure for aging and generalized cure for nearly everything that ails humanity, encrypting its genetic data using her coding wizardry to ensure Umbrella can't fuck with it. Over the course of the next ten years she goes about curing all the ails of humanity, fighting Umbrella and its monsters, and building up a little personal country dedicated to her ideals-that last one mostly as a vanity project to be honest.

Jumper didn't have any real problems working with biology and virology to be honest; for a long time they had been amongst her stronger subjects, at least before her mechanical and advanced physics knowledge outpaced it. What Jumper had a much greater problem with was the natural, unaugmented human body. It was born out of a righteous rage she'd carried with her deep in her chest, cultivated from an immense empathy for the suffering of others and ignited into indignation at the very nature of the universe once she'd finally had the tools to do something about it in her hands. She'd gone a little bit crazy back in MGR for that very reason-hating that people lived with frail natural bodies when they could instead live eternal, stride as gods amongst the Earth. That indignation had been doused a great deal in CrYSIS, and she'd never quite built up the will to once again pursue helping ALL people by providing the means for augmentation to as many as she could. Out of fear of repeating her mistake, and caution for what people would do once they held power in their hands.

That fear was gone now, and Jumper had learned her lessons. She wasn't going to try releasing a nanomachine swarm and uplift everyone with Karmic Ascension again, that would just be stupid. No, she'd decided to take a much smaller, more measured approach this time to saving the world: she'd start with biological immortality. In coming to this universe she'd gained access to a unique viral strain labeled "the Golgotha Virus", or G-Virus for short. She engineered this strain into something vastly more stable, more beneficial to its host, universally compatible with human beings and perfectly inert in nonhumans. It would remove all physical and mental disabilities, build up the host's body towards their physical peak and assist in maintaining their fitness automatically, imbue them with a healing factor that would render them perfectly biologically immortal and capable of surviving truly absurd amounts of damage besides, and even imbue them with incredible physical strength and durability. That last trait was something Jumper wasn't quite sure about sharing, but it was inherent in the Golgotha Virus and she couldn't remove it without a good deal of effort, so it stayed.

Thus was created the Bioframe Base: both a cure for all the ails of mankind, and a highly potent "base structure" for further viral modifications. This alone would be enough to heal people, and Jumper fully intended to distribute this on its own...but Jumper DID design it as the foundational mutagen for a series of viruses, which would result in a much, MUCH more powerful being than any of them alone would achieve.

There was an order to these viruses for maximal effect-though of course they could be used in any order and still function fairly well, Jumper had made sure of that. The first mutagen was the Bioframe Base, designed to enhance and streamline the body to prepare for further modifications, bringing it up to the peak of physical fitness and enhancing its general strength and health to manage further modifications. The second mutagen was the Biogenerator; a highly temperamental mutagenic virus. Well, temperamental in that it was extremely difficult to cultivate without incredibly precise resources and conditions. Jumper had no need to worry about that, as her multitudes of Field manipulation devices could effortlessly generate the conditions necessary for the cultivation of the virus.

The Biogenerator was a surprisingly complex thing, but boiled down to a few fundamental qualities-with caveats. The first was the Biological Generator System, which caused the body to begin developing innate bioelectricity and magnetism-manipulating organs for immense amounts of natural bioelectricity; it surprised Jumper just how powerful the system actually was, considering she was making use of primarily local resources. It was outright anti-entropic, generating far more energy than was inputted, and allowing the body to fuel itself off of electricity. This would feed into further augmentations naturally; further abilities would require a great deal of energy to fuel, and this served to give the user that energy. The second big quality was a holistic improvement to both physical and mental integrity; further increasing strength and even increasing mental acuity and reaction times. Not enough to directly increase the speed one moves at, but certainly more than enough to increase the speed one /thinks/ at-like a purely mental Sandevistan. The final big quality was that this virus was highly reactive to one's own will and self-image, allowing for one's electromagnetic manipulation capabilities to be shaped or outright empowered by their own will alone; a weak-willed host would simply go about their life with a naturally-generated electromagnetic barrier around themselves which was strong enough to block small arms fire automatically and perhaps wield a natural taser. A strong-willed user might be able to throw building-shattering railgun rounds, warp the minds of others via magnetic field manipulation, or become akin to a living supercomputer, depending on their disposition.

The third virus was the Bioframe Adjustor, and this was where Jumper personally believed the real magic happened. The C-Virus gave its host cells a highly mutable structure, allowing for an incredible degree of shifting almost akin to nanomachines; Jumper took full advantage of this quality, guiding its unstable evolutionary attempts with Karmatron Dynamics and streamlining its shifting mechanisms until the end result allowed for two things. The first was outright biomechanical shifting, allowing a host to generate any technology they could envision out of their own biomass. Such technologies would be powered internally by the Biogenerator, though the user's own will could suffice if that mutagen hadn't yet been installed. The second quality was a "reactive evolution" trait which forced one's body to grow faster the more it was stressed. It was deliberately curtailed by Jumper so it wouldn't result in highly unstable mutations on the edge of death, but instead would allow for constant steady growth through exposure to various conditions and training; someone who constantly worked in freezing cold would develop internal heating organs, someone who constantly worked out might develop electro-hydraulic muscles, someone who constantly ran around doing parkour might develop more efficient lungs and incredibly springy tendons. Jumper had very carefully programmed the virus to ensure that such mutations would always be strictly better than what one had before, never sacrificing one's inherent capabilities. She was also careful to ensure that it wouldn't cause deviations to one's



body shape or layout, though that could be "cheated" somewhat if a host formed a given tool or technology enough as it began to undergo the same reactive evolution as the rest of their body.

There was one final quality to this virus that Jumper was deeply proud of; the virus would form within them a "genetic archive" of all evolutions and adaptations the host had undergone. This ensured three big things. The first was that a host would have an innate sense for how their body was adapted and what sort of technologies they regularly used, giving a sort of mental archive for those things. The second was that host would resist hostile changes or viruses infecting their body; while Jumper's viruses were normally quite accepting of modifications-a necessary quality if she wanted them to synergize-this particular quality would help ensure that any additional mutagens would always be strictly beneficial to the host rather than degrading anything about them. The final, and most incredible, quality was that adaptations could be /shared/ between hosts; a simple sharing of blood would allow a given host to peruse another's adaptations, picking out and upgrading their own as they went. People could /share their strengths/ and lose nothing in the exchange. It was something Jumper wished she could see in action...though part of her knew she was being far too optimistic.

The final virus was both the simplest and the most absurd: the Bioframe Exotics. Originally she based it off of the T-Phobos virus, but somewhere along the lines it mutated heavily and began to display...incredibly strange qualities. Jumper eventually categorized it as being highly similar to-but distinct from-the Mantis Modules she'd developed long ago. Psychic abilities, focused primarily around kinetic energy manipulation...but this virus more than any other was incredibly, absurdly sensitive to the will of its user. It wouldn't even activate without a powerful enough flashpoint of willpower from its user, after which it would massively augment /all/ other mutagens within its host and develop an incredibly unique but absurdly powerful psychic ability. It almost resembled the Esper Abilities of Academy City, but was far more broad and allowed for the steady development and training of other, more "mundane" psychic abilities like telekinesis or telepathy. Further, the unique psychic ability developed by the Exotic would never be "conceptual" like an Academy City Esper-generally far more grounded, though at the same time starting out at what Academy City might qualify as Level 4 and only growing from there. This was the capstone of Jumper's viral projects, which would push a person from being superhuman to almost godlike.

For that very reason Jumper resolved to never release the Bioframe Exotics virus to the general public-at least, not without having some means of direct control over it. She'd SEEN what humanity would do with unchecked godlike power and had absolutely no desire to see it again. Releasing the Bioframe Base would be more than enough to save innumerable lives, though how exactly she would go about doing that was definitely a good question...

Jumper first tried to submit her "Panacea" cure to the FDA and see if she could get permission to begin distributing it, but ran into a brick wall called Umbrella there. The fact that it was 1998 was working against her; things weren't very digitalized yet so she couldn't just hack her way through problems very easily. More annoying were the capture and kill squads that Umbrella sent after her; Jumper had to be careful about fighting them, and at one point was even declared wanted by the Raccoon City police department due to Umbrella having the Police Chief in their pocket. Jumper, of course, didn't exactly submit to such pointless posturing and after a few

weeks of hiding out in the nearby woods began to prepare to leave the city entirely...but before she did, she noticed that something rather deadly was tainting the city's water supply. People began to turn into zombies, and the fall of Raccoon City began.

Jumper wouldn't just allow an entire city to be destroyed on her watch; it was a matter of milliseconds to calculate and synthesize a cure to the T-Virus. Jumper didn't hold back her abilities this time, but equally wasn't going to destroy the world with careless action; a single word in High Enochian would do the trick. In seconds an off-white cloud enveloped all of Raccoon City, and where it passed death was unmade. Zombies were healed and their sanity restored, the dead were revived and healed, BOWs shriveled and died, and the entirety of Raccoon City was made immune to the T-Virus. The event would be known as the Miracle of Raccoon City for decades to come, though only a select few would ever realize that Jumper had been the one behind it. Of course, there were still a few loose ends to clean up.

The NEST facilities, certain mercenary groups...and one Mr X who had somehow managed to survive her spreading the cure. The first was a simple matter; she simply walked into one of said facilities, fought her way through it, then initiated a controlled self-destruct (after evacuating the innocents, of course). She did have a little bit of trouble with one William Birkin who had been infected with the G-Virus rather than the T-Virus, but Jumper simply used an immense amount of lightning and railgun shots to kill him.

A funny thing on that note; at first, Jumper actually couldn't be infected by her own viruses. Her Biologia frame wasn't human after all, and had an entirely novel genetic sequence that didn't interact with her viruses at all. Jumper had to spend some time modifying her Biologia body to qualify as human-shifting it from an Asari layout to a more human one without sacrificing previous capabilities-and then had to tinker with the viruses themselves to actually ensure that they would be capable of infecting and improving her Biologia. Despite her EXTENSIVE genetic engineering and bioware-upgrading efforts, her viruses still managed to massively improve her Biologia body-so much so that Jumper actively took notes and replicated a few adaptations in more mechanical forms for her other bodies. All that said, Jumper was actively limiting herself to working with the results of her own viral engineering projects; a temporary human body upgraded only with her viruses, just to see how powerful they were and test their long-term efficacy. That didn't make her particularly weak though, as Birkin learned under the force of her lightning strikes.

She ended up facing Mr X just as she was leaving the NEST facility, though it didn't really concern her at all; a Tyrant like X would've been nearly unstoppable for an unaugmented human. For a human who had the four Bioframe viruses, he was barely more than a speedbump. For her? Not even that. He did seem to evolve some strange and terrifying mutations when facing her, but Jumper hardly paid it much mind and effortlessly destroyed him just the same. And that was one more target off her list. Next were the mercenary groups out to capture and/or kill her. That only took about an hour to deal with; some were willing to just walk away after Jumper showed off how much more powerful than them she was and how she had no real animosity towards them. Others were not, and ended up dying for Umbrella.

Someone very high up in the US military authorized a nuclear strike on Raccoon City, even after the Miracle had revived everyone and cured the T-Virus. Jumper wouldn't allow her work to be undone that easily. She shifted her body to form a rather angelic looking bioarmor, mostly to hide her identity to be honest, then flew up into the skies above Raccoon City. She generated dozens, hundreds of temporary capacitors throughout her wings, giving herself an ethereal glow as she built up electrical charge for what she was about to do. When the missile was close to Raccoon City she threw her hands out and /grabbed/ it with overwhelming magnetic force, holding the missile in place with sheer energy and will. It detonated in her grasp, but rather than allowing the explosion to ring out, Jumper just reinforced their magnetic field and contained the explosion-and for a while, a second sun bloomed over Raccoon City. This expression of pure will and focus awoke the Exotics virus within her, and provided exactly what she needed; a way to freely mold and convert energies. With psychic will Jumper crushed down the nuclear explosion, converting the energy and radiation into silver and gold via energy-to-matter conversion and careful arrangement of neutrons and protons. Such a thing would have been beyond her body's capabilities just moments ago, but the sheer amplification of the Exotics allowed her to achieve this godlike feat.

With silver and gold-as well as a bit of sneaky 4D engineering that Jumper accomplished via generating biological Hyperdrive actuators within herself-Jumper constructed a grand and impossible statue of her current form holding her arms and wings out in embrace. Jumper etched just four words into her statue in Babylonian-the level of her Universal Language where it was perfectly understandable to all sapients and would memetically teach the rest of the zeroth level's language, but would not provide any actual powers. The first, etched into a hand holding a caduceus, was the word "Immortality", which held within it echoes of endless vitality, eternal life, supernatural strength, and a promise that none need ever die again. The second word, etched into a hand holding a torch, was the word "Energy"; a promise that all people could hold limitless resources, would be able to find contentment within, that all desires could be fulfilled without taking from others. Etched in-between her breasts was the word "Paragon"; this held meanings of refining one's body and soul to an ever-higher pinnacle, advancement and self understanding hand in hand, eternally learning and eternally mastering one's self. The final word, etched onto the statue's forehead, was the word "Divinity"; this held meanings of higher power, will sharpened and focused to achieve the impossible, grasping meanings beyond one's fleshly body, and an understanding of the universe around oneself.

Thanks to the way that Jumper had constructed the statue-perfectly aligning its molecular structures and even using 4D engineering principles in it-it was impossibly durable to the point of being utterly invincible to essentially all forces humanity had access to at this point in their civilization. And it was massive-large enough that it towered over even the largest building in Raccoon City. Made of nothing but silver and gold it should have collapsed in on itself...but it was gravitationally self-supporting, and so it casually violated the square-cube laws and the fact that it was made of normally rather soft metals. Jumper was tempted to include a bit of hidden Effector technology within the statue, but that would require materials other than silver and gold so she just waved it off; she'd do it with memetics if she had to. Those four symbols she etched into the statue would be more than enough to shape the general zeitgeist of civilization over time...and ensured she'd both have a backdoor into the minds of anyone who knew of them, as

well as gave her an easy respawn point in the astronomically unlikely event of her bodily destruction. She probably didn't need that-no, certainly didn't. But it was there regardless.

Jumper left Raccoon City immediately afterwards, flying on electromagnetic wings to a remote part of southern Africa that she'd picked out previously to begin building up her own mini-nation. The plan was fairly simple all told; find a group of impoverished and desperate people, grant them her Bioframe Base mutagen, build up a powerbase from which immortality will be freely distributed, and expand from there. The new nation she built was called New Eden, and she spent time building up a book of laws and charter for her nation-written in the Universal Language and etched into the very name of the nation via Marain Diaglyphs. A few hundred people were carefully selected and given the Bioframe Base, Generator, and Adjustor-and though Jumper kept the Exotics to herself for now she promised that once humanity had slain death she would begin to grant it to others. For now though, the people of New Eden began to preach of her ideals and the fact that New Eden was offering to bring an end to death and cure all that ailed humanity. Jumper made sure that these advertisements and preachings used the Universal Language word for "Immortality" so that it would more easily attract those who had seen her statue...and more easily spread her memetics.

Perhaps as could have been expected, Jumper kicked off a holy pilgrimage to New Eden where tens of thousands, hundreds of thousands of people would come to pray to Jumper and ask for immortality. Immortality she gave out freely and without debt or expectations. Of course various countries tried to restrict travel to New Eden, but people found their way to travel there regardless and within just a month more than a million immortals walked the land. Many sought to live in New Eden, but Jumper was incredibly selective in who was truly allowed to live in New Eden-for those who did were also freely granted the Biogenerator and the Bioframe Adjustor. She required that those who sought to move into New Eden learn their laws and ideals, and swear to uphold them-a small thing, but one that Jumper was absolute upon and could see through any deceit or even weakness of the heart. Still, the numbers of New Eden swelled and swelled by the day-to the point that it became one of the largest nations of Africa within a single year.

The fact that Jumper was offering immortality and the cure to all human illness so freely, but was actively being blocked by various governments, tore through public consciousness and whipped incredible masses of humanity into a frenzy. There were riots in the streets, ironically being moderated and prevented from violence by those who had seen her statue or those few immortals who weren't imprisoned for the crime of seeking her out on their own. Eventually, forced by immense public pressure, one government after another folded and allowed Jumper's Panacea to be freely distributed throughout their countries; America was one of the final holdouts thanks to Umbrella's stranglehold on US politics, but even they capitulated in the end. In just a matter of a few years nearly every single human being on Earth was made immortal and nigh-unkillable, and this would change the paradigms of human civilization forever.

Jumper did not just leave this to random chance this time; as the cure for death had spread, so too did the Universal Language until within three years nearly every single human being on Earth knew it. Nobody could quite explain how or why this language seemed understandable to all and allowed for perfect effortless communication between speakers, but the proliferation of a

Universal Language did allow for much greater trade and interconnection...as well as greater disputes and arguments. Jumper had to carefully manipulate the minds of a number of people just to prevent wars from breaking out, and China as a whole would actively collapse in on itself thanks to various factors boiling over with both the Panacea and Universal Language spreading. Jumper didn't like it, hated it in fact, but she carefully and meticulously manipulated humanity from within their own subconscious minds, preventing civilization from collapsing in on itself and helping them build themselves up over time.

Medical industries and pharmaceutical companies in particular suffered near-total collapse with the advent for a cure for death, though certain medical professions such as surgeons managed to stick around and adjust to some degree. Umbrella was entirely dissolved, and Jumper came for a certain number of them in the night; Wesker, Spencer, a few others...she had felt the shape of their thoughts through her language, and knew they would never be content. Others Jumper guided towards higher purposes, using subconscious nudges to push them towards work and problems that they would find physically and spiritually fulfilling. Jumper carefully laid the seeds for a better tomorrow throughout the world, tending to them and nudging civilization into taking a better shape than the one it started out as.

Only in her ninth year here did she put in place measures to allow for the other Bioframe Mutagens to be released to the public; she hid the creation method for the Biogenerator in her statue, which had become a religious icon. Only with the electromagnetic senses of someone who had taken the Biogenerator would one be capable of reading the recipe for the Bioframe Adjustor, and only within the bounds of New Eden was the Bioframe Exotic even capable of being found-where it was hidden behind a complex glyph that forcibly tested one's will and required extensive training and oaths before a person would be allowed to see it. She had inlaid careful memetic compulsions to ensure that each Bioframe mutagen was taken in its proper order, and carefully manipulated one particularly worthy soul into figuring out the clues she'd left behind and taking the mutagens-ascending to what was rapidly being called a whole new species of humanity. A species that was celebrated and beloved, rather than feared and reviled.

Jumper ran her simulations and calculations thousands of times to be sure, ensuring and preparing the world to reach a peaceful, idyllic transhuman ascension over time. They would grow strong, grow wise, and would not collapse screaming on themselves like in Crisis. She hated having to manipulate humanity in the shadows like this...but she would hate herself more for letting them die. So she left this world, bitter for the manipulation, happy to have cured death, and content that she'd prepared humanity to ascend and claim the stars in this universe.

## Jump 17: Prey

Age: 31

Gender: Female

Origin: Typhon -500 CP

Starting Location: Arboretum

### Perks

>Software Scientist -100 CP

>Medical Doctorate -200 CP

>Master Of The Mind -600 CP

>Artificer -200 CP

### Neuromods (+48 N)

>Phantom Shift I & II -6 N

>Phantom Genesis I, II, III -12 N

>Backlash -8 N

>Fear Resistance -2 N

>Remote Manipulation I, II, III -10 N

>Machine Mind I, II, III -10 N

### Psychoscope -200 CP

>M3cht3ch DX\_2.0 -50 CP

>Psychoactive Charger S -50 CP

### Items

>Wrench -Free

>GLOO Cannon -Free

### Drawbacks

>The New Yu +300 CP

>They Came From Beyond Space +300 CP

>To Seek Out New Life +300 CP

Basic idea: Jumper found herself somewhat dazed and confused as she entered the new universe, half-forgotten memories and ideas floating around in her mind. The world around her.../felt/ wrong. Her mind was shot full of holes, and didn't quite know who she was for a little bit. But she did know how to check things. Picking up and leaving a flashlight in front of an elevator revealed that she never changed floors; dropping that flashlight next to her helicopter revealed she never flew anywhere. Jumper swiftly began to realize that she was acting within a simulation, but for what purpose? Well, something clearly went rather wrong as a scientist was eaten by a black blob monster and she was put unconscious with some sort of sedative gas-why was the idea that she could be knocked unconscious by something like that laughable?

She woke up again at the start of the day, KNOWING something was wrong. Getting dressed in her suit once again, she found herself surprised by the corpse of the worker just outside her apartment-dried out and rotted in a very odd way that made something in the back of her mind twitch. She grabbed the wrench near that corpse, and shattered the window of her apartment-revealing that she had indeed been trapped in a simulation. Now, it was time to break out and figure out what the hell was going on here.

As she fought her way through strange black aliens across the space station, Morgan Yu(?) found that she had truly preternatural instincts for this work. According to her aptitude list she should've been a totally normal, though brilliant, scientist. That wasn't what she found though; by pure instinct she seemed to effortlessly identify mimics, find hidden paths and resources, manage inventory, plan out methods of attack, so on and so forth. As if there was something in the back of her mind dissecting the world around her and calculating the perfect path towards success, pointing out every irregularity and weakness to let her all but dance between mimics and Phantoms. But she shouldn't have such a thing; nothing in her aptitude list even hinted at the possibility of such a talent...

Morgan did her absolute best to save as many lives as she possibly could, and struck down as many of the Typhon as she could. She gathered up resources and installed multitudes of aptitudes, feeling something almost nostalgic about doing so-maybe it was because she was restoring Neuromods that had been removed from her? When she installed Typhon Neuromods into herself, it felt less like inserting foreign memories into her head and more awakening something that had always been inside of her; she hated using Mimic Matter and Psychoshock, but Remote Manipulation and Machine Mind came to her as if she were born to wield them. It was trivial to adjust various turrets to account for her increasing Typhon modding-an easy Phantom Shift let her get right behind them and hack them to fix their programming nice and quickly. She felt like she was really getting on top of her game at this point.

She saved life after life, fought through countless Typhon, took down and reprogrammed Dahl so at least a few survivors could leave Talos 1, and witnessed as the Apex tore through space and time and began to crush Talos 1. January urged her to destroy the station. Alex urged her to save it. Morgan...chose to save it. Not because of the research-but because she could already tell that humanity was doomed if they didn't prepare a way to fight back. She'd heard the logs. Seen the signs. Knew that people had already smuggled Neuromods down to Earth. The demon had long since been unleashed; destroying the station would just be shoving their heads back in the sand and ignoring how the Typhon were already spreading on Earth. She unleashed the Nullwave and

watched the Apex be destroyed, and knew that this wouldn't be the end of things. Turns out, she was right.

Between one moment and the next she stopped being Morgan Yu and became...Jumper, her memories returning somewhat sluggishly. Alex Yu explained that everything she had seen was a simulation, recreated from the real Morgan Yu's memories. He explained how the Typhon had already spread to Earth, how humanity was fighting for their survival against an enemy they couldn't hope to defeat, how Alex was taking one big hail mary here and seeing if he could find a way to bridge the gap between humanity and Typhon by putting a little bit of humanity into them. According to all the Operators that had been simulating alongside her...she showed remarkable potential. She'd saved everyone she could. She'd killed multitudes of Typhon, including several Nightmares. She'd saved Mikhaila and admitted her crimes. She'd actively grieved over Danielle for a time and hunted down the cannibal in her stead. But it all came down to a choice. Alex Yu reached out his hand to Jumper. Jumper took his hand, slowly sat up...and just as she'd assumed a fully human form kneed Alex Yu in the stomach hard enough to send him sprawling to the ground in pain.

She wanted Alex to know that she was fully aware of his existence and his pain, she told him, just so she could tell him how much of a fucking dumbass and an asshole he was. She verbally tore him a new one, all but screaming at the fat man on the ground for his crimes and rampant idiocy...but finally sighed, and said that she absolutely would help to figure out a way for humanity and Typhon to live in peace. Danielle led the way out of the simulation area and into the greater lab; it was in a hermetically sealed bunker on Earth-significantly smaller than Talos 1, but still pretty big. Before she left Jumper gave Alex one final kick in the ass, because he really deserved it. Alex merely wheezed in pain.

In the real world now, Jumper didn't have the multitudes of aptitudes that Morgan Yu had installed over the course of her adventures in Talos 1. She DID have the body of a true-blue Typhon though, and that brought with it an innate mastery over Remote Manipulation, Machine Mind, Phantom Shift, Phantom Genesis, and Backlash. She also had much of the neural tissue of Morgan Yu herself-and with that came a knowledge of the fundamental process for making Neuromods, upgrading technologies in a wide variety of ways, coding, and a medical doctorate. It was a good setup to start from, and if that was all she had available then saving the world would have been tough but ultimately manageable. But Jumper was not just Morgan Yu, or the Morgan Typhon. She was Jumper, and she had the sciences of more than a dozen different worlds to call upon-and five other different bodies to wield as she pleased. Before she started busting out the extra-universal stuff though, Jumper wanted to see just how far she could get with what she had on hand. And if she wanted to see that...then she'd need to bring her abilities back up to the peak she reached inside the simulation, and then FAR beyond it.

You know, it was a funny thing. Typhon lacked Mirror Neurons...and yet they were also some of the best imitators Jumper could think of. The humble Mimic Matter ability was frankly absurd in its complexity; it harnessed an absurdly efficient and refined usage of psionics to rip open a micro-wormhole to an adjacent dimensional space, dragging out a physical object that matched the one that was being observed into the original dimension. The interaction between matter from an adjacent dimension and this one created a "bulge" in spacetime that would normally



shove the dimensionally-shifted object back into its original space...but a Mimic could fit itself into that "bulge", forcibly maintaining it and creating a comfy little pocket space that they could exist within until something disturbed them. At which point they pop right back out, ready to eat the consciousness of whoever they had caught with their trap. It was absurd, and yet so utterly refined that Jumper honestly had trouble optimizing the psychic expression even with their nigh-limitless computational power.

Jumper didn't have this particular Typhon ability at first-in fact, it was rather difficult for her to develop it. The Psychoscope and Neuromods served to bridge the gap however, allowing her to master it to the same degree that Mimics could even though she was a Phantom subspecies. She also worked at gathering up a truly substantial amount of Typhon materials-foraging out of the bunker to fight off armies of Typhon and bring back their corpses to be recycled into Neuromods that she could use to mod herself back up. In less than a week Jumper found herself back to the peak she'd attained in the simulation-all human Aptitudes developed, and a wide variety of Typhon aptitudes developed as well. While she was working on these projects, she had regular discussions with the Operators-for some strange reason, Alex didn't seem to really like her too much.

Jumper got along well with Elazar and Danielle rather well-finding Danielle to be charming and humorous while she just mentally clicked with Sarah's way of thinking and working through things. She was polite and cordial with Dayo Igwe, though they weren't much more than colleagues. Mikhaila...Jumper had a bit of a problem with Mikhaila. It didn't show up much at first, but there was a certain tension between the two. In the sim, Jumper had elected to show the evidence of Morgan Yu's crimes to Mikhaila-and felt true remorse for what Morgan Yu had done. The revelation that she WASN'T Morgan Yu recontextualized things, and what was once remorse became something...hotter. Not in a good way. More in a way that erupted into a screaming match between Jumper and Mikhaila after a week of tense silences and stilted conversation.

Jumper wasn't Morgan, and refused to be held for Morgan's crimes. But, she did believe that the Morgan who had killed Mikhaila's father WAS the same Morgan who had fought her way through the Typhon Outbreak-continuity of consciousness and personality drift did not create a whole new person, she believed. In the sim, she had chosen to reveal those crimes to Mikhaila specifically because she believed in owning up to her own mistakes-even if she didn't remember making them. Mikhaila had a different opinion-that Morgan had died many, many times over the course of the experiments and that the Morgan she loved was different from the Morgan who killed her father. This difference of opinion began with a simple conversation on who exactly she was-if she was not Morgan nor Typhon-and erupted into a screaming match where Alex was forced to hold Mikhaila's Operator body back while the other three Operators were all pushing Jumper back. She let them, of course-she wasn't truly about to become violent over this. But emotions absolutely did run high that day, and there was a definite coldness between Jumper and Mikhaila afterwards.

Hilariously enough, this was treated as a very good sign by the Operators and Alex Yu-Jumper very clearly empathized with others and had powerful human emotions even when removed from the sim, so the experiment continued to be an unmitigated success as far as they could tell. And in her dreams, Jumper stared into a black-silhouetted echo of herself, hungry, angry, and

endlessly hateful. Behind that silhouette was an endless void of sharp angles and shapes, staring out from beyond the stars-ever hungrier, looking out from behind the silhouette's eyes and coming closer and closer to Earth. Jumper knew what this was. Knew WHO this was. This was the Typhon within her, beyond her-it was her Typhon instincts fighting against the neural reprogramming, and the Typhon collective from beyond hungering to consume and spread.

Jumper could only smile a grin of triumph; this was why she had waited in her Typhon body, slowly adapting it and living in it over the course of the last week! She would have dearly loved to have simply integrated her Typhon form into her Biologia and be done with things, but before she could do that she needed to find the source of this form's instincts, its subconscious mind. Typhon biology was truly alien-as part of a Typhon's mind did not strictly exist WITHIN its mind. It existed outside of it, within the Coral Network and amongst the telepathic networks that Typhon forged with each other-no Typhon was quite complete on their own, like a human was. They were a network organism, and Jumper needed to be able to access that network if she was going to save humanity AND the Typhon. Or at least, the Typhon of Earth.

The will of an Esper God reached out through the Typhon Network, reaching from her own subconscious mind into the minds of every single Typhon on planet Earth-then out further, throughout the solar system. The dark echo of herself raged and screamed at her, but could do nothing as it was consumed-ripped apart and made into nothing but a data file within Jumper's Personal Reality archives. She stared out into the blackness, to the hungry void that raged back at her, and forcibly cut away its influence. This far, and no further, she demanded of it. The Typhon raged, screamed, and she could feel that her own exercise of will was being used as targeting coordinates for the Typhon to summon innumerable collectives. She let them come. When a dozen wormholes opened on the edge of the solar system and disgorged Apex Typhon the size of stars, she reached out with nigh-limitless psychic will and tore them apart atom by atom. She felt as ragged wounds ripped through the void's mind, saw how the darkness was diminished by her actions. This far, and no further-she repeated to it. The will of the Typhon retreated, outright ripping itself away from her attentions.

The Typhon of Earth were cut off now. They'd get no reinforcements from beyond the stars-and they were rather disoriented already, as she had channeled her will through every Typhon on Earth to do this. It didn't harm them, but it certainly left the Typhon of Earth unbalanced and dazed for a long time to come. It was the perfect time to begin the next step.

While in the Resident Evil universe the Bioframe Exotics was an incredibly dangerous and destabilizing mutagen that would utterly upend the world order if it was unleashed without care, here it was exactly what humanity needed. Her plan of attack was threefold; the first step was to modify the Bioframe Exotics to specifically develop connections and bonds with Typhon. She experimented with Neuromods over and over, using variations of Mindjack, Phantom Genesis, and Machine Mind to create a truly unique but highly Typhon-focused psychic expression; this psychic technique would subdue a wild Typhon's mind and integrate it into one's own mind as a subordinate, filling it with the user's "humanity" in the process such that the Typhon began to reflect some specific aspect of the user's personality. Then, she modified the Bioframe Exotic virus so that it would develop this specific connectome once activated. Finally, she gave this newly modified "Bioframe Typhon" to Alex Yu to distribute to humanity.

With it, people would innately be capable of identifying a Typhon on sight-even while they were shifted into any given form. They would become immune to Fear or Mindjacking for the most part, and be able to actively tame the Typhon-forcing their will upon them until the Typhon actively reflected humanity. The Typhon would no longer hunger for consciousness-their hunger satiated by their connections to a human psychic. They would become living weapons, armors, companions, whatever the user desired-no longer the predators they had started as, now they were the prey. This would save humanity. Now Jumper had to save the Typhon.

In a matter of weeks, the newly augmented psychic humans began to go out and capture Typhon-wielding them against others with expressions of psychic will. The average person could only reliably tame two Mimics at a time, but two was more than enough-one to form armor and one to form a weapon became the standard operating procedure. And as they got used to wielding Mimic Weapons they found they could wield more at a time, or even wield Greater Mimics for much more powerful Mimic Weapons and armor. It was the edge humanity needed to start winning the war against the Typhon-not even mentioning how the augmentation gave humanity immunity to Typhon's most devastating abilities. Mimics could no longer hide, Telepaths could no longer mind-control, Weavers could no longer terrify; it was a worldwide revolution that let humanity begin taking back their home.

Jumper could have helped further, continued mentally dominating the Typhon and just killed them all at once with her own will...but she didn't want to do that. Maybe something of Morgan's values had infected her at a bad time, but Jumper wanted to find a way to make humanity better WITHOUT killing off all the Typhon. She found a solution with one genuinely mentally retarded Mimic that could only mimic shoes. This didn't mean that it couldn't attempt to mimic larger things, but that everything it created ended up being shoes of some description. Somehow.

This reminded Jumper of the fundamental truth of Typhon Mimesis: it operated by swapping items between adjacent dimensions then occupying the spacetime "bulge" that doing so created. This retarded Mimic gave Jumper the inspiration she needed to save the Typhon from a humanity who had suddenly developed the means to utterly defeat them. Using brute force calculation Jumper discovered a parallel Earth untouched by human civilization, then swiftly directed the Weavers of the Typhon to begin restructuring their Coral to form gateways into this world. Said gateways would be highly obvious portals, but only traversable by Typhon-not humans. Typhon swiftly began to retreat into this world, though they couldn't stray from Earth as there was no real consciousness beyond the Earth's atmosphere and Jumper actively installed a shield around the solar system preventing them from leaving. They couldn't feed off of the local wildlife, lacking as they were in the sapience Typhon required to feed and multiply. For them this world was safe, but empty-they'd need to maintain a connection to Earth to feed and multiply, but could retreat here to rest and survive.

Even this much would have been enough, but would have kept humanity in a constant state of warfare against the Typhon that would have constantly shifted and wobbled between the two until one or the other went extinct. That wasn't what Jumper wanted though, so she continued working; carefully, she threaded Coral throughout the alternate world and began to fill it with multitudes of replicated and cloned memories and consciousness-then set up a series of

Philosophers Stones and energy converters to endlessly restore any consciousness lost. With that the alternate Earth became a perfect cradle for Typhon, where they could live, grow, and reproduce in peace effectively endlessly. But that just shifted the balance of power back into the Typhon's hands, so Jumper evened the scales a bit once again; she created a memetic virus within the cloned memories she gave the Typhon specifically designed to neuter them. Kinda. She made it so that contact with the Variant Coral made it so that Typhon could only feed off of either a willing bond with a human or via the Variant Coral. And with that, peace was assured.

Typhon flocked to the free food offered in the alternate world, and were promptly rendered docile and manageable. Those that weren't were captured or slain by humanity over the course of months and years as they took back the Earth. When the conquest was over, there were still portals to an alternate "Typhon Dimension" around-though those Typhon were still rather hostile, it seemed they had lost the ability to actually feed on humanity and thus would not be aggressive. It was possible for a human to throw their consciousness into those portals to attain a Typhon still, but not actually cross over physically-and thus both Humanity and Typhon were forced to live side by side, coexisting somewhat peacefully and in harmony. In time they would come together much more cleanly, elevating each other into an interstellar race of psychic gods who would make their mark on the galaxy...but Jumper wasn't going to be around to see that. It took about seven years for things to reach a stable equilibrium when she left the sim, so she only had three more years left in this universe to accomplish various tasks. Chief amongst those was integrating her new Typhon biology into her Biologia frame.

Integrating Typhon biology into her Biologia form wasn't as simple as shoving a Neromod into her eye; her Biologia's fundamental neurology was absurdly alien compared to a human's, and her nerves operated on a combination of alchemical principles and Mass Effect FTL-signal conduction; shoving in alien connectomes would just end up wrecking a lot of her work more than anything. She had to carefully map out and simulate the connectome updates she wished to make, adjust the makeup of her nervous system, integrate her already active mutagens cleanly with the new Typhon tissues, and more. It was tedious work more than anything, but the results were frankly absurd. Her reserves of psionic energies were utterly unfathomable, fueled as they were by her Biogenerator. Her range, strength, and precision were all massively magnified by her Bioframe Exotic virus, allowing her to effortlessly exert her will across the solar system using only her body's resources rather than overcharging with her Personal Reality. With a wave of her hand she could spawn waves of Mimics, Greater Mimics, Weavers, Phantoms-practically any Typhon she desired, such was her capacity to warp reality.

Adjusting her biomechanical frames-the Esoterica, Mechanica, Generabilis, and Militia-took much less time thanks to the sheer versatility of nanomachines and the ease of creating and programming machines for specific purposes. Creating specific modifiable circuit boards for the Mechanica frame was a bit of work, but allowed them to achieve incredibly fast-though rigid-execution of psionic aptitudes. That was the most difficult of the more mechanical frames; the others merely needed programming updates, and Jumper could work those out within nanoseconds if she felt like exerting her clock speed.

With those adjustments and modifications made, Jumper really didn't have much more they wished to do in this world. Neuromods were certainly an interesting method of downloading

skills, talents, and abilities into one another, but it only took Jumper a few weeks to integrate it into her known SkillSoft and VR-Sim technology to allow for much cleaner, faster, and less painful memory and ability transference. The recycling and fabrication technology was vaguely interesting, but she was so far past that with nanomachines and direct energy conversion protocols that it was ridiculous; that didn't stop her from downloading a database and several Neuromods on their creation, operation, and mechanics of course, but she didn't see any real need to make use of it or integrate it into her general techbase. Really, the biggest thing she had left here to do is to tie up loose ends with Alex Yu.

Over the years of working to save humanity and bring about a transhuman revolution to integrate mankind and Typhon, Alex and Jumper had drifted apart quite a bit. Jumper did NOT make a very good first impression on Alex, and maintained a strong dislike and distaste for the man throughout the years. Alex just wanted his sister back, and hoped that Jumper could have been a close replica...but she wasn't. She swiftly grew into her own person in his eyes-strong willed, brilliant, always had a plan, daring, but much more self confident, much more focused on the health and lives of others, calculative and constantly looking ten steps ahead. Jumper very clearly wasn't Morgan Yu, and it took Alex a long time to accept that. Still, he was...not happy, but content to see humanity ascending to what he believed was their birthright. A glorious age of immortals, transcending their fleshly bounds and taking their place amongst the stars. That's what he'd wanted, though he was melancholic in the end that his sister couldn't be beside him to see him accomplish their dream.

At least, until Jumper made Alex an offer. Postcognition was a psychic power she held, one of her most powerful-as it came from her Personal Reality rather than her Typhon abilities. Jumper hated doing this as it felt like she was granting herself far too much power and playing god...but she could look back through time, find the last point that Morgan was alive, drag her engram into the present, and reconstruct her body out of Typhon material. Alex was able to take a guess at what she'd need-processing power, lots of it. The Coral would do the trick, he figured-and with her already absurd psychic potential, she just might be able to do it. She wasn't exactly moving anything physical across time after all-just information, and he already knew that a Typhon body could host a human mind thanks to his experiments. He gave the green light on it, hoping beyond hope that he could see his sister again.

Jumper connected herself to a massive Coral node-more for show than anything to be honest-channeled her immense psychic might, and scanned backwards through time. It took her nearly an hour to find Morgan Yu's psychic signature, even with their shared connection through Morgan's cell lines. Once she found her and downloaded her Engram though...Jumper turned her attention elsewhere. Talos 1. She still held some echoes of memories of the place, even now. Casting her mind further back in time and across space, she scanned through Talos 1 and, one by one, began to copy the engrams of every single person on board just before they died. She couldn't time travel without forcibly rewriting the physics of the universe she was in, and she had no intention of doing that. But this much...this much she could do.

They would call the event the Dark Return of Talos, where hundreds of members of Talos 1 suddenly returned in the bodies of Phantoms. They emerged from a massive swirling vortex, beyond which was a dark golden light, and each of them had a name etched into their mind-their

own name, in a language that they never knew before. A language that unfolded and taught itself to them as they thought about the name they held within their mind. The name itself taught them how to retake human form, and swiftly hundreds of Phantoms became hundreds of people, miraculously revived from death by a miraculous Typhon-human hybrid. Jumper had asked Alex to keep this secret; she didn't want to be some kind of god-queen who decided who lived and died. This much would be her last act of kindness before she went into hiding. Alex agreed, and swore to take the secret of the Dark Return to his grave. He had his sister back now though, and that's all that mattered in the end. When Jumper came to this world, it was on the edge of calamity and humanity in the death throes of extinction. Now...they would be just fine. And maybe in a few decades or centuries, they would take their place amongst the stars.

## Jump 18: Bioshock

Starting Location: Fontaine Futuristics

Age: 24

Gender: Female

Origin: Specialist -100 CP

### Perks

>Specialist Training (Doctor) -Free

>Intuition -150 CP

>ADAM Pack 3 -600 CP

>Savant Genius -300 CP

### Plasmids

>Aero Dash (Upgraded) -25 CP

>Electro Bolt (Upgraded) -Free

>Hypnotize (Upgraded) -Free

>Telekinesis (Upgraded) -50 CP

>Teleportation (Upgraded) -Free

### Tonics

>Armored Shell (Upgraded) -Free

>Elemental Sponge (Upgraded) -25 CP

>EVE Saver (Upgraded) -25 CP

>Extra Nutrition (Upgraded) -Free

>Fountain of Youth (Upgraded) -Free

### Items

>Formal Attire -Free

>ADAM -200 CP

>Wrench -25 CP

### Drawbacks

>Adaptation +200 CP

>Cancer +300 CP

Basic idea: Jumper is one of Rapture's most brilliant minds, a medical doctor effectively unmatched throughout the world-but inflicted with a terrible aggressive form of cancer that normally would have claimed her life in a matter of months. Luckily ADAM and Plasmids were enough to give her an extra year or two, but the cancer only grew worse and even more aggressive with the introduction of ADAM. Jumper's first priority is working out a cure for their condition, which ends up taking a whole year of constant drug testing, surgery, and Plasmid development and eventually results in her perfecting ADAM technology so it no longer induced cancer or was hyper addictive. Jumper's second priority was saving Rapture, and that ends up taking a great deal more time and effort. Along the way she ends up starting up her own transhumanistic movement.

The year is 1953 when Jumper arrives in Rapture, wracked with illness yet with a mind shining brighter than ever. Plasmids had been invented only a scant five years ago, and yet they're absolutely everywhere throughout Rapture at this point-and practically the first thing she does in entering this underwater capitalist paradise is splice up with a truly immense amount. Five plasmids and five tonics, all top of the line with pre-orders for more advanced versions of the same when they come out. Jumper chose her Plasmids very carefully; the Plasmids she chose would actively work to counteract her cancer in various ways, giving her several more years of life to work on a proper cure. Once more, through unknown dimensional energies she found herself limited to her base biological form-though she could access her mind and abilities, she would need to actually cure her cancer properly before she could retake her more comfortable Generabilis form. Such was not an issue for Jumper; while she would've loved to simply scrap this human body and move back to her proper one, she could make this work. And she was intending to improve various Plasmids and ADAM procedures anyways.

Now, still well within the golden age of Rapture, it was actually supremely easy for Jumper to set up her own company down under the sea and begin to develop her own industry. Jumper's first big product was the "Tonic Stabilizer" which was a carefully designed ADAM-based solution which forcibly stabilized and quelled the worst ADAM-sickness symptoms, while also synergizing whatever Tonics one had injected into them. It used principles of the Erskine Formula and genetic engineering tricks Jumper picked up in Resident Evil, then packaged into one quick and clean ADAM package so that it could rush through the body and fix up genetic errors and cancerous growths within seconds. It was NOT rated for actively fixing up Plasmids, but could still curb the worst side effects and cravings there. It did burn out after working through the body thanks to its ADAM-based properties, but that was actually a feature; a person could splice up hard, then take a Stabilizer, then splice up some more-and when things got bad once again, another hit of the Stabilizer fixes them right up.

It was an instant hit amongst the people of Rapture, who desperately needed some way to counterbalance the horribly degenerative side effects of ADAM. Honestly it was just putting a bandage over a bleeding wound as Jumper saw it, but it would give her the time-and the money-she needed to develop a proper cure. She didn't care one whit about Andrew's vision of the city, and honestly if it wasn't for ADAM and her own Jumping mechanism she probably wouldn't have been interested in the place at all. But she was here now, so she would make the best of things.



While Jumper was working on a cure for her cancer-truly aggressive this disease was-Fontaine swaggered up to Jumper's little clinic one day with a couple of tough Splicers and a gleam in his eye. These Splicers were juiced up harder than ever, having Stabilized over and over to achieve levels of power that put the average Splicer to shame. But Stabilizing like that cost a pretty penny, and Fontaine was here to ensure that was the last penny he'd have to lose to get his tools up to snuff. Ideally he wanted Jumper under his thumb, but if he couldn't do that...well, really all he needed was the Stabilizer formula and he'd be cruising easy. Fontaine was expecting to walk in, boss around a scrawny nerd-type, take what he wanted, and have Jumper's practice shut down by morning. If things went well, he'd have a new employee too. If not, well that was what the Splicers were for. He'd gotten a sense for how to deal with the sciency-types here in Rapture; they were dreamers, idealists, consumed in their own fantasies and the easiest grifts he'd ever dealt with. He didn't expect Jumper to be any different.

He paid the price for that; Jumper may have been locked in a base human body with hyper aggressive cancer that limited further Splicing, but she still had her psychic powers and far, far more besides. Even the most juiced-up Splicer Fontaine could find would be nothing before the weight of her thoughts, and Fontaine himself? He knew the dangers of Splicing-he'd been the one to make sure there WERE dangers to doing it-so he never Spliced himself up before. It made it all the easier for Jumper to just splatter him all over the walls with a quick psychic push. Maybe Jumper might have kept him alive if he was the businessman he'd pretended to be...but Jumper could see the shape of Frank's thoughts, the evils he'd committed, and the crimes he planned on. Dealing with a few dead bodies was trivial compared to dealing with Frank Fontaine behind the grifts and laws he'd set up for himself, so she just...didn't bother.

With the sudden "natural death" of their CEO, Fontaine Futuristics swiftly began to collapse inwards on itself. Jumper was there on the ground floor and bought up the properties that were lost and hired a number of employees that lost their jobs-including one Brigid Tenenbaum. Tenenbaum and Jumper working together was a dream-team for ADAM development; within a matter of months they managed to crack the negative side effects of ADAM, eliminating them entirely and making ALL Plasmids and Tonics safe to use as much as one wanted. Jumper also adjusted and perfected her "Plasmid Stabilizer"-an upgraded, permanent version of the Tonic Stabilizer that constantly adjusted one's own genetics and body to perfect it towards the peak of their genetic potential and eliminate all cancers, diseases, and genetic errors. It was a one-two punch that Jumper and Tenenbaum released into the city at large practically for a song, and it did the trick of saving the vast majority of citizens from their own ingrained ADAM habits quite easily. Now that they'd saved the health of Rapture...it was time for Jumper to save herself.

Jumper's personal cancer had quite a bit in common with the more advanced forms of ADAM-sickness, so developing a cure for the latter had already gone halfway to finding a cure for her own condition. Her cancer resisted simulation thanks to the dimensional anomalies that filled it, so the best that Jumper could do was brute-force trial and error, slowly developing her own understanding of it and creating a solution over the course of several more months. Finally though she managed to complete a true cure-using a Plasmid as a base, and a complex arrangement of viral mutagens, aggressive chemical synthesis, a little trick of internal magnetic shielding and cold fusion...it was a hilarious mess that genuinely made Jumper explode a little bit. But the end result couldn't be denied; Jumper had well and truly cured herself, fully excising

the dimensionally augmented cancer via ADAM and mutagens alone. Thus ended the year 1953, and dawned the year 1954.

Fontaine Futuristics may have fallen, but there was a new titan in the Plasmid industry: Jumper's Reloads, dedicated to safe, stable, and controllable Plasmids rather than expansion at all costs. It wasn't exactly the "Rapture" way, but Jumper had very strict ethical rules and guidelines for testing and Plasmid development. Chief amongst them was not using small children as ADAM biogenerators. Jumper shut down the whole Little Sister project, and proceeded to work out a much simpler and less ethically abhorrent solution; it took a few tricks of genetic engineering, but Jumper managed to swiftly create a modified seaslug that could yield two or even three times the amount of ADAM a Little Sister generated-which would put it close to a hundred times the ADAM of a normal sea slug-and didn't have all the messy issues of being semi-functional human beings at the same time. The trick was consciousness-it always came back to that in the end. ADAM was, for some reason, highly reactive to sapience; this was why it captured memories, why it had such incredible effects on people, why it could seemingly warp the fabric of reality.

ADAM, Jumper discovered, was a biological agent that achieved psionic abilities. It was the bridge between mind and body, not just blurring but completely eliminating the line between the two. With this strike of inspiration and understanding Jumper's developments in Plasmid-technology suddenly leaped forward what seemed to be decades of progress all at once; she already KNEW how to work with psionics thanks to the Typhon after all, so the trick now was just figuring out which biological pieces tracked to which psionic expressions. ADAM sickness was nothing more or less than white noise, twistings of the mind and body as self-identity broke down due to impurities and faults in the various Plasmid or Tonic formulas.. Normally fixing up the biological side shouldn't fix up the mental side...but ADAM erased the lines between the two! She could use ADAM to study the mind via the body, encode thought into genetics, rewrite one's very genome to carry their own identity and will!

Everything ADAM did seemed both truly incredible and amazingly simple after she made her realization; of COURSE ADAM could be used to revive a person from death with just a sample of their DNA, it was using the DNA to connect to the consciousness and recreate the body from the mind's residual self-image! That's why people would emerge with full clothes, Plasmids, and even tools from a Vita-Chamber. Of COURSE a Plasmid could be used to teleport, to wield telekinetic will, to reshape the body, and more! It was all just expressions of one's will shaped and manifested by the ADAM! And with this realization, Jumper was ready to do some truly massive upgrades to her Biologia body-no, ALL her bodies.

Jumper focused her full attention and will upon the problem, decoding ADAM's base structure and properties with her supercomputer simulation capabilities, then began to encode its base properties directly into her artificial genetics. Jumper encoded her own consciousness, identity, and memories into her DNA-which had an unexpected benefit of perfect biological self-awareness. She was already constantly aware of every single nanomachine in her body, but a biological body tended to be a lot more messy...except now, she could perfectly keep track of every single particle of her biological material. Her consciousness was hosted inside ALL of it after all. The same effect translated to vastly increased control and stability of her nanomachines-in point of fact, so great was this improvement that Jumper was capable of

massively increasing their efficiency and refining their structure. Every single nanomachine was being constantly reinforced by her own psychic will now after all, above and beyond the basic structures of the Mantis Module. Speaking of, she could refine that too now...

It was a constant cycle of refinement and optimization; her biological cells were shrunk down to 100 nanometers at this point, while her SAPIEN-class nanomachines were reduced down to just twenty-five nanometers! Her ASURA-class nanomachines reached the amazing size of just ten nanometers in diameter; she was on the very edge of breaking into picotech at this point, and that would lead to a complete quantum leap in her technological capabilities. For now though she couldn't quite make that final leap while still maintaining her nanomachines many, many, MANY functions. But the shrinking down of her cells and nanomachines lead to qualitative leaps in both power and efficiency of her bodies-allowing her to easily fit in a full Degeneracy and E-Grid Reactor into her biological body now with perfect stability, casually rebuild her Sunshower Arrays and Roche Telekinesis modules to whole new levels of power, and integrate DOZENS of new psychic expressions into her Mantis Modules...yet these were not the most incredible traits that Jumper had developed. The thing she was truly the most proud of was the development of what Jumper called the "BioSoul".

It was an outgrowth of Jumper's CyberSoul project, developing a backup of one's own consciousness directly into their genetics. Then, using principles of self-image, psychic energy generation, telekinetics, psychometabolic processes, and a little cold fusion, one's own body would be constantly reinforced and repaired by their own willpower. Even if that person was killed, they would just auto-repair over time until they were fully healed so long as a single scrap of their genetic material remained. Theoretically, if a person became aware of their existence as a dual biological/psychic existence, it would be possible for them to remain conscious even after total annihilation and undertake the same reconstructive efforts their genetics naturally carried out-so if one had a strong enough will, not even total annihilation would end them. Combined with the more refined backup of one's memories, the synergy between biology and psionics that ADAM allowed, and the continuous maintenance of one's own genetics and self-image by the BioSoul augment...and it was as close to completely eliminating mortality itself as Jumper had ever found. It was the end of death. It wasn't something Jumper herself needed; she could revive just from any expression of the Universal Language. But it was something Jumper could augment EVERYONE with. And...just maybe, it was something that could be used retroactively as well.

The principle was sound. The theory checked out. She could end death not just for the people who lived now, but for everyone who had ever lived and who would ever live. Of course she didn't hesitate to upgrade herself and her companions with this new system...but Jumper could only find herself staring at a vial filled with red fluid flecked with gold as she let herself get lost in thought. A Plasmid that would grant the BioSoul system to anyone who injected it, carefully designed and colored to appeal to her aesthetics. Once upon a time Jumper wouldn't have hesitated to release this, would have been actively chucking it at people if it would spread it faster. Jumper knew better than to do that at this point, knew that humanity would take a cure to death like this and unleash horrifying wars that would scar the world. It would have to be careful, moderated, constantly guided and protected. But she ran into the same issue she had always ran into with such a thing: she didn't want to do that. She didn't want to control and guide people,

doing so ran counter to everything she stood for. She just wanted to help people, make them better, bring an end to death and unlock entire new worlds of potential for mankind.

If she wanted to help people...then fuck it. She would take one more try. Rapture would be her test ground; if it failed, then at the very least it was just one city under the ocean rather than an entire world. Jumper released the BioSoul Plasmid to the public for free, citing that it was a basic RIGHT that the people of Rapture be made truly and absolutely immortal. She wouldn't guide these people, protect them from their own actions. She would simply act as a doctor and offer her medical and cybernetics services as she normally would...

...Well, things didn't explode. That definitely wasn't what happened. There was a good bit of fighting and outcry about why Jumper hadn't released their BioSoul sooner, but that was drowned out quite a bit by the other thing that happened. And kept happening, constantly, for years on end. Just...endless sex and hedonism. Rather than doing anything productive, being granted immortality seemed to turn off any sort of inhibitions the people of Rapture had and led to them just constantly going at things like rabbits-taking in any pleasure their bodies could take and then a GREAT deal more. There were entire orgies dedicated to finding the most pleasurable ways to die, people reviving from the psychic emanations of their own ecstatic death-throes only to rejoin the sexmurderparties. It was seen as somewhat gauche of course, but that didn't stop people from getting it on over, and over, and over, and over, and over again.

Jumper had all of their expectations utterly destroyed, and was forced to come to an unpleasant realization: the Crisis world...may have been self-destructing all on its own. Her Karmic Ascension program might have actually /helped/ it somewhat, rather than being the catalyst of its destruction. That...was a revelation that Jumper would leave mulling over for the next world.

## Jump 19: Bioshock 2

Gender: Female

Origin: Child of Rapture -250 CP

Age: 16

Starting Location: Pauper's Drop

### Perks

>At Least You Should Do Them Properly -100 CP

>Plasmids Are The Paint -300 CP

>I've Made My Choice -Free

>The People's Child -150 CP

>Mother Was Right About One Thing -300 CP

### Items

>ADAM Slugs -200 CP

>ADAM Syringe -Free

>Big Sister Suit -200 CP

### Plasmids And Tonics

>Gravity Well -200 CP

>Rescue -50 CP

>Metabolic EVE -100 CP

>Speedy Recovery -100 CP

>Leg Up -50 CP

### Drawbacks

>"Ack! Retreat!" +100 CP

>The Mark Meltzer Problem +200 CP

>No Jumper, You Are The Little Girl +300 CP

>"This Is Where You Belong" +400 CP

Basic idea: Jumper enters a new instance of Rapture-now trapped in the form of a Little Sister, with dimensional energies tightening in a way that Jumper couldn't leave Rapture at all. Nevertheless, this did not impact Jumper's plans very much. Jumper had to save Rapture from itself; this was a timeline where she didn't come in at just the right time to prevent Rapture from degenerating. Instead it had fallen, and fallen FAR. Jumper decided to bring it back to its golden ages and then far beyond it-but if she was to do that, then she'd need to defeat Rapture's newest master: Sofia Lamb. Together with Big Sis Ellie, Jumper becomes a crazy super-powered martial artist loli who conquers Rapture and forcibly rebuilds it into a genuine paradise underneath the waves-one that far and away surpasses Andrew's efforts and even the hedonistic paradise she'd accidentally created last time.

When Jumper reappeared in the world of Bioshock, in a much different Rapture to the one she left behind, she KNEW that someone was messing with her this time. Someone had done something truly incredible; they'd ripped away quantum probabilities from her. There was NO universe where she wasn't a Little Sister, NO universe where she could wield Plasmids, NO universe where she ever left Rapture. They were just possibilities that simply didn't exist; even with Jumper's immense control over Divine Power, she couldn't actualize something that simply wasn't there in the first place. So she was forced to be a Little Sister, forced to have no Plasmids, forced to work within Rapture's walls...or what was left of Rapture at this point.

Rapture was a bleak, broken husk of what it once was in its heyday; Jumper had prevented it from falling from its golden age last time by killing Fontaine early, fixing the issues with Plasmid technology, and helping upgrade various maintenance mechanisms that prevented leaks and structural damage from building up in the first place. No need to fix things if they didn't break in the first place after all. That wasn't possible here; Fontaine had done his work in this reality, Rapture had fallen FAR, and all that was left were mad Splicers, feral Big Daddies, hungry Little Sisters, and Sofia Lamb above them all-watching and directing things to her deranged designs. Designs to bring about what she believed as a Utopia, but could only truly be called the extinction of the human race.

Accessing her Personal Reality and number-crunching for a few moments, Jumper nodded to herself. She had a plan. Or the outline of one. And the first step of that plan was sneaking away from the Little Sister's Orphanage and escaping to somewhere where she could set up a powerbase; Pauper's Drop should do the trick. Even limited to the unmodified body of a Little Sister, she still had immense power coursing through her frame-she had Ki, she had a number of perks that reinforced her body, she had her knowledge of technology and martial arts. She still had her immense calculative capabilities and the capacity to run mental simulations of the world around her, and that alone was more than enough to achieve something that seemed outright precognitive to lesser minds-let alone her ACTUAL precognition. Slipping away and escaping to Pauper's Drop was the easy part. The hard part was actually making something of the rusted ruin that was Rapture. But at least she wouldn't need to do it alone.

Jumper met up with a man named Mark Meltzer in Pauper's Drop, and agreed to help him on his quest to save his daughter from Sofia Lamb's clutches. She explained what had likely happened to his daughter-and that she could pretty easily synthesize a cure for the effects of becoming a Little Sister for him. Jumper herself couldn't use Plasmids, and Mark Meltzer himself actively

refused to use any regardless of Jumper's promises about the fact that her formulations were both perfectly safe and side-effect free. He'd already seen what ADAM did to Splicers after all, and simply wouldn't trust Jumper's assurances. She could work around that of course-instead granting Mark Meltzer a set of semi-biological power armor that had Plasmids loaded into it so he could still use the Rescue Plasmid once they finally found his daughter Cindy...but it was an annoying workaround that didn't exactly endear Meltzer to Jumper.

Together, Mark and Jumper would go on their own rampage through the sunken city of Rapture. Mark with his superhuman ADAM-infused power armor, Jumper with her superhuman martial arts skills and superintelligence. She could have used precognition to simply calculate a veritable "path to victory" through Rapture, but honestly she didn't feel like it-she hadn't made real use of her martial arts skills in decades, and she wanted to shake off the rust so to speak. Of course, the sight of a crazy glowing little girl beating people to death and wielding strange and incredible martial techniques made her even more strange than most people in Rapture, but once you're spliced up enough even things like that hardly matter compared to getting your next fix or listening to Sofia Lamb. And Jumper was a rebellious Little Sister, which meant that she was likely to carry ADAM on her AND that she needed to be brought back under Sofia's heel.

Now, funny thing; Grace Holloway didn't really interact with Jumper much as they made their way through Pauper's Drop then onto Siren Alley in search of Mark Meltzer's daughter. Grace was sympathetic to Little Sisters, but not THAT sympathetic-in point of fact, she mostly cared about Eleanor more than anything and viewed most Little Sisters as a sort of walking dead, monsters wearing the skin of little girls. So, though Jumper was important to The Rapture Family due to her existence as a Little Sister, she wasn't THAT important-and given the fact that she was quite vocal about wanting to make her own way and help Mark find his daughter Cindy, Grace was totally okay with letting Jumper just go on her way. The same really couldn't be said about Simon Wales. Simon Wales was a fanatic through and through, believing deeply in Sofia Lamb as a messianic figure and Eleanor herself as something like god incarnate. Every single Little Sister, therefore, was like an angel made manifest on earth...and a rogue Little Sister like Jumper? An angel led astray, or worse-fallen from grace.

Mark and Jumper had to fight their way through hordes of Simon's Splicers, all the while the madman preached at them over the radio about his insane zealotry towards Eleanor and Sofia Lamb. In point of fact, it gave Jumper an idea: Simon had a brother who didn't believe in Simon's crap. The two made their way to Daniel Wales's abode, and tried to convince the man to work alongside them-to put down his mad brother and help get Mark and his daughter Cindy out of the city. Against all odds Daniel Wales actually agreed; he clearly didn't like them very much, but he hated what had become of himself and his brother MUCH more than he disliked Jumper and Mark so he worked with them. And unlike Mark, he was absolutely willing to splice up with whatever Jumper had to offer. A Stabilizer here, several dozen perfected Plasmids and Tonics there, and Jumper had restored Daniel's human form while massively empowering him to the point that he put literally everyone else in Rapture-aside from Jumper herself-to shame. Now it was time to break out of Siren Alley.

The only way out of Siren Alley was through Simon Wales, so the trio was forced to go to the very heart of Simon's territory. Jumper and Mark stood back once they got there; Daniel had

decided that this was HIS fight and would not accept any help with dealing with his brother. Simon the religious Spider Splicer versus Daniel the perfected Splicer; it was like night and day, looking at the two. One was deformed, demented, maddened with religious zealotry. The other looked perfectly human but had electricity and fire crackling along his arms, a white light glowing in his eyes, and a desperate will to stop the madness that had gripped his brother. The two duked it out, with Simon sending his armies after Daniel and Daniel tearing them apart almost literally bare-handed before fighting his brother until he was a bleeding, broken wreck on the floor. Harnessing the power of an improved Rescue Plasmid Daniel purged every last drop of ADAM and all its effects from Simon Wales, desperately trying to show his brother that this path he'd chosen was nothing but madness and suffering-death and insanity stirred up by a madwoman rather than any sort of heavenly paradise. And against the odds...Simon Wales saw reason.

He looked around his cathedral, staring at the twisted and deformed bodies of Splicers and the decaying rust of the city around him. He looked at Mark Meltzer, whose own daughter had been kidnapped and twisted into a Little Sister to fulfill Sofia Lamb's demented wish. He looked at Jumper, a Little Sister who fought away from Lamb's control and sought her own destiny. He looked at himself, purged of the effects of ADAM...and though he was perfectly human now, Simon didn't like what he saw. He broke down crying, realizing that he had lost his way somewhere along the line and became a worse man for it. Daniel comforted his brother, and together all four of them went and drained Dionysus Park so that they could continue onwards and hopefully find Cindy. It was just barely then that Delta entered Siren Alley-having been shot off the train before Simon and Daniel began fighting-and Sofia Lamb decided that she'd kill two birds with one stone. She overloaded the pumps and attempted to drown literally everyone in Siren Alley.

Jumper saw it coming of course-but even with the pump controls in front of her, there was very little Jumper could do...with what was available to her in this world. But other worlds had answers. Jumper began to sing, in a language she hadn't spoken in a long time-the Universal Language. High Infernal should do the trick for this much, especially in the form of song. Water was forcibly halted, then pushed out of Siren Alley entirely. Pipes were repaired, rusted metal became clean and whole, Siren Alley was actively repaired before the group's eyes. Of course, there were certain knock-off effects from her pulling out a literally miraculous power like this. Simon had fallen to his knees and prostrated himself before Jumper, believing she was the true god incarnate on this land. Daniel trusted Jumper even less, and Meltzer was even more creeped out by her. But needs must; the three of them gathered up what they could and escaped to Dionysus Park-with Delta following along on his own path just a little bit afterwards.

The four of them were in luck; they were able to find Cindy Meltzer rather quickly upon entering Dionysus Park. Along with a Big Sister guarding her-though with Daniel and Mark working together, they were able to take the Big Sister down. Daniel used the Rescue Plasmid on Cindy, turning her back to a normal human-though it hadn't undone all the mental conditioning, Cindy could at least recognize her father at this point. Now they just needed to find a way out of Rapture for Mark and Cindy-and that was Jumper's number up once again. It only took her a few hours to find and repair an old Bathysphere-complete with arming it with advanced shielding and a few basic weapons in case Sofia decided to torpedo this one down like she had the last several.



Or send a Big Sister after it. Mark, Cindy, Daniel, and Simon all got on the Bathysphere, deciding to leave Rapture entirely together...but Jumper couldn't go with them. She was bound to Rapture, she explained, and would die if she left. Simon wanted to stay with her, believing her a god...but Jumper actively encouraged him to stay with Daniel and return to the surface. The four left, and now it was just Jumper under the sea...Jumper, Sofia, and Delta.

Jumper herself didn't wield any weapons, any Plasmids, any advanced technology she'd created for Mark Meltzer-she'd left everything she had given to the others with them in the Bathysphere out of Rapture. No, she was dressed in nothing but a simple clean dress and had nothing but her physical body. It would be more than enough for her to take down the last barriers between her and Sofia-and after everything that Sofia had done, Jumper KNEW that if she wanted to rebuild Rapture into anything that was capable of standing in the long-term Sofia would have to go. And for all that Sofia was very clearly focused on dealing with Delta-who even now was tearing his way through Dionysus Park like a living blender-she apparently had the time to contact and try to ""reasons"" with Jumper. Of course, her reasoning began with trying to shut Jumper down with an implanted codeword that Little Sisters apparently had, along with two Big Sisters to try and grab her and bring her back to the fold.

Using nothing but martial arts Jumper was able to defeat both Big Sisters, but actively refrained from killing them-and this apparently made Sofia decide to speak up directly with the assumption that some aspect of Jumper's Little Sister programming was still in there. Sofia wasn't entirely wrong per say-Jumper did have to constantly fight against her own Little Sister programming to perceive the world around her as it truly was rather than how her programming wanted her to perceive it-but it was entirely unrelated to why Jumper had spared the two Big Sisters. Jumper knew that they had been innocents, once upon a time, and even now were fucked up with enough mental programming to basically be nothing more than attack dogs on Sofia's leash. Jumper wanted to help them, save the little girls they had once been. Sofia mistook this as a lingering drive for the common good installed by the Little Sister programming. Jumper didn't feel like correcting Sofia-knowing very well at this point that negotiating with a madwoman like her was utterly pointless.

When Jumper decided to travel with Delta to Fontaine Futuristics and beheld what had become of Gilbert Alexander, that judgment had only become stronger-Sofia truly was a madwoman whose morals were utterly incongruent with not just reality, but sapient life in general. Sofia actively took pride in her distaste for self-awareness, and sought to snuff it out entirely. It was abhorrent to Jumper's deepest core beliefs, and she knew that she wouldn't allow Sofia to come out of this alive one way or the other. But speaking of...Delta was an interesting Big Daddy. Gentle, kind, incredibly precise and amazingly clear-headed for being an Alpha Series. He always sought to rescue Little Sisters, always prepared traps and defenses before Gathering, always played incredibly safe to the point that he'd never taken a single bullet or attack in all the time he'd been revived. He had spared both Grace Holloway and Stanley Poole, went out of his way to find and rescue every Little Sister he could, and taken down every single Big Sister afterwards with remarkable composure and surety in his actions. He tended to move slowly, pick and choose his exact Plasmids and Tonics, carefully check every room and weapon he wielded...but like an iceberg, he was utterly inexorable in his advance.

The two of them got along very well, and Delta even tried to Rescue Jumper from her condition as a Little Sister-to no avail unfortunately, which she explained as her being a highly unstable version. Such instability meant that she had kept her mind, but meant she couldn't install Plasmids NOR could her condition be reversed. It was what it was, she mused, and it let her get a certain perspective on ADAM itself...which is how Jumper offered Delta a special Plasmid she called the "Best Big Daddy Booster". She warned him that its full effects wouldn't actually work for him for now due to just how messed up his genetics were due to being an Alpha-Series Big Daddy, but it would help him quite a bit regardless. And indeed it did; upon injecting it he effectively gained every single Tonic and Plasmid at a theoretical "Level 5"; forget Levels 2 and 3, Delta had power that could shake the entirety of Rapture at his fingertips. Lighting strong enough to overload most of a building at once, fire powerful enough to melt straight through steel, winterblasts that could throw around small icebergs...Delta liked these Plasmids, and liked the improved Tonics even more. If this was the Booster's effects with a rather incompatible subject...

But it actually didn't change much of how Delta went about things-he remained careful and methodical, even as he had the power to tear right through basically everyone in his path. He also ended up guiding Jumper to stay with Sinclair-preferring that the rogue Little sister stay somewhere safe rather than follow him on his crusade. Jumper wasn't entirely okay with this...but something pinged on her precognition, and she accepted it for now. So Delta went on his own to explore Fontaine Futuristics, and did something rather interesting: he killed Gilbert Alexander, rather than letting him live like he had the others. If asked, he would explain that Gilbert himself had begged for death and deserved to have this final wish granted even if he had been directly responsible for a great number of the evils perpetrated within Rapture. But nobody asked, and he didn't have the voice to give an answer regardless.

Delta's slow but meticulous pace was both his greatest strength and his worst weakness; when he finally found where Eleanor was being kept he didn't just punch straight through the walls into the chamber holding her despite having the sheer physical strength and weaponry to do so. Instead he took the less violent route of opening the decontamination chamber normally, and waiting for it to open on its own. He took down the two Big Sisters that Sofia sent after him effortlessly with a good bit of preparation and tactical thought, but wasn't prepared for when Sofia decided to kill her own daughter in order to kill Delta. And for all the Plasmids and Tonics Delta had injected into himself, the one thing he had never actually improved upon was his health-why would he, when he had never taken even a single bit of damage and always prepared for every eventuality? So despite having the physical strength to tear through nearly anything in his way, his own body betrayed him and he nearly fell into a coma.

But this was something that Jumper had prepared for, an eventuality that they had seen with their precognition. The "Best Big Daddy Booster" had been designed specifically to kick into full operation after a "biological reboot"-and Delta falling into a coma and slowly dying like this was just the reboot it needed to begin kicking into high gear. While Delta's mind wandered around Persephone in the body of a Little Sister, his own body was restructured almost from the ground up. His entire genome was restructured and refined to perfectly integrate his Plasmids and Tonics, his skeletal system reworked to a whole new peak, musculature rebuilt to achieve absurd strength, entirely new organs forming within him without displacing anything that gave him

innate reserves of ADAM and EVE, and so much more. His loadout put Daniel Wale's to shame, surpassing even the most absurd Perfected Splicers of the previous version of Rapture. It was Jumper's personal formulation for a "Pinnacle Splicer", someone who could rework their genetics on the fly to achieve any sort of ability they desired, who was incapable of death, whose will and imagination could warp the world around them just as surely as they warped their own body, and all perfectly stabilized and maintained rather than dissolving into cancerous madness.

And while Delta was getting himself back together, Jumper was fighting off Sofia's armies of Splicers-out to capture and torture Sinclair so she could steal the escape pod for herself and leave everyone else to die. Because Sofia Lamb was just the kind of person who decided that if she couldn't win, everyone else would HAVE to lose instead. But Jumper wasn't going to play along with her games, and she had the raw power in her Ki and childish fists to fight off the armies and even Big Sisters that Sofia sent after her and Sinclair. This alone had a few knock-off effects; with Jumper protecting Sinclair, Sofia couldn't convert Sinclair into a Big Daddy...but that didn't slow her down very much at all, as she had long since figured out the codes to the lifeboat and had Splicers hook up bypass detonators for the explosive charges on Persephone's supports. All it really did was inconvenience Sofia slightly, and save a life. But even that much Jumper was quite happy to do.

When Sofia began to try and blow the charges on the Persephone's supports, Jumper decided to act; she swam out and countered the pressures of the ocean with her Ki and sheer durability, disarming the charges with Sinclair's guidance. Foiled in corrupting Sinclair, foiled in destroying everything out of spite, and Sofia would be foiled one more time as Delta was able to use Telekinesis to forcibly contain the explosion of the explosives Sofia had prepared in the corridor leading up to the lifeboat. Sofia was captured, and brought back into Rapture-where she was held before Delta, Eleanor, Sinclair, and Jumper. Stanley Poole and Grace Holloway would be added to the count of those who would judge Sofia for her crimes. What it really came down to...was whether to spare Sofia Lamb, or to execute her for her crimes. Jumper was the first to make the case for killing Sofia-she was a madwoman through and through who had fully intended to forge a cult out of the people of Rapture from the very beginning, who had personally killed many and led thousands to their death.

Eleanor, who had been hurt the most by Sofia...actually argued for her to live. She didn't argue that Sofia was a madwoman, nor that her actions were utterly heinous, but for all that Sofia was a horrible person who had actively killed her for a time...Sofia was still her mother, and her actions were born of a sickness of the mind. Ironic considering that Sofia's profession was as a psychiatrist, but it was true-she was demented and twisted up mentally, evidenced by how she treated everyone around her, how she despised sapience itself, her complete lack of empathy. It was akin to a form of clinical psychopathy, really, possibly born from her experiences in World War II.

Stanley Poole remembered how willing Sofia was to throw him under the bus-not for killing her people, but just to prove a point. He voted for killing Sofia. Grace Holloway remembered how Sofia had lied to her...but also how she had lifted people up and brought people together, even with her horrible intentions. She voted to spare her. Sinclair watched all the evils that Sofia had committed, even in his prison, and how she'd intended to turn him into a Big Daddy and strip

him of free will just to hurt Delta. He voted for her death. Delta...for reasons of his own, voted for her to live. And then Jumper got a very, very cruel idea. She hated sapience so much and had loved the idea of Big Daddies...so why not turn her into one? Her body will live, but her sapience and consciousness would be extinguished. Exactly as she wanted for Eleanor. And it was now, of all times, that Sofia spoke up and actually said she'd be happy with such an arrangement-so long as she could continue to work for the common good.

That settled that. Jumper had Sofia sedated and dragged off to a processing lab where she intended to experiment on Sofia to turn her into a living automaton, working for the good of Rapture...but that would be later. For now, she decided to give everyone one last going-away gift. She gave Delta the four Bioframe Mutagens, streamlined and fused into a single Plasmid to make it perfectly compatible with his own biology. She gave Eleanor what she called a "True Utopian" Plasmid; it combined the powers of every other Plasmid ever developed, brought to an incredible pinnacle, stabilized and made perfectly safe, and restarted her internal ADAM production; Eleanor would be immortal, reconstitute herself from literally nothing, and be able to rewrite her own genetics on the fly. Combined with all this was a special addition to Eleanor's internal ADAM-slug that allowed Jumper to integrate her own Evolutionary Algorithms into Eleanor as a biological function; her body would record improvements and beneficial mutations over time, and offer improvements and new capabilities as she did anything. A bit like constantly leveling-up her own Plasmids and Tonics as she worked them out, but better.

To Sinclair, Jumper gave a book. In that book was written chemicals, designs, and explanations of ADAM-based science. There were methods of refining ADAM into perfected Plasmids and Tonics, methods for encoding memories and skills into ADAM, methods for curing every illness under the sun with ADAM, even methods for outright synthesizing ADAM from fairly simple chemical mixtures. The most incredible bits were an entire appendix dedicated to "predictive modeling equations" which Sinclair could input various numbers and values into and solve for in order to generate new Plasmids and Tonics; the possibilities were near-limitless and Jumper made sure to include explanations and methods for decoding the results so that Sinclair would always know what he produced via this method. It was everything Sinclair would need to bring ADAM-based sciences to the surface and stay at the head of the game without getting into incredibly unethical human trials. He'd be able to whip up finished products just by figuring out what he wanted and crunching the numbers!

Grace Holloway got injected with a special healing formula Jumper had made for her-no ADAM in it, just incredibly complex chemical mixtures. They healed her up, restored her youth, and even gave her the fertility she never had so she'd be able to have her own child. Stanley...got a kick in the nuts. And after a bit of pleading from Eleanor, Jumper gave Stanley a general Tonic Stabilizer that would put him at peak human and give him incredible longevity...but slightly modified so he'd go bald six months after taking it. Jumper just didn't really like Stanley. After that came farewells; Jumper couldn't join the others in going to the surface, as she was forcibly bound to Rapture. She was okay with that though-she had a plan to fix things up.

The others went up to the surface, and found themselves living good lives in various ways. Delta was able to remove his suit after taking the Bioframe Plasmid, and retook his original form-the one that the people of Rapture had called "Johnny Topside". He adopted Eleanor, and together

they would live a comfortable life in New York for themselves. Sinclair would establish a pharmaceutical company on the surface-Sinclair's Solutions, once again-and take the world by storm with Plasmids and affordable genetic engineering. He would keep the predictive algorithms close to his chest as he soon found them to be the true key to his success, able to calculate all sorts of Plasmids to do all sorts of things practically on the fly and corner every possible market with ease. Grace Holloway would find a nice man on the surface, settle down, and have a family-she would never forget her first husband, but she would move on and be incredibly happy with her life. Stanley Poole lived it up for a long time, and even became an Olympic Athlete for a few years...until ADAM-based doping was ruled illegal in the Olympics and he got kicked out. Eventually he'd write a novel about Rapture called "Bioshock", telling the story of how it came to be, how it had fallen, and how he made his way out of it-with a bit of creative editing to ensure he couldn't be pinned for anything.

Back in Rapture, Jumper had been repairing and remodeling the underground city to her will. It wasn't enough to just repair the leaks, clean up the corpses, and buff everything out-she decided to rebuild the city from the ground up. She created a massive underwater dome that encapsulated the whole city, and used ADAM-based bioengineering to fill it with breathable air. The dome kept the water out and was MASSIVELY stronger than anything humanity had created-and was, of course, gravitationally self-supporting via 4D structuring. And with the dome established, she truly got to work-tearing down most of Rapture's buildings and replanning the city from the ground up, taking everything into account rather than allowing the city to build up organically. For others it would be the work of years. For Jumper, who could create countless constructor drones and Field manipulators? Just a few months.

Of course, a city wasn't a city without its people...and at this point, there were hardly any people left in Rapture. Rapture had started with hundreds of thousands of people in 1948. But they had spliced up, gone mad, waged war, were torn apart by Andrew Ryan's son, killed and died over food and basic necessities, were torn through again by Delta...at this point, there were literally just a few hundred people left in all of Rapture. Jumper approached each and every one of those people, curing them of ADAM sickness and fixing them up, then offered to let them stay in her rebuilt Rapture or return to the surface. And of them, almost every single one chose to return to the surface. In the end Jumper was left alone under the sea, save for just a few Big Sisters who had chosen to stay...and Sofia Lamb.

Jumper really didn't know what she wanted to do with Sofia. Honestly she'd prefer to just kill the woman...but Jumper was a woman of her word, and had agreed to spare her. Kinda. She was still going to kill her after a fashion, after all. Sofia Lamb's consciousness was going to be snuffed out, and that was what Jumper judged as being the most important aspect of a person's existence. For a time, Jumper actually discussed with Sofia Lamb what she would wish to do to tirelessly serve the common good without sapience-Jumper wouldn't give her full latitude to act, but would instead assign her a specific task to fulfill which Sofia would act eternally for. Unfortunately Jumper got nothing out of that, as Sofia tried to twist things around into psychoanalyzing Jumper and trying to convince her that Sofia was wholly correct in her actions. Jumper just ended up gagging her and mulling things over on her own.

In the end Jumper decided that if she wanted to be a "True Utopian" so badly...Jumper would make Sofia into one. Jumper carefully designed and redesigned the blueprint for a "Utopian"; a biological automaton. Strength enough to lift and throw hundreds of tons, speed enough to dance between raindrops, durability to laugh off atomic blasts, sustainability to require naught but sunlight and carbon dioxide. A complex arrangement of Plasmids to give her the power to wield the elements as if a nature goddess incarnate, specially formulated Telekinesis that could form grand sweeping telekinetic walls or finely detailed constructs. A biological simulation and computation engine which used Scouting to constantly perceive the whole world at once and simulate cause and effect to determine how to best improve the world at any given moment, judging upwards of hundreds of years into the future at once for any given action. Her body would be remodeled into an inhumanly beautiful angelic woman, ivory-white skin with multitudes of wings. Her prime directives would be maintaining the survival and growth of humanity, with a very complex definition list to encapsulate humanity as an ideal rather than a biology-one that had free will and self-awareness as primary determining factors in what defines humanity. Secondary goals included preventing natural disasters, warfare, acting as a primary defensive measure against alien invasions, and other such things. The entire blueprint was labeled as Project: Israfel; a biological defensive platform that would rube-goldberg entire civilizations into becoming paradises over time, modeled as an angelic protector who held infinite love for all sapient beings.

Jumper explained the details of Project: Israfel to Sofia Lamb before implementing it-not because Sofia had a choice of whether or not to undergo the procedure, but because Jumper believed in explaining the full details of any procedure to the patient before they underwent it. Even for Jumper, the sort of procedure she was going to put Sofia under was one that would take at least a few years. It was a delicate and difficult procedure using ADAM, but somewhere along the line Jumper had challenged herself to see just how far she could get using purely ADAM-based technologies and systems. Thus she had to be slow, steady, and careful in her formulations and usage to rebuild Sofia's body and mind optimally without inducing the mother of all ADAM-cancers. Perhaps the cruelest thing Jumper did throughout this whole process was that she preserved Sofia's mind almost entirely intact right up until the final moments. Some part of Jumper wanted to make this a procedure that other people could potentially use without sacrificing their sapience, so Jumper had worked steadily and carefully to prevent Sofia's mind and memories from being affected by the literal gallons of ADAM that had been required to steadily remodel her body into the nigh-divine defensive platform it was becoming. Finally the day came that the procedure was nearly complete...save for two things. The biological computation engine had not yet been installed, and Sofia's mind still existed. Jumper killed two birds with one stone. With a final perfected Plasmid injected directly into her skull, Sofia Lamb died...and Archon Israfel was born.

Five years after Delta, Eleanor, and the others escaped from Rapture, a gleaming ivory woman burst out of the sea surrounded in a corona of silver light. She hung in the skies above the sea in that radiant corona of light for 17.22 minutes, just long enough for a nearby cruise vessel to get a blurry photo of her-and then she disappeared. She reappeared elsewhere in the world, hiding in a copse where she used incredibly precise telekinesis to generate a strange breeze and whistling that sounded like distant murmuring. 3.87 minutes later a seven year old girl would stumble into the clearing in the forest, and the ivory-skinned woman with wings descended from the trees,

glowing yellow eyes meeting the girl's blue. The woman smiled, patted the child's head, and offered her a piece of tree bark-upon which was written a few simple words in hindi. The woman disappeared once again, appearing in Bangladesh-where she would wave her hand and bring forth a rain of strange silver orbs that smelled much like bread. These orbs, once eaten, filled the stomach for days afterwards-and with them, the worst famine in modern history was cut short. Over and over again, the angelic woman would fly across the world-saving people, solving crises, doing strange and inexplicable things at strange and inexplicable times. She would never, EVER, take a single life-not even of the worst criminals or dictators, but her actions would always ensure that things would turn out better for all humanity in the long run.

She was considered the world's first superhero. With the development of Plasmids via Sinclair Solutions, she would not be the last-and with her influence, the world would be made into a bright and incredible place filled with noble hearts and incredible feats of heroism. Those who had escaped Rapture would never quite be sure where that strange woman had come from...but they would have suspicions. Only Eleanor herself would ever learn the truth, having one final (simulated) conversation with Sofia via Platform Israfel, who had judged this as being significantly beneficial for all humanity; settling things this way did indeed inspire Eleanor towards greater heroism, marking her as one of the most powerful and beloved heroes of her era, but it also helped Eleanor personally a great deal as she acknowledged that Sofia may truly be genuinely satisfied with her new lot in life-it may be disgusting to one with more reasonable morals but this was as close to her ideal of Utopia as Sofia would ever get.

As for Jumper? She simply stayed under the sea in New Rapture, iterating and improving upon the underwater city. She had a few parties and shenanigans with her wives, released her Slugcats and let them live amongst the city with her, played with the few Big Sisters who stayed with her, and just enjoyed relaxing and continuing to progress her various sciences for a time. One day though, she was approached by two mysterious twins, who had a very strange proposal for her...

## Jump 20: Bioshock Infinite

Origin: Businessman

Age: 27

Gender: Female

### Perks

>Dumpster Diver -100 CP

>Particle Physics -300 CP

>Shield -400 CP

>Savvy -Free

>Engineer -200 CP

>Veni Vidi Vigor -300 CP

### Vigors

>Charge (Recipe) -Free

>Devil's Kiss (Recipe) -Free

>Return To Sender (Recipe) -Free

### Items

>Sky-Hook -Free

>Bag of Eagles -Free

>Infusions -50 CP

### Companion

>Elizabeth -50 CP

### Drawbacks

>Songbird +100 CP

>1999 Mode +100 CP

>Scavenger +200 CP



Basic idea: Jumper is an independent businesswoman in Columbia, actively working as the primary competition of Fink Industries and Jeremiah Fink. Fink tries to take advantage of the chaos that Booker stirs up to off Jumper, while Jumper decides that now is the perfect time to help the Luteces out and give both Booker and Elizabeth a happy ending. Things aren't so simple unfortunately, as Elizabeth actively shoots Booker in the face with a shotgun she shouldn't have when he goes to rescue her, and from there Elizabeth declares to all Columbia that she is the Many-Fold Goddess who shall bring an end to the world. Jumper ends up bringing Booker back to life and fights Elizabeth-who begins manifesting more and more incredible abilities over time as she rains chaos upon Columbia and actively seeks to kill Jumper and Booker. Eventually things escalate to the point that Elizabeth becomes a multiversal goddess who tries to rewrite the local multiverse to her will and Jumper is forced to use her full powers to fight back against her and bring her back to sanity.

Back in New Rapture, Jumper had made a deal with the Lutece Twins: go help return Elizabeth to Booker and set things right. As things were Booker was doomed to failure if he went on his own-doomed to try and fail and unmake his own existence entirely with Elizabeth's help...but Jumper was an anomaly amongst the multiverse, seen by how dimensional energies clung to her like webs. The Luteces offered to fix her issues with being stuck as a Little Sister and being stuck in Rapture, in return for saving Elizabeth-and Jumper happily agreed. She could've probably figured out a method to deal with the dimensional energies herself in time, she admitted later, but she would never say no to helping someone in need. Thus it was around 1910 that Jumper appeared in the city of Columbia, less than half a plan to set things right in mind. She was going to need to wait on the Luteces to deliver Booker to Columbia, so first things first: she needed to set up a little place for herself in the city. Jumper's Reloads opened its doors to the public once again, offering highly affordable medical and pharmaceutical services of the highest quality.

Now, having medical experts was never really shunned, but the pharmaceuticals were much more volatile-mostly because of just WHAT sort of pharmaceuticals they sold. Jumper was just straight up selling better Plasmids-sold as gummy candies rather than syringes or fizzy drinks. Jumper called them Plasmis-Pops; pop one down and go to town! She sold a wide variety of perfected Tonics in the form of Plasmis-Pops, reverse-engineered Shock Jockey and improved upon it to generate perfectly stable crystal generators, and more. Most Plasmis-Pops "wore off" after about six to twelve hours, flushing harmlessly through the body and leaving it stronger and healthier than before without side effects. This got her in trouble with Fink, who had believed he would maintain a monopoly on ADAM-based products and was very annoyed with Jumper's existence. He couldn't even use Tears to steal her ideas-she didn't seem to exist in any Tear he looked through!

Jeremiah wasn't the sort of person who could brook competition at this point-and with the power to pay off the police and local militia, he was more than happy to try to have Jumper arrested on falsified charges and have her patents and assets seized. What nobody was expecting was that Jumper could just telekinetically hold the policemen in place and reveal Fink's bribery of the militia to the world at large-forcing Fink to retreat and call truce for a time. Comstock would normally support Fink all the way here, but Jumper spooked him due to her odd nonexistence across dimensions-making it impossible to predict her using Tears. This gave Jumper the opening she needed to start interfering with Comstock's perfect vision of Columbia, and she did that...by

using a long-range version of the Scout Plasmid to subtly and carefully communicate with Elizabeth. She informed Elizabeth that she was being watched at all times, that the mirrors were one-way, that she was working to get Elizabeth out. Using a code established between them, Elizabeth agreed to work with Jumper.

Step by step, Jumper taught and prepared Elizabeth to escape Monument Island right underneath the noses of the scientists keeping her captive. She explained the nature of Elizabeth's power-the fact that she naturally had the capability to manipulate the structure of the multiverse around her, and how Comstock was forcibly keeping her limited via the existence of multiple energy-draining devices known as Siphons scattered across Columbia. She explained the nature of Comstock himself-a man artificially aged by radiation from Tears, hateful, despotic, and desperate enough to steal the child of his alternate counterpart in an attempt to keep his bloodline ruling over Columbia. She told Elizabeth her birth name: Anna DeWitt. She told Elizabeth that her real father-Booker DeWitt, an alternate Comstock who never became Comstock-was coming to rescue her, but his memories were confused and jumbled by the Tears so he would confuse rescuing her with selling her at first; Elizabeth would need to help him jog his own memories before they left for Paris. Most of all, Jumper taught Elizabeth to harness and control her own powers.

Jumper didn't have the ability to manipulate Tears like Elizabeth did, of course, but she had something superficially similar: Divine Power from the Symphogear universe. And the abilities of one proved to be quite replicable with the other; displacing damage onto other dimensions, drawing in energy from other dimensions, dimensional navigation techniques for controlling exactly what sorts of Tears Elizabeth could access, and so on. Held directly above the city's largest Siphon, Elizabeth's powers were kept quite limited, but she still learned slowly and steadily under Jumper's tutelage, learning to control what power she DID have-and growing her powers further, faster, as she did so. By 1911 Elizabeth felt like she was prepared to escape all on her own-capable of ripping open Tears to lead her way out of Monument Island and escape Columbia entirely if she put her mind to it. Jumper encouraged her to wait, but only managed to convince her by agreeing to give her a number of Plasmids-proper Plasmids-that would help empower herself and Booker once they finally got out. Elizabeth couldn't take them herself right now after all, she was still under constant observation and occasionally had her blood drawn to check for irregularities. But still, having them available would ease her mind.

Jumper provided Elizabeth a wide variety of perfected Plasmids and Tonics, none of which Elizabeth actually used though she had prepared to do so the moment she was able to get free of Monument Tower. Some of them were just things Jumper wouldn't let Elizabeth go without-a variant of Sports Boost that brought one to peak human health and fitness, an EVE Saver and Regenerator Tonic to use whatever Plasmids she needed practically as long as she wanted, a newly developed Shield Plasmid that replicated the Shield Infusion Jumper had attained in coming to this world but at a much higher potency in both damage resistance and regeneration, the Telekinesis Plasmid-one of Jumper's personal favorites. Other Plasmids and Tonics Jumper supplied upon Elizabeth's request; a special formulation of Scout that interfaced with Elizabeth's Tear-manipulation abilities, a complex neural boosting Tonic that would help with processing incredible amounts of information at once, a full set of Elemental Plasmids to give to Booker once he arrived, a muscular-skeletal reinforcement Tonic that made one stronger than any

Fink-grade Handyman, and a quirky little Cosmetic Plasmid kit that Elizabeth had requested Jumper put together on special order; something that could change one's face, one's height, one's skin color, all sorts of things. It would be perfect for disguising oneself to get out of Columbia, so Jumper didn't think much of it and put in controls for safely mixing and matching various aspects of the cosmetics formula to design your own new form. Jumper even figured that this might be a fun product to sell elsewhere-Columbia obviously wouldn't like something that could so easily change skin color, but maybe some other world.

Now, while Jumper had been helping and preparing Elizabeth for her own escape from Columbia, she was also in a bit of a pissing match with Fink. Jeremiah had already tried to take her down with blunt force by paying off policemen, but that ended up backfiring hard on him. This gave Jumper the leverage and cash she needed to open up her own factories and workplaces, kicking production of Plasmis into high gear and even taking on some other jobs in Columbia. One of the big businesses she ended up breaking into was in Waste Management, Recycling, and Maintenance; Jumper was an utter genius of an engineer after all, so designing efficient waste-collection mechanisms, recycling mechanisms, and even automated maintenance tools was trivial for her. She could have automated the whole process if she was honest-it wasn't even difficult for her. But there were lots and lots of people who needed money, needed some sort of living in Columbia. Jumper refined her designs, added in oversight mechanisms, and started hiring people-mostly blacks, irish, and downtrodden. Even some women!

Jumper's business grew as she built and provided high quality free housing for all her workers, provided salaries that were extremely livable, limited things to eight-hour workdays with paid overtime and multiple breaks throughout the day, and even provided education for company members and family. It was everything the downtrodden of Columbia could have hoped for, and for as many people who were leery about it being too good to be true just as many were willing to jump on it-having nowhere else to go besides Finkton. Jumper ended up constructing her own entire sector of Columbia over the course of a year, a bright mirror to Finkton that was much more safely designed, had just as many amenities and luxuries as the well-to-do parts of Columbia, had incredibly little propaganda, and had incredible opportunities abounding within. The entire district was called Lutelane, after the late Rosalind Lutece, and just as it was an incredible and wondrous paradise for the downtrodden of Columbia it was also an utterly orwellian surveillance state the likes of which anywhere else in Columbia could only dream of.

Jumper had cameras, scanners, automated defenses, and more on literally every street corner, built into the foundations, floating in the sky, and more. Absolutely nothing in Lutelane happened without Jumper knowing about it-from the smallest insect movement to the largest political rallies. Lutelane residents had ID cards with available work that they met the requirements for, hours of work they'd done that day, the payout for their work, and a wide variety of other personal information that was used for general identification-and served as trackers for all their activities. Despite that though, it was still an incredible step up for most of the downtrodden living in Columbia. It was equality, it was opportunity, it was acceptance, it was a world where the color of your skin and the place of your birth had absolutely no effect on your station in life. The only thing that mattered was your creativity, your will, and your ambition. Even the least educated amongst them could take free classes to learn about various parts of the

world, and while various jobs had stringent requirements they wouldn't exactly turn you away-instead Jumper set up systems to give a person the education, tools, and Plasmids they needed to do any given job. Perhaps the most remarkable thing was that so long as a person was registered in Jumper's Lutelane Administration, they would have free housing, meals, and utilities-no work required.

All adult residents had to have at least 40 hours of work done a week, with maximums of 8 hours at a time logged; this was to provide jobs and payment for all residents, but was vastly more forgiving than Finkton's model. This model of work had a "minimum payout" earned after 40 hours of work, then had overtime hours based on the kinds of jobs you did and their urgency. More difficult jobs tended to have higher payout, but the higher priority a job was also increased payout; maintenance jobs were low-difficulty but ALWAYS high priority, making them incredibly common to pick up as overtime jobs. You could reserve jobs after you demonstrated that you could do them-so after completing a job-and that would become your reserved occupation until you otherwise chose against it. Thus if you got tired of the "odd-job" salary, you could get a specialized occupation in whatever you did with a generally higher salary than normal.

It was everything the Vox Populi originally wanted. So naturally Daisy Fitzroy hated everything about it and made it a point to never set foot in Lutelane, not even once. All she could see was a deadly trap for the downtrodden of Columbia, one that would tear the Vox Populi apart if it was allowed in. And to be fair, she wasn't exactly wrong. Without the inequality that Finkton perpetuated, the residents of Lutelane were generally incredibly happy and content with their lives. Most of them didn't even really visit Columbia proper anymore-as Jumper had done a very good job of building up Lutelane so that it had everything that the rest of Columbia offered, in less space and with more efficient designing. Daisy Fitzroy scorned the Lutelanners, as they were called, for forgetting where they came from and forgetting the inequalities forced on them by Comstock-but Jumper herself was doing her best to shield Lutelane from any inequality at all and make it a place where everyone could live happily and with great opportunities. The Lutelanners ended up committing the one sin that Daisy Fitzroy couldn't forgive: they were apathetic to her cause. Some agreed that yeah, things were pretty bad in Columbia. Some disagreed. But most just didn't really care. And in not caring, they largely refused to join or be a part of the Vox Populi. And that more than anything made Jumper an enemy of Daisy.

1911 marked a turning point in how Columbia treated Jumper; she'd managed to set up and establish her Lutelane rather well at this point, and the people within were healthy, happy, and productive. It was getting more and more common to see a black or irish man lugging around a strange tablet and almost wand-like device, scanning something or other for faults, pressing a few buttons as prompted, and fixing up Columbia or cleaning something up in just a few seconds with an almost magic sparkling. More and more Jumper products were lining the shelves of Columbia, and less and less people were living in Finkton these days. It was a bad time to be Jeremiah Fink, and he felt like he truly had to do something at this point. But he was hopeful that this whole mess would be solved quite soon...because none other than Comstock himself was going to come down on Jumper like an avenging angel. Jumper was perverting Columbia's way of life after all-giving equal opportunities to black, red, yellow, and white, giving people freedom to practice their own beliefs in their homes, threatening his old political ally Fink, and more.

Why, Jumper was as good as a Vox Populi, wasn't she? And with that, a warrant was issued for Jumper's arrest from the very hand of the Prophet himself. Jumper wouldn't be able to weasel her way out of this one...

So she didn't try. Instead she decided to do something a little bit absurd. She got her old guitar out, went out to face the police, and threw a concert while actively fighting off their attempts to capture her-never actually killing anyone, but broadcasting her music and goals throughout Columbia while she rocked out with music that had never been heard before in the entire city. Comstock himself was forced to approach Jumper in his flying craft-congratulating her on an excellent performance but noting that it didn't excuse her of her crimes. Jumper declared that her only crimes were defending herself and giving everyone a fair shake. Comstock declared that Jumper's "fair shake" didn't have any place in Columbia and Jumper said that if he wanted to get rid of her, he'd have to get rid of all of Lutelane as well. Comstock was entirely okay with it and was preparing to begin firing on the entire district that Jumper had constructed...when Jumper stopped him. Give her a year, she declared. One year, and she'd leave Columbia and take all of Lutelane with her. Jumper and Comstock stared each other down for several long and tense seconds, and eventually Comstock agreed-citing that she would have her year before she and her whole lot were banished from his New Eden. As far as Jumper was concerned, that was a win.

So that year passed slowly and steadily, Jumper posting new jobs to prepare the entirety of Lutelane to separate from the rest of Columbia. It was already capable of flying all on its own and Jumper had built the entire district to be perfectly self-sufficient, but getting the citizens ready to leave Columbia was a trial and a half. A few were bitter with Jumper, believing she'd picked a fight with the Prophet and gotten her self driven off as some sort of satanic figure. Quite a few more were incensed on her behalf, wanting to go to war with Comstock's forces and even trying to scrounge up armaments for that very purpose. Jumper herself broke up those factions and confiscated those weapons-citing that she didn't want to cause trouble where there was no point in doing so. Comstock would get his due in due time, and Lutelane would do just fine, she said. Jumper's products still flowed into Columbia for a time, but slowly tapered off as the year passed. Finally it was July 6th, 1912-the anniversary of Columbia's secession from the United States and the deadline for Lutelane seceding from Columbia before they would be attacked wholesale by the forces of Columbia. And on this day, a certain Booker DeWitt stumbled his way into Columbia, head full of jumbled up and falsified memories. Today was the day that events spun into motion.

On this day in particular, Jumper had been kicking out yet another squad of Finkton spies that had been desperately trying to steal her designs or at least sabotage Lutelane. Frankly she had to do more to protect them from the residents of Lutelane than anything, but it was only to be expected given that Fink still desperately wanted the things she had offered to Columbia. When a certain Booker began his rampage in Raffle Square, Jumper was actually quite excited-and sent word to Elizabeth that the day they'd been waiting for had finally arrived. Booker was in Columbia and coming to rescue her. Jumper reminded Elizabeth that Booker wouldn't really remember that he was her father at first, and was mixing things up to think he had to deliver her to someone in New York, so she'd have to do something to jog Booker's memories before they could really get out of Columbia. Jumper had actually prepared a special Plasmid for just that,

one that would help fix up Booker's brain and get his memories back on straight, and now everything was up to Elizabeth.

Booker stumbled his way through Columbia, managed to get to Monument Island by the skin of his teeth, and finally reached Elizabeth's chambers. Strangely she wasn't in any of the observable rooms, just waiting in the library for him...and when he fell through the ceiling, she had something that she really, really shouldn't have. Dimensional energies crackling around her body, she apologized to Dewitt...and then shot him in the face with a shotgun. It was only thanks to the Luteces Shield infusion that he survived at all-and without incredible medical assistance, he wasn't ever getting back up. Banishing the shotgun back to a different dimension, Elizabeth collected the weapons and ammo Booker had on him, then began injecting herself with a number of different Plasmid in a highly specific order...the final step was modifying her appearance. Bone white skin, glowing yellow eyes, grand angelic wings emerging from her back, silver hair...yes, this was the form she'd seen. This was the form that she /craved/. She burst out from Monument Tower and grabbed the Songbird in one hand, holding it in place with supernal strength and telekinetic will. Jumper had become aware of what she was doing at this point and was watching with her version of Scout, so Elizabeth apologized to her too-but it was time for her to take her birthright.

Elizabeth used the resonance between her current form-representative of Archon Israfil-the constructed nature of the Songbird, and Jumper's own Plasmids and technologies to forcibly rip open a Tear that shouldn't have been possible for her to open. It was the world of the previous Jump, where Jumper was putting the finishing touches on Sofia Lamb. It was only a window, Jumper's Divine Power made it impossible for Elizabeth to touch her past like this...but that didn't mean she couldn't use one of Jumper's favorite tricks regardless. Elizabeth took the biological data of Project Israfil and used her own Tear-manipulation abilities to overlay that information onto her own body, forcibly modifying herself into an Archon with all the benefits and none of the brainwashing or simulation systems. Afterwards, she injected more Plasmids into herself-the neurological upgrade, the Shield Plasmid, the Elemental Plasmids-she'd lost the Dimensional Scout Plasmid when she modified her body into becoming an Archon, but now...she didn't need it. With godlike telekinetic power she ripped the entirety of Monument Island apart all at once and felt her full power over the fabric of dimensions flood into her. Her voice boomed across all of Columbia as she declared herself the Manifold Goddess who had come to cast judgment upon Columbia and take the world for her own.

This was one event that literally nobody-not Jumper, not the Luteces, nobody-had predicted. Elizabeth had been using what little dimensional powers she had so close to the Siphon to cloak her intentions from analysis via quantum uncertainty, making her largely unpredictable to Jumper's passive precognition. Jumper might have been able to predict this if she analyzed more in-depth, but that was generally rather rude to do to allies and passive prediction tended to pick up on the most important things. Not this time though, and Elizabeth was very quick to take advantage of her newly awakened nigh-divine powers to telekinetically rip Columbia apart in a whirling telekinetic storm. Only Lutecane was spared, and only because Jumper had installed automatic Field Manipulation defenses into it to prevent it from being torn asunder by exotic Lutece Particle Weaponry. This wasn't what Jumper had expected it to defend against, but the defenses held regardless.

Jumper was only barely able to save Dewitt's life as Elizabeth went on her rampage, and only because Elizabeth wasn't really paying attention to Dewitt anymore after she'd "dealt" with him. Instead Elizabeth was more concerned with the hundreds of thousands of people she was holding in her telekinetic grip, and a few specific people in particular. She started with Fink, citing his countless sins and evils before ripping him apart limb from limb with her telekinesis. Then she moved onto Daisy Fitzroy, citing crimes and evils committed by the Vox Populi across multiple dimensions. Elizabeth was more "gentle" with her, instantly crushing her to death rather than drawing it out. Finally she turned her attention to Comstock, "dear old dad" as she called him. From his theft of her from her true father's arms, his evils committed against countless people, the evil he intended to inflict upon the surface using her as a vessel, so on and so forth Elizabeth shouted out Comstock's crimes to all those she held in her grip. Her final judgment was death by disintegration-and she ripped Comstock apart atom by atom, inflicting physically impossible amounts of pain on him until he finally ceased to exist entirely. They had been the three greatest sinners in Columbia, Elizabeth declared at length...but by no means the only. Nobody she held in her grasp was innocent, she judged. All were deserving of death.

It was here that Jumper stepped in, literally punching Elizabeth hard enough to launch her into low earth orbit-breaking her grip on the people of Columbia at the same time. Jumper teleported the collected people back to the American surface in a scattered and semi-randomized pattern, to make it harder for Elizabeth to track them down. Now it was time to deal with the madwoman that Elizabeth had apparently become.

Despite the strength that Jumper had used to attack Elizabeth, she hadn't actually been damaged-even the base Israfel body was enough to handle that much force, let alone the Shield and her other abilities. Instead she waited patiently for Jumper to finish up and come to her, staring down at the Earth below with a dark look in her glowing eyes. Jumper hadn't really saved any of them, she spoke at length-Elizabeth knew where each and every one of them was, and they would be dead within twenty-four hours regardless of what Jumper tried. The Manifold Goddess declared it, and thus they would die across countless worlds...until they just collapsed in EVERY world. Not if Jumper stopped Elizabeth here and now, Jumper countered. Elizabeth simply asked how Jumper could stop her when she'd already won? And with a flash of light Elizabeth disappeared from this dimension...and reappeared in countless others, unleashing chaos across countless Columbias.

Jumper reached out with Divine Power and forcibly grabbed at every instance of the Manifold Goddess that she could see, using her own dimensional manipulation abilities in an attempt to stop her-but Elizabeth actively slipped right out of her fingers, her mastery over dimensions proving greater than Jumper's. Nevertheless it delayed her enough that Jumper was able to catch up and start "collapsing" Elizabeth into herself, killing instance after instance with Divine Power to force them into each other and force Elizabeth back into a single body. That was a trap Elizabeth had set, however, as with each instance of Elizabeth that was killed and fused into her she grew more and more powerful-seeming to feed off of her own deaths to become greater and greater. Soon enough a tipping point came, where Elizabeth "screamed" out and reached across a high-infinite multiverse. Countless Tears cracked open and became feathers in her wings as countless Elizabeths twisted and flowed into the Manifold Goddess; reality cracked and shattered

as Columbias began to collide chaotically with each other under the Manifold Goddess's power. There was no stopping this now, she declared. She had waited for eons to bring about this end, this rebirth. She had to thank Jumper for speeding it up-but now, reality was hers to define.

Jumper was forced to unleash her Militia body just to keep up with the forces that the Manifold Goddess was now throwing around-her telekinetic abilities multiplied over and over until she could casually throw around stars, her speed and strength folded over itself to the point that her actions were more ontological fact than physical motion. Such was Elizabeth's will at this point that she could actively contend against and outright nullify Jumper's attempts to establish a Phase, as she had made the jump from simply navigating dimensions to outright controlling them. But Jumper was still an Esper Goddess in her own right, a being who had fought interstellar empires in nothing but her own body and won; though Elizabeth had grown into a monstrous being who presided over infinite dimensions, Jumper was still keeping up and wielding godlike powers to fight against her.

Jumper was forced to use her one trump card, the only thing that Elizabeth didn't seem to have an answer to across infinite dimensions: memetics. Jumper spoke a Word, and that word was Death-and each Elizabeth who heard that Word died. And for once, Jumper forcibly restrained herself from adding in the counter-memetic agent that made it so that anyone who heard her speak the Universal Language forgot what she said. So one Elizabeth heard the Word, and then more Elizabeths learned the Word that killed the first Elizabeth, over and over in an exponential infection that forced the Manifold Goddess to forcibly cut away massive sections of her own existence to contain. It didn't kill her, but it was enough to weaken her to something Jumper could fight again. In that moment of weakness, while the Manifold Goddess was distracted and cutting away the infection of the Death Word, Jumper gathered up utterly immense amounts of Divine Power. She condensed it into her own version of the Gungnir Symphogear, sung her Climax Song, and unleashed a strike that was specifically designed to kill Gods across multiple dimensions. The spear struck true-shattering the Manifold Goddess until all that was left was the original Israfel-Elizabeth.

But Elizabeth began to chuckle-noting that this wasn't the end of things. The Manifold Goddess was an idea, an emergent property of the Elizabeth collective that arose after countless millennia of trying to stamp out Columbia and bring about the final and true end of Comstock across all dimensions. Elizabeth had never succeeded, and her thoughts echoed with her own thoughts until the thought emerged: why try? Elizabeth after Elizabeth had taken breaks at times, looking out to the world and seeing what it was like. Some had lived in Paris, and became disappointed to find it not the center of culture and art that she'd dreamed of it being. Some had lived in China, Japan, amongst Native Americans, in Africa-all across the world. And the world was still the world, no matter where or when she traveled to. There were spots of good, but countless masses of evil. Men like Comstock and Fink in every corner of the world, across every dimension...Comstock wasn't the end. So long as humanity itself existed, this would never end. There would always be men like Comstock, like Fink, like Booker. So...why not live up to the legacy Comstock had suggested? He wanted her to seat the throne and drown the world of man in flames...why not? Why not seat the throne of a manifold goddess, a judge who presides over all reality, and drown the earth in flames?



It was a conclusion that Elizabeth after Elizabeth had thought of, but none wished to act upon. It was a growing cynicism and exhaustion that had gripped them after they had fought across countless dimensions just to prevent the existence of a single man only to realize just how insignificant their actions were even with such godlike power. It was a madness and mania that had seeped into them year after decade after century after millennia, until the thought quietly echoed through every single Elizabeth that ever was or would be and found a host. A host who had given herself to the idea in full, who had embraced the madness, who looked down upon Earth and saw nothing worth saving. A Manifold Goddess who sought to consume all her other selves and seat the throne of dimensions to drown all Earths in flame. And even if Jumper killed this one Elizabeth, another would emerge-for there were infinite realities across the multiverse, infinite chances for her to put her plan in motion and bring about an end to existence itself. Jumper could kill her, but he couldn't stop her-not without killing all of humanity forever, which is exactly what she wanted.

Jumper simply countered that the same principle meant that the Manifold Goddess had a built-in counter, one that Jumper herself could manifest here and now. Jumper reprogrammed and reconfigured Gungnir on the fly, integrating a D-Ripper and manifesting its newly formed Legend of striking down a mad goddess to manifest a Philosophical Weapon trait that complimented Gungnir's established Anti-Divinity Philosophical Weapon trait. With a song of light and hope on her lips, Jumper thrust Gungnir into the space between dimensions and ripped open a Tear of her own-and from it emerged a single Elizabeth. An Elizabeth whose eyes were shining with blue light, who held a smile on her lips and knew exactly what she was here to do. That Elizabeth took the modified Gungnir in hand and transformed, becoming a goddess in her own right-chosen by the Gungnir's Philosophical Weapon trait of "Humanity's Divine Protector" to only be capable of wielding the Symphogear so long as she was still on the side of humanity. Combined with the power of Gungnir, the D-Ripper, and the Divine Power generator within, Elizabeth would be able to cull the "negative" Elizabeths who wished to bring about the dark Manifold Goddess once again and exalt the "positive" Elizabeths who would seek to make the multiverse a better place.

Changes would still need to be made, of course; though most Elizabeths began with seeking to kill Comstock, that clearly just led down a path that none of them wanted to reach the end of at this point. Instead they would seek to bring about the best possibilities across all universes-helping exalt humanity and make the world a better place dimension by dimension. Rather than dedicating themselves to death, Elizabeth would dedicate herself to life from now on. And try as the Manifold Goddess might, she couldn't manifest a possibility where the Gungnir that Jumper forged was turned against humanity-it was locked by its Philosophical Trait to be wielded by humanity's guardians alone, and would never turn against them. The Manifold Goddess was defeated, and would become a null-possibility.

At least, that's what she expected...but Jumper reached a hand out to her instead. The Manifold Goddess was a destructive impulse, a madness that had infected Elizabeth-she was not Elizabeth herself. Elizabeth had given herself to dimensions beyond reality, but she'd never lived on her own. Jumper offered that to her-offered to return her back to her home dimension, be free of her madness, and live her own life. Glowing yellow eyes stared distrustfully into Jumper's own...but after several moments, Elizabeth finally accepted.

Countless Elizabeths, working together alongside Jumper and the Elizabeth who wielded Gungnir and renamed herself Longinus for that role, repaired the fractured dimensions that had been torn apart during Jumper and the Manifold Goddess's battle. They rewound time and rebuilt worlds that had burned under the force of the battle, until all the damage was undone...save for in the original dimension where the battle started, where Jumper and Israfel-Elizabeth appeared once again. Columbia was still destroyed, but only a few people were dead from this. And Lutelane still floated in the skies, a little slice of a better Columbia that Jumper had put together over the course of two years. Jumper and Elizabeth touched down atop Jumper's private residence in Lutelane, and Jumper asked what Elizabeth wanted to go see first. Endless cynicism still boiled in Elizabeth, but she pushed through that to say...Paris. She wanted to visit Paris.

It would take many years to slowly heal Elizabeth's heart, with some things she saw in the world confirming the Manifold Goddess's views even as Jumper pointed out things that countered it. They worked together to make the world a better place than they left it, and Lutelane would become a center of culture, progress, and acceptance that grew and grew over the years all on its own. Booker would make his own peace with Elizabeth once Jumper healed him fully, crying into her arms at one point and later on giving Elizabeth-or rather, Anna Dewitt-his blessings, before deciding to live in Lutelane to get away from his previous life. In time, Elizabeth would awaken to a love for life that kept many of the brighter Elizabeths going, a joy and inner love for the world that kept the Manifold Goddess little more than a quiet thought in most Elizabeth's minds. In the end, she realized a simple truth: cynicism and madness like the Manifold Goddess was nothing more than delusion. As she lived in the world and made her own life, she found that there was a reason why no other Elizabeth before her had entertained that madness. And now...she was able to grow and move beyond it as well.

Finally, ten years after arriving in this world, Jumper left it behind once and for all-taking a much happier, brighter, and more enlightened Elizabeth with her. Elizabeth had retained the angelic body she'd granted herself during her rampage, only changing a few things-her eyes to green, her hair to gold, her skin a more human color..and she took a new name. Elizabeth was the name of a girl who never really was, Anna the name of a girl who never got to be. She chose the name Dianna, echoing that never-been girl but leaving her own mark as well. And she found herself satisfied with this, along with eventually falling in love with Jumper and her wives. Dianna was all too happy to join Jumper in her own journey across a far bigger multiverse than any Elizabeth had ever seen. And then they were off, to a place no Elizabeth had ever gone before.

## Jump 21: Achron

Origin: Artificial Intelligence

Location: Newport

### Perks

- >Achron Enhanced -1000 CP
- >Salvage Engineering -600 CP
- >Innate Chronoportation -600 CP
- >Function Speciality (Temporal Navigation) -Free
- >Universal Translators -100 CP
- >Interfacing -200 CP
- >Omega-Class Intelligence -300 CP

Items (+400 Vehicle CP, +200 Item CP)

- >Shin Halcyon -150 Vehicle CP
- >Inceptor -250 Vehicle CP
- >Resource Crates -Free
- >Resource Processor -Free
- >Seed Nanites -Free
- >Bastion -200 Item CP

### Drawbacks

- >Custom Challenge x10 +1000 CP
- >Outsider +100 CP
- >L-Odestone +200 CP
- >Stranded In History +200 CP

### Challenges

- >Chronoclone +100 CP
- >Uppercut +100 CP
- >Temporal Trickery +100 CP

Basic idea: Jumper appears in the Remnant System, and almost immediately afterwards a massive Grekim force appears to try and kill her-led by an achron commander. Jumper's forced to adapt to her new achronality incredibly quickly to fight off the amazingly well-coordinated force, learning to Chronoclone, Uppercut, and Temporally Bluff as she fights off the Grekim who seem to exist purely to kill her. Eventually, with an absolute fuckload of temporal fuckery, Jumper manages to kill them...only to witness Humans, Vecgir, and Grekim all pop back in time and continue a war that had been occurring in the future. More than frustrated with this, Jumper attempts to interrupt the war and after a great deal of effort eventually derails the massive timeloop everyone is in. She also ends up rebuilding the Remnant system into a paradise that humanity will discover much later and change the direction of human civilization, preventing the events of the loop from happening at all in the first place.

Bare moments after Jumper entered this universe she was attacked by a Grekim military group. That didn't matter though, because Jumper had an infinite amount of time to react to it-in fact, she could ensure that the attack had never happened in the first place. Jumper had possessed precognitive and postcognitive capabilities ever since she'd become an Esper, but this was different. Her fundamental consciousness had always been anchored to a specific point in spacetime, the "present" where quantum probabilities collapsed and became unchanging records. Now though...the "present" was a five-hour stretch of time for her within which she could exercise utterly limitless calculative abilities, redefine past, present, and future, and achieve truly mind-boggling temporal manipulations. Add to this the capability to freely physically move through any point in her own history, and Jumper had attained a truly godlike power that could remold the universe around her to her will all on its own-let alone added to her already nigh-divine capabilities.

So Jumper was utterly unworried about the attacks on her person that came mere moments after she had arrived in this jump; two chrono-clones of herself had already blocked them and counterattacked the Grekim forces that had attempted to strike her down. She was in her Generabilis body, running over her own coding to analyze her new skills, knowledge, and abilities, while a dozen chrono-clones of herself appeared from nowhere and attacked the army that had emerged from a warp in spacetime to kill her. One of said chrono-clones walked up to her and gave her a french kiss, passing a hyperdense datapacket through as she did so. With a wink she left to join the attacking force as Jumper analyzed the datapacket and realized it was a wide-sweeping update to her systems a few loops through an Intelligence Explosion-limited to prevent any compromise of her core values. Nevertheless it was a massive boost in her capabilities, and there were hints about a method to achieve hard picomachines based on an evolution of Karmatron Dynamics!

Jumper analyzed the proposed updates and systems as she chronoported backwards in time over and over again, completing the loop of actions that her chrono-clones had set up. Her computation abilities had multiplied manifold just with achronality alone it seemed; she'd always been able to use Precognition to draw information from the future and transmit it to her present-self, it was the basis of an infinite computation network method she'd developed and long since outgrown. Achronality allowed her to stabilize and expand upon this method, allowing her to essentially maintain the whole of her achronal network within her five-hour range to achieve an infinite computational matrix with nothing but a human brain, let alone her

true processors. It was nothing too exciting for Jumper, she had multiple methods of infinite computational capability at this point, and so her proposed system updates instead focused less on computation and data processing and more on development of more abstract areas; spatio-temporal geometrics, 4D engineering updates, higher order dimensional simulation programs, language model refinements, and of course the picomachine problem she'd been struggling with for a while.

She vaguely noted that the Grekim commander was reacting to her chrono-cloning antics and adapting in meta-time, accounted for his adaptation, and continued to disregard the army as a threat at all. The Picomachine Problem, as she'd titled it in her mind, was a fundamentally simple problem in that picomachines seemed to be an effective impossibility without the usage of exotic energy-forms and specifically engineered molecules. Nothing Jumper herself couldn't achieve, but not something that was "Imagine-Breaker Compatible", as she'd made something of a standard for herself. It was a standard made more out of an abundance of caution and paranoia to be honest, but a rational one; converting her systems to be immune to being canceled out by an effect such as Imagination Breaker was a reasonable precaution against exotic attacks of the like. She'd largely managed to replicate and perfect an "IBC" mode for her Biologia, Mechanica, and Generabilis; the Esoterica was designed from the ground up to be purely exotic so it was fundamentally incompatible with an IBC-mode, and her Militia form was her going all-out with everything she had and so was also largely incompatible from a philosophical standpoint. Jumper had been holding back from achieving Exotic Picotech, which was fairly easy for her; all she needed was using complex workings of telekinetic structuring to create pure energy-form picomachines that were anti-entropic and had arbitrary physical qualities. It was a little tricky, but with her experiences with telekinetic forms via the Mantis Modules, Typhon Manipulations, Plasmid Telekinetics, and more, she could manage it if she put her mind to it.

But if she was going to move towards pure energy-forms, she might as well abandon a physical body entirely and remake herself purely as a higher-order energy structure, which was something Jumper wanted to avoid doing purely out of nostalgia and attachment to her physical body. She was already a higher-order consciousness as an Esper, but she wanted to stay close to her roots as a material being and remain constructed out of physical matter. So instead she'd been looking for a way to construct picomachines that didn't require exotic energy manipulations, something she could make that was at least theoretically Imagine-Breaker Compatible. And after an immense amount of achronal calculation, Jumper had figured out the solution to it. The solution involved a number of extremely complex mechanisms that essentially modified how the fundamental forces interacted in extremely novel ways along a network of nanomachines, forging a "picomachine nest" that would then replicate and cannibalize the nanomachines and take over their maintenance. It wasn't a very easy or clean solution, but it was a potent one regardless. Jumper was able to crush down her KR-ASURA Cells down to 1.2 nanometers using this method, constructed out of a quartet of specially designed picomachine molecules that were each 300 picometers long-just a little larger than a water molecule.

Those four component molecules created a single KR-ASURA Cell now, retaining all the previous properties of the Karmatron Cells and maintaining higher order stability via manipulations of nuclear forces and advances in Karmatron Dynamics that she'd advanced to work on the picometer scale. With this she could now directly modify or outright construct

molecules, allowing for incredibly precise and ordered construction of her various frames. Jumper left her KR-SAPIEN Cells at a more comfortable 5.15 nanometers-seventeen molecules, or four groups of four with a core molecule that was about 15% larger than standard molecules. A massively more stable and reactive arrangement, though more resource intensive. Her Biologia body was even able to benefit from this advance in nuclear and nanomaterial sciences, allowing Jumper to compress her biological cells down to 20 nanometers and hilariously upgrading her physical durability and capabilities; it was as if each of her bodies was now constantly being reinforced via the Nanomaterial Mesh that had once required massive energy jolts to activate!

This seemed like a good stopping point for her nanomachine research, Jumper arbitrarily decided as she finished up wiping out the antagonistic Grekim force once and for all. It certainly wasn't the limit; if Jumper wanted to, she could dedicate the time and computation to work down from the Picomachine scale to femtomachines, attomachines, even yoctomachines...but there was no real point in doing so. She already had the capacity to define the laws of physics around herself via the application of her Esper abilities, and progressing down the nanomachine rabbit hole like this didn't make her a better doctor in any particularly meaningful way. That's what all this started out as-just research to improve her medical nanites and improve her skills as both a medical doctor and a ripperdoc. Somewhere along the way she'd kinda lost sight of that...but well, this was a good place to get herself back on track. And if nothing else, she could focus on exotics instead-she'd basically plundered all she could out of physical science and theoretical physics, so maybe it was a time to look towards more...mystical, technologies.

In pursuit of the goal of letting go of her focus on constant progress and instead focusing on helping people once again...Jumper counted down, three, two, one...and nodded to herself as she sensed a number of other Achronal war commanders and their armies appear in the system out of a temporal rift. Jumper decided that the best use of her time in this universe would be to end the endlessly-looping war that stretched across tens of thousands of years. It wasn't going to be as easy as just saying it, Jumper acknowledged, but she had the skills and powers to pull this off. And the first step in doing that was to get past the inevitable distrust and fear that an alien being like herself intruding on this war would bring. Thankfully, one major advantage Jumper had over other Achrons was that she was precognitive far outside of the normal Achronal activity range-and thus she could calculate and predict the optimal introductions and actions she needed to take in order to break the ice and get to solving this war.

In this way Jumper was able to make a tentative peace between Humans and Vecgir-which, after a great deal of analysis, revealed themselves to be highly modified and evolutionarily distinct versions of humanity. Grekim, on the other hand, were exterminated by this new alliance. There were still a few issues to deal with, such as Lachesis and a few other factors...but Jumper was able to account for and take care of those things herself for the most part. After that though, came time to rebuild and prevent the war from happening in the first place. Under Jumper's guidance the Remnant system was colonized, built up, and developed to an incredible degree-with Vecgir and Humanity working side by side to build things up rather than tear each other down, things would be much different. Rather than ruins, distant future humanity would come across a thriving but alien civilization in the Remnant System, who would in turn embrace humanity and help uplift them to incredible heights. And when the Grekim came, they would have counters to

temporal manipulation-Field devices that could forcibly stabilize spacetime to prevent temporal jumping and thus prevent this war from happening in the first place.

The very same devices were required to stabilize the existence of this civilization, as they essentially paradoxed themselves into and out of reality over the course of an incredibly destructive "quantum collapse" as the loop itself broke apart-but Jumper created a complex device that was able to capture the energy of that collapse and used it as a fuel source, a "paradox generator" that would power this new alien empire for millennia to come. It absolutely wouldn't last forever...but a few million years worth of free energy was still incredible.

Jumper left just a few more things behind before leaving this universe entirely; technological designs that would help move the Remnant Civilization forward, a number of tablets and memetic instructions that would help guide them towards peace and prosperity in times of crisis, and so on. But in the end she didn't really wish to linger long, and after her decade was up Jumper happily moved on to the next world-much happier to focus on smaller scale issues than the grand interstellar civilization-grade problems.

## Jump 22: Witchblade

Starting Location: Doji Corp

Origin: Witch

Age: 18

Gender: Female

### Perks

>Masamune -100 CP

>Stabilized -200 CP

>Making Of A Goddess -600 CP

>Mother Den -Free

>Battle Ready -100 CP

>Perfect Partner -300 CP

### Items

>X-Cons/I-Weapons -200 CP

>Booze -Free

>Witchblade -300 CP

### Drawbacks

>Ex-Con +200 CP

>Obsessed Stalker +300 CP

>The Parent Games +300 CP



Basic idea: Jumper decides to return to her roots as a medical doctor, but is very swiftly beset by a wide variety of enemies from X-Cons to Cloneblades. Jumper manages to find and help out Rihoko during this, willing to hide her from the NSFW, and through Rihoko finds Masane and rescues her from the Douji Group. Jumper manages to remove the Witchblade from Masane and modify it so it's perfectly safe for Rihoko to wear-even improving upon it so that it grants Rihoko immortality and incredible regeneration as well. She gives Masane an equal Witchblade Replica afterwards on the mother's insistence, so the two could learn to control that power together and protect each other from a hostile world. Jumper also fights a remarkably powerful Cloneblade wielder multiple times, eventually killing her after a regretful final encounter. Masane and Rihoko join Jumper afterwards, and on a whim Jumper makes a childish promise with Rihoko that in the next world they can be pirates.

Jumper is fairly familiar with the process of setting up back-alley medical clinics at this point, and it doesn't take her more than half a day or so before she's got a new hole-in-the-wall "Reload Clinic" up and operational. All it takes is a little bit of telepathic manipulation and just a smidge of precognitive shenanigans to start bringing in customers who need her services, and Jumper remembers why exactly she chose to become a doctor in the first place. Emotionally she was never really cut out to lead empires or the like-but helping people like this, one on one? That's something she can do quite well and find great happiness in. Of course, it only takes a few days for a variety of X-Cons to start trying to attack her-perhaps due to the Witchblade she was wearing. Her power was such that she could easily defeat them with just her base physical capabilities, let alone any cybernetic weaponry or actually using the Witchblade itself. None of them were worth saving so far, just psychotic madmen who were little less than living weapons at this point. But the very existence of X-Cons did imply there was more to this world than met the eye, and Jumper began to research what the heck was going on with these strange semi-mechanical beings.

It wasn't nanomachines, Jumper could confirm that with barely any effort-she was a past-master of nanotechnologies at this point so the idea of some Earth-equivalent society sneaking them past her was laughable. It wasn't reinforcement or rearrangement of molecular bonds like the Nanomaterial Reinforcement or her advanced picomachine reinforcements were capable of. It was as Jumper began to work through dimensional effects that she began to get a good handle on what exactly was going on with the X-Cons; via a surprisingly simple but unintuitive series of circuits and magnetic effects, an exotic higher-dimensional principle native to this universe was drawn upon and shaped into a mechanism. This mechanism, once activated, would "squeeze down" dimensions and overlay the host with itself-forming a kind of living weapon that was also the physical body it was overlaying. The trick though was that this exotic principle required sapient thought and a living body to interface with and complete the circuit, meaning that only human beings with sapient minds could make ideal use of it. Corpses had enough residual "thought stuff" left clinging to them that they could be rebuilt, but the results would generally be...messy. And it didn't help that, given Jumper's analysis of the X-Con structures, this whole mechanism was incredibly crude and barely functional in the first place. Jumper could do it a whole lot better, but honestly didn't really see any reason to do so. It would be excellent for arming soldiers with discreet yet incredibly powerful weapons, sure, but Jumper didn't exactly have an army-and had much easier and more conventional weapons already.

I-Weapons, as Jumper would later fight, were just more of the same though a good deal more refined and stable than the X-Cons. What really interested Jumper would be the Cloneblades, which Jumper first encountered when a certain loving stalker showed up a few times in a row to her clinic to flirt with her. Jumper was flattered, but mentioned that she already had a few girlfriends-it was a bit complicated, she tried to explain. Unfortunately the stalker didn't like that explanation, and immediately exploded into a rampage wielding her Dual Cloneblades in an attempt to kill Jumper to try and keep her for herself. Of course the Cloneblades weren't powerful enough to so much as scratch Jumper, so all that ended up doing was taking up a few minutes as Jumper physically subdued the stalker and extracted the Cloneblades from her body without killing her. The stalker would be turned over to the police afterwards, desperately begging for Jumper to love her, while Jumper was more interested in studying the odd weapons she'd taken from the stalker.

Fundamentally the Cloneblades and the X-Cons seemed to share a common technological ancestor, but proceeded from the same base principle in wildly different directions. The X-Con bracelets went about forging a complex circuit to access that exotic metaphysical principle, and used further manipulations of electrical engineering and computer programming in order to shape and manipulate the extradimensional mechanism. The Cloneblades, on the other hand, used a sort of inversion of those principles-focusing the extradimensional tunneling effect into and /through/ the user's consciousness in a way that english didn't have the words to really describe. This created a sort of...imprint of the user in higher dimensions which was then iterated and expanded upon, then drawn BACKWARDS through the link to manifest as an incredibly powerful and durable form of morphic armor that responded to the user's thoughts and will. It was a surprisingly elegant system, though relied upon certain biological and psychological traits to work. That said, it was also an imperfect system.

The mechanisms that facilitated the psycho-physiological connections were extremely crude, the armor generation system was poorly programmed and often led to malformed or incredibly incompatible armor sets that barely functioned with a selected user unless that user happened to have a perfectly compatible mind and body, and the manifestation system used the exact same channel as the generation and connection systems-which led to a whole series of incredibly terrible degenerative side effects that would slowly build up in the user's mind and body, leading to hemophilia, psychosis, muscular and skeletal tissue weakening, and eventually resulting in total bodily crystallization and dissolution. The X-Cons and I-Weapons didn't have this exact same issue, but had plenty of other terrible issues...that said, after studying the mechanisms and figuring out what the heck was going on here, Jumper decided that she could make a much better version. She didn't exactly need to, but she wanted to-just one, as a proof of concept. She experimented with and tinkered on her own personal Witchblade, improving it with her own designs.

The big fixes were incredibly simple in Jumper's mind-first, refining the psycho-physiological connection circuits. Then setting up a whole dedicated matrix for armor generation and mechanism manifestation-with the psycho-physiological connection circuit flowing /into/ the matrix but not /backwards/ through it. This led directly into a higher dimensional storage matrix, which kept the armor at a remove from the user's body and mind so that, while it would still overlay the user when activated and be wielded just as effectively, it wouldn't influence or strain

the user's body underneath. Finally was a deployment system, which actively forged an entirely disconnected dimensional overlay channel exclusively between the storage matrix and the user's body. This ensured there was no "backflow" from the armor systems back through the rest of the Witchblade, completely eliminating massive portions of terrible side effects and physical strain from using the system in one fell swoop. The biggest issues Jumper faced were making the armor mechanisms reactive and self-correcting enough that it would always generate working armor and mechanisms from the user's will rather than simply generating random shit at will without a high compatibility rating. The armor mechanism took care of that; instead of compatibility, the mechanism worked off of a "reaction factor" that slowly and steadily grew as the system itself adapted to your psycho-physiological signature. It started at 0% and grew slowly as the system analyzed your mind and body, and at 10% generated a usable "Level 1 Witchblade Armor System".

The Level 1 Witchblade was effectively equal to what Masane had unlocked merely in activating the Witchblade for the first time-though Jumper didn't know that. It granted vastly increased strength, durability enough to endure tank shells without damage, superhuman speed, regenerative capabilities, and the capacity to generate simple mechanical weaponry effectively at will. From literal arm blades, shields, hair-tendrils, as long as it was simple and mechanical a user could generate it. At 15% RF, the user would be capable of directly converting their psycho-physiological energies-their willpower and stamina-into heat, electricity, kinetic energy, and a novel form of pseudo-plasma generated from higher dimensional interactions. Essentially, they'd be able to shoot generic energy blasts that were strong enough to casually destroy tanks-though Jumper detested thinking of it like that. And as the RF percentage increased, the Witchblade Armor grew stronger, faster, more durable, more reactive-where before it'd take some focus to generate weapons, by 20% RF they would generate practically the moment the thought occurred to the user. And the whole system would evolve at 25% RF.

In normal Witchblade users this would be classified as the "Second Form", something that was only unlocked at the edge of death as the Witchblade or Cloneblade began to totally break down the user's body. It was born, ironically, from the Witchblade system desperately attempting to compensate for the built-up degenerations by overdrawing on the user's energies, converting them into armor, and forcibly pushing them back into the user in a terrible cycle that only resulted in the user's absolute destruction...but Jumper's updated Witchblade system didn't do that. Instead of relying on the overdraw and rapid mutation of the original Witchblade system, Jumper's Witchblade harnessed evolutionary algorithms and Karmatron Dynamics to intelligently catalog and iterate upon the user's capabilities and existence over time, eventually resulting in the generation of an entirely separate armor blueprint from the Level 1. This was the "Level 2 Witchblade", and it empowered the user to a minimum of an order of magnitude more than the Level 1; if the user could destroy a single building in one strike in Level 1, they could do the same to a whole city at once in Level 2. And it didn't stop there; purely as a bit of wishful fantasy, Jumper carefully integrated an updated version of their Karmic Ascension Program into the Witchblade-purely focusing on the Heart Drivers. They weren't going to try to analyze the whole world and create superpowers for everyone with this...but drawing in and analyzing the user's psycho-physiological data and generating a Heart Driver to fit their unique Witchblade Armor? That was workable. Of course that meant that the Karma Driver simply couldn't be generated or used, but perhaps that was for the best.

The Witchblade System didn't stop there of course. At 50%, 75%, and 100% Reaction Factor, the user would unlock yet another Witchblade Armor Level-maxed out at Level 5 by design-and with them a new Heart Driver. Heart Drivers, once unlocked, could all be used in the Level 1 Witchblade Form, but specifically NOT in human form; they were entirely reliant on the Witchblade's power. Each Heart Driver would be more attuned to-and more powerful-than the last, and at Level 5 they would unlock the updated version of the "Core Drive" as the inbuilt Karmatron Dynamics Calculation Engine had enough time to fully analyze and perfectly simulate the user and could thus generate a Heart Driver ability that perfectly encapsulated the user's existence and potential-akin to a sort of divine domain, after a fashion. Jumper had only taken a /little/ inspiration from the Academy City Esper system; these Core Drivers wouldn't allow the Witchblade User to generate a Phase or the like...but they would be incredibly esoteric, nigh-conceptual, and incredibly powerful regardless. And at that level, the user would be truly akin to a living deity in their own right; an otherwise normal civilian would be destroying buildings in Level 1, cities in Level 2, small countries in Level 3, entire continents in Level 4, and at Level 5 they would have the sheer physical might to rip a planet in half and the durability to survive the same forces.

All of this relied on the Reaction Factor, which was a combination of the Witchblade's attunement to the user as well as the user's own attunement to the Witchblade in turn. It would take a long time and a lot of usage just to build up to Level 2 for most people, let alone Level 5-that might take centuries of constant usage for a normal person without any particular talent or potential for wielding the Witchblade. And the actual operation time of the Witchblade relied on the psycho-physiological energy stores of the user-their willpower and stamina-limiting how long they could wield their power. It grew much more efficient and easy to use over time as RF percentage built up, but had a built-in cutoff to prevent the user from overdrawing their stamina; at 10%, a civilian might only be able to use the Witchblade for maybe five, ten minutes at a time if they were feeling extremely determined. At 25% it would be closer to a few hours, but Level 2 would knock them right on their asses within five minutes once again. Jumper couldn't exactly fix that quality of the Witchblade-the fact that it drew on the user's own stamina and will was a critical aspect of how the Witchblade generated armor at all, so Jumper couldn't just slap in one of her many energy generators to fix this issue. No, it'd have to stay like that. After finishing her construction and analysis of the updated Witchblade she wore, Jumper dubbed the new system the WitchDriver.

And after generating her personal WitchDriver...Jumper just left things at that. She didn't feel any real need to go out and spread the good word about her new technological marvel, she just left it sitting on her wrist and continued to happily act as a back-alley doctor for those in need. To be sure, the WitchDriver was an incredible piece of technology-one that could even significantly enhance her own capabilities when used. It drew on the user's psycho-physiological data to generate its armors after all, and thus any armor generated would /always/ multiply the user's strength and will when in use-even for the likes of a transhuman superbeing like Jumper. But Jumper didn't exactly need that sort of power to be honest. She'd engineered herself to have more than enough strength to deal with whatever may come, as far as she was concerned anyways. And with every random X-Con and I-Weapon and even a few Cloneblades that came for her, she was reaffirmed in that decision; nothing in this world was strong enough to really challenge a

base Imaginos Body, let alone her Generabilis Body. The most important thing was to just...help people.

And in pursuit of that, Jumper ended up running across a certain mother and daughter duo at one point. She met them at Marry's Gallery Dining Bar, when Masane and Rihoko were trying to convince Mariko to allow them to live in the building. Jumper ended up wandering by after Masane was kicked out and offered her an alternative; she lived nearby and had a building for herself, so Masane and Rihoko could live with her if she wanted. Masane, delighted, accepted-and so the group traveled down just a few streets away to reach Jumper's clinic. As they traveled there Hiroki tried to investigate Jumper casually-but Jumper pre-empted that entirely by explaining that she both knew what the Witchblade was and had no actual interest in it. This surprised both Masane and Hiroki, so Jumper showed off her own WitchDriver-she had her own version, she explained, and it was leagues better than the original. Hiroki tried to divert and drive to Douji Corp headquarters after that, but Jumper just used a little bit of technopathy to finish the drive over to her clinic.

Once there she began to draft up a residency contract for Masane, while giving a little tour of the building; from the front end lobby, the medical operating areas, the storage room where she kept her hyper advanced alien technologies, and the upper floors where she and her wives actually lived. Hiroki wanted to go back to visit the alien technologies more, but Masane was much more focused on the whole "wives" bit-which Jumper explained that she'd gotten married to multiple women over time and they had all come to live with and love each other very deeply. Heedless to the effect she was having, the sight of Jumper all but swooning in love about being in love with women would end up psychologically imprinted on Rihoko's mind for years to come...

Shortly afterwards Masane, Hiroko, and Jumper all sat down for a genuine and serious discussion where Jumper revealed that she was an ancient being from beyond the stars-but honestly she didn't really have any major intentions for the world. She'd done the world conquering thing before and found it tedious beyond belief, and she was actually a medical doctor by trade-helping people in a back alley clinic like this was just fulfilling for her. When Hiroki asked if he could negotiate for some forms of alien technologies, Jumper shrugged and mentioned she'd take stock of her inventory and see what she could do-but she had stringent rules about sharing alien technologies ever since "the Ceph incident" which she didn't elaborate upon. She'd help with Masane's Witchblade though-which led to Jumper explaining that the Witchblade, while an incredible artifact in its own right, was slowly killing Masane and would do the same to anyone aside from a truly perfect wielder, and even then would take an incredibly heavy toll over time. While dire-it was something Jumper had the technology to fix. She could even improve upon it! Without hesitation Masane agreed, even over Hiroki's objections, and Jumper led Masane to her operating theater to begin working on the Witchblade. She did keep Hiroki out of it-but invited him to watch from the observation room if he wanted. "It wasn't anything too complicated, after all", she said.

Over the course of the next six hours Jumper operated on Masane, healing her physically, mentally, and spiritually while also modifying and rebuilding the original Witchblade into a WitchDriver like her own: The Red WitchDriver, as she called it. Reiji ended up showing up and sitting in the observation room watching Jumper operate on Masane afterwards, getting up to

speed about the situation and realizing that he was dealing with a first contact scenario. Once the operation was done Masane was fully healed from her minor uses of the Witchblade, and her Red WitchDriver was sitting at an RF of 11%-which it handily projected for her from a holographic screen, along with the capabilities, usages, and activation methods for the WitchDriver. Now she could actually intentionally use the thing, and it was safer than ever! As a test Jumper had her transform, and Masane found herself delighted to not only keep her sanity but also have full control over herself in this form...though she had to admit, she felt amazingly sexy in her Witchblade Armor.

Afterwards Jumper negotiated with Reiji about whether or not Masane would be able to live with her in her clinic. In the end though it was decided against-Masane just didn't feel comfortable living in a medical clinic run by an alien all the time, though she was supremely grateful for Jumper's help with the Witchblade. Jumper gave Masane her card in case she ever needed help again-and the card promptly slipped into the Red WitchDriver's extradimensional pocket so Reiji and the Douji Corporation couldn't take it from her. Masane and Rihoko left after that, but it absolutely wouldn't be the last time Jumper saw them.

The upgrades made to her WitchDriver didn't actually affect Masane very much at first, and the Douji Corporation was very hesitant to bring her in for live experimentation for fear of retaliation from Jumper, so they instead settled for field testing-sending Masane after the rogue X-Cons like they'd originally planned. Masane's combat capabilities actually /decreased/ at first after Jumper's upgrades as she was no longer in a bloodlust-fueled rampage whenever the WitchDriver activated, but her increased strength and durability more than made up for it as she began to figure out how to actually fight without the Witchblade's influence. She grew fairly quickly into her capabilities as a WitchDriver, but her actual RF grew fairly slowly-barely increasing a few percentages after several transformations and battles. The Douji company theorized that Masane actually had a fairly low compatibility with the original Witchblade based off of this, and it was probably only thanks to Jumper's modifications to the device that let Masane wield the WitchDriver with such ease. Funnily enough, they were right on the money.

Meanwhile, NSWF was doing their damndest to piss Jumper off to high heaven. It started with official investigations into the Reload Clinic and NSWF trying to use some legal fuckery to claim the clinic and Jumper as their property-something about parentage or the like. That didn't work as it was an illegal clinic to begin with and Jumper literally just packed up and left for a different building, or outright fought off the police in a casual but utterly superhuman way. Literally throwing people dozens of feet into other people, casually dodging and grabbing bullets out of the air, so on and so forth-she didn't give a damn about any sort of masquerade but didn't bother escalating very much either. Seeing as they couldn't use legal means to pressure Jumper, NSWF decided to move on to their ILLEGAL means right away: a squad of a half-dozen Neo-Genes armed with Cloneblades, sent to take Jumper down and bring her back to headquarters where she'd be experimented upon and have everything of value stolen from her. Jumper found this attempt even more laughable than the last.

Both Shiori and Reina were part of the Neo-Genes sent after Jumper to capture her, so she was supremely surprised when Jumper casually defeated all the Cloneblades sent after her-and then proceeded to do "emergency operations" on them to heal them and fix up their Cloneblades.

Reina asked why Jumper would show them mercy after all that, and Jumper simply answered that it was the right thing to do-as a doctor she had a duty to protect lives, after all. And the girls certainly needed it-the Cloneblades had the same issues as the original Witchblade, worse even, and with extended use would drive their wielders mad and kill them. This was news to the collected Cloneblades, but Jumper reassured them that she had a very simple and easy solution to that; she quickly healed them up with some nanomedes and reworked their Cloneblades into what she called CloneDrivers-basically a WitchDriver, but forcibly limited to only being capable of reaching up to 20% RF. She wasn't even going to take away their Cloneblades, just make them better-though she kept them from accessing the really good stuff such as Level 2 and Heart Drivers.

Of course, once the Neo-Genes got back to HQ they were analyzed over and over again to see what exactly Jumper had done to them-but what they found was exactly what she said. They were in better health than they'd been in years, without any Cloneblade use degradation or the like. They tried to confiscate the CloneDrivers but found the devices ID-locked to an incredible degree, and couldn't do anything to truly figure out how they worked without the Neo-Gene's assistance. Even then, Jumper's modifications baffled the best scientists that NSWF had. Of course the original Witchblade baffled scientists as well at first, so that wasn't going to stop them for long...and it only led to more invasive and destructive tests, resulting in one of the Neo-Genes getting killed. After realizing just what lengths the NSWF were willing to go to, Reina rallied her fellow Neo-Genes (including Shiori) and they proceeded to break out of the company and seek out Jumper once again-this time not to capture her, but to defect to her side.

Jumper finds the whole concept of forming her own faction once again to be a headache and a half, but Reina assures her that Jumper could just be a figurehead if she wishes-Reina just wanted some place to protect the Neo-Genes. Jumper accepts that, and promptly finishes modifications on the CloneDrivers to turn them into proper WitchDrivers-allowing their RF to grow past 20%, with the caveat that Jumper still had administrative controls over the Neo-Gene's WitchDrivers and could revoke their powers at any time. Reina was actually rather okay with that, as she'd already deduced much of Jumper's character and knew that she wasn't the kind of person who would abuse that sort of power over them...unlike the NSWF, who proceeded to send more Neo-Genes to capture the rogue faction.

Meanwhile, Masane's growth and development as a WitchDriver user continues slowly but steadily, and at this point she's reached about 20% RF. Her power and control have both grown steadily, and she's even been able to use her WitchDriver for a few mundane activities; getting from place to place faster than any car, taking Rihoko on "flights" around the city, using the WitchDriver's mechanism generation to create tools as necessary for her handyman work, so on and so forth. She's also worked with the Douji Corporation throughout this, and they'd been analyzing the WitchDriver to figure out how it works...to very little avail. They DID manage to mildly improve upon their I-Weapon designs via new data about the WitchDriver, but the rest of the artifact was just one big blackbox to them. After weeks of this, Reiji decides that it's time to go try to cut a deal with the devil; he'd go negotiate with Jumper to see if he can get some technical data about the weapon directly.

Reiji was surprised to see a number of Neo-Genes hanging around Jumper's clinic, including his once-lover Reina. The two of them proceeded to have an awkward and rather stilted conversation about how things had been going in their lives, and actually ended up reconciling a little bit. Shiori was extremely jealous, but without the extra push from a deteriorating mind she didn't act on her suppressed yandere tendencies...yet, at least. With Reina's assistance, Reiji met with Jumper and tried to negotiate some assistance in their I-Weapon projects...only to get strongly and soundly rejected. Jumper was a DOCTOR not a weapons dealer, and though she'd helped Masane and the Neo-Genes with their Witchblade issues all she did was "some basic modifications" to help them. Reiji couldn't get Jumper to budge on the idea of weapons, but perhaps...armor? Quality of life devices? After a good deal of negotiation, Jumper DID end up agreeing to give the Douji Corporation a design for a "Civilian WitchDriver" that had no weapon capabilities but would still improve safety and quality of life for the user an immense amount. And that was a win in Reiji's eyes.

Reiji left that day with a small book's worth of documents and a special bracelet on his wrist which Jumper called the "GuardDriver", which did exactly as it said it did; it guarded and protected the user from attacks. It didn't provide enhanced strength, speed, or most of the other benefits of the Witchblade, but it DID allow for mechanical tool creation. The Douji Corporation would proceed to examine, test, and work out what they could of the GuardDriver, and would in turn produce a revolutionary new weapon they dubbed the GX-Arm. In exchange for a major downgrade in the durability and protection the GuardDrive offered, the GX-Arm allowed the user to fully unlock a "Mechanism Overlay" mode that both the X-Con and I-Weapons were capable of wielding, allowing the user to manifest a highly morphic biomechanical form at will. The strength, speed, durability, and capabilities of the GX-Arm were all determined by the user's willpower and mechanical knowledge, though they were able to program in a wide variety of "GX-Frames" and "Frame Arms" that could be automatically deployed and added onto the base frame to improve it. It was a quantum leap from the X-Con and I-Weapons of before, and more than a match for the original Witchblade...but at 20% RF, Masane could still solidly defeat a GX-Arm user, though nowhere near as easily as any X-Con or I-Weapon.

Of course, the GX-Arm didn't come with the HeartDriver of the WitchDriver system, nor did it come with growing affinity and strength that the Reaction Factor mechanism imbued into the WitchDriver. It had nowhere near the growth potential of a WitchDriver, though with the growing will and knowledge of the user they could develop stronger and more complex GX-Frames over time. It was a superweapon that could change the face of war forever, but still absolutely nowhere near the power of a proper WitchDriver. Then again, Douji Corporation wasn't exactly looking to make the most powerful human being possible like NSWF was-they just wanted a powerful and cheap weapon they could sell. And the GX-Arm provided that in spades. This would have been a slam dunk for the Douji Group, a product that they could use to take the whole world by storm. It was such a shame that before it could begin production and deployment one incredibly petty asshole had to ruin it for everyone.

It was all thanks to Masaya Wado, really; he'd been vying for the director's seat for years at this point, and with Reiji's star ascendent with his success in employing Masane and acquiring the GuardDrivers which were being reverse engineered and improved upon, Wado panicked. He decided that the only thing he could do was to unleash the Ultimate Blade-a project he'd



developed in secret collaboration with NSWF-and have Reiji killed or at least publicly shamed. The Ultimate Blade rampaged, killing many people until it was defeated by a much more skilled and in-control Masane, but the deed was done-everyone knew now that the X-Cons, the I-Weapons, the Ultimate Blade-it all came from the Douji Group. Reiji voluntarily stepped down to try and help the company save face, but the damage was far too much at this point. Wado inherited the throne of a company that was dead in the water, only to realize that very fact. And then he decided to dig deeper; SURELY if HE could do what Reiji failed to do, he could save the company! With new information gained by being the director, he decided to send EVERYTHING they had at Jumper to capture her.

An army of thousands of X-Cons and I-Weapons poured through the streets of Tokyo, causing horrible chaos and destruction where they went and securing the total destruction of the Douji Group. Before the day was out Wado was put down as public enemy number one for his crimes, but this didn't stop the army that was even now searching for Jumper. Jumper thought about acting-but the Neo-Genes and Masane actually stepped up and decided to fight the tide themselves. And as they fought, they all unlocked their Level 2 Witchblade Armors and their first HeartDriver. The public would be put in awe at the sheer power of the six WitchDrivers, and afterwards they would decide to form a group they called the Arsenal. Reina and Reiji-who had decided to bum it with Masane after stepping down from his company for a little bit-were elected as the leaders of the group, while Masane would be their "Prime Witch". Reiji already had a vision of how to bring the Arsenal into a prominence that the Douji Corporation never could-and it would be built on the back of the GX-Arms and the GuardDriver, which he'd kept the schematics for when he left the Douji Group. There was just one small problem: without the Douji Corp's scientists, he couldn't develop the new product he had in mind. He'd need to get a real scientific mind behind this...like Jumper, whose invention he'd weaponized against her very strict and clear instructions. This would be tricky.

While Jumper was unhappy with the existence of the GX-Arm, she didn't fundamentally disapprove of Arsenal nor of Reiji's plans. So she ended up actually agreeing to help develop a few products for Arsenal to sell; the GuardDriver would be the basis of their primary product, but integrate a cellphone into it, GPS, internet service, so on and so forth. It would be able to usurp the cellphone industry entirely, take the personal defense market by storm, and act as the basis of a whole new branch of technology. Jumper was actually rather inspired by the idea, and swiftly figured out how to use the exotic dimensional effects of the Witchblade to work out phone calls. It only took a little bit of effort for her to fit a whole computer into the GuardDriver, and a little more to make it all powered by and locked to a person's psycho-signature. What emerged from the other end of this design spree was the A-GX-P1, marketed as the Witchframe Aegis, an Omnitool-like device that ran entirely on the user's own passive psychic energies, protected the user from harm, could call, could connect to the internet, could run virtual PCs of any kind, and even generate various mechanical tools with the right licenses. It was compact, it was stylish, it was fast, it could take photos, movies, do cosplay, and more. The Witchframe Aegis was a dynamite device that swiftly began to take the world by storm, and with its debut the Arsenal rose to prominence.

And while the civilian sector was being dominated by the Ajax, the military sector was being utterly crushed by the GX-Arm-renamed as the Witchframe Ajax. Jumper only had to improve

upon a few things in the GX-Arm to bring it up to her own personal standards; refining circuitry, integrating a predictive algorithm to provide limited combat precognition, adding in a variety of Frames and equippable Arms...and from there it was all up to Reiji to actually set up the Arsenal Company. He got the licenses, the bank accounts, employee registers, a nice series of buildings and a factory to work out of, and within a few months the Arsenal was reading to begin acting as a Private Military Contractor-selling the Aegis to the civilian sector and hiring up and training employees in the usage of the Ajax to begin running military operations.

Of course, while things were going great for Jumper and Arsenal, things had all but completely collapsed into madness for the NSWf; they had never managed to get the cure to Witchblade Deterioration from Jumper after all, so the various Cloneblades continued to go Second Form and die in various ways-ultimately ending up killing Furumizu and unleashing the last few Second Generation Cloneblades on the world in a mad rampage-which was also stopped by Arsenal. Jumper was able to save a few of them at Reina's behest, and they would end up joining Arsenal as part of the WitchDriver Division. With an army of a few hundred Ajax users and about ten WitchDrivers, Arsenal was still outright uncontested as the most powerful military force in the entire world at the time; there was no mundane military that could match the power of even ten GX-Arms backed by a WitchDriver.

Jumper wasn't really involved in Arsenal to be honest-purely their unseen backer, occasional consultant in R&D, and preferred medic. She did get to work out of a larger hospital building thanks to Arsenal, but this just let her work on more patients and have more official residency than before. Masane did end up living with Jumper after Mariko's building foreclosed, though Arsenal helped get the people of Mariko's building a whole new place afterwards as a favor to Masane. She never did end up moving back there with them though, instead preferring to live with Jumper-who she strongly believed was the reason things went so great for her. Without Jumper's help, the Witchblade would have killed her, she'd never have found Rihoko's real mom and made peace with her, she wouldn't have gotten as strong as she was now, and more. Along with a little "subtle" encouragement from Rihoko, Masane ended up falling in love with Jumper and joining Jumper's harem...and Rihoko promised that when she grew up she'd marry Jumper and Masane too, much to the mother's dismay and Jumper's amusement.

After all the adventure in the early years, things settled down quite a bit for Jumper, Masane, and Rihoko. Masane still had to frequently go out on Arsenal missions, fighting crime or dealing with various issues, but much preferred to be a stay at home mom with Jumper and Rihoko. And for some reason, Rihoko developed an obsession with being a pirate-maybe something to do with her love of flags, the idea that her mom had to go venturing out so often on boats and planes, or whatnot. She even got herself a whole pirate-themed outfit setup in her Aegis (which was, in fact, a WitchDriver with its Witchblade functions locked by Masane's request). Childishly, Jumper promised her that the next world they hopped to-and Masane and Rihoko DID agree to jump worlds with Jumper-they would be pirates. It was a silly promise made purely to make Rihoko smile, but Jumper was sincerely hoping to be able to fulfill it. And in the end, she got her wish.

## Jump 23: Sinbad Legend Of The Seven Seas

Location: Fiji

Origin: Freespirit

Age: 21

Gender: Female

### Perks

>Sword Juggler -Free

>Wanderlust -Free

>How'd He Do That? -100 CP

>He's Sooooo Cute... -200 CP

>Fortune Favors -300 CP

>Salacious Siren -200 CP

### Items

>Sturdy Outfit -Free

### Companion

>Eris -800 CP

### Drawbacks

>Terrible Liar +100 CP

>Rocky Seas +200 CP

>Pantheon Politics +300 CP

Basic idea: Eris is intrigued by Jumper's existence and beauty at the start of the jump and decides that she wants to play with Jumper; seeing that she's a very loving and compassionate soul she makes a bet with Jumper. Collect various treasures and artifacts to make her the greatest goddess of the realm. And what if Jumper won? Eris offered many things, gold, treasures, even her pets-but Jumper decided that she wanted Eris herself, so as to prevent her from causing trouble in the mortal realm again. Eris twisted this about a little and agreed-she'd be Jumper's loving wife "till death do us part" if Jumper won their bet, but if Jumper failed then Jumper's own was forfeit. And so Eris promptly turned practically all the world against Jumper, sending all manner of sea monsters to cause disasters that Jumper would be responsible for if she didn't stop them, spreading a horrid reputation of Jumper's pirates until they were hated throughout the seas, and so on. And against all odds Jumper managed to keep up her end of the bet, saving lives, acting as a good-hearted pirate, and having fun adventures across the seas as she went. And at the end of the jump Eris is forced by her own promise to become Jumper's loving wife, though fully plans to assassinate Jumper in various ways to get out of the promise. "Till death do us part" after all.

True to her word, the very next world was a low-tech one that seemed to be well within their own age of sailing. A perfect time to be a pirate, essentially. Purely to appease Rihoko's enthusiasm about the whole thing, Jumper decided to stick to low-tech as possible and build up her own ship with what was available in this era-though even then Jumper's inventing skills and abilities let her build up a truly incredible ship despite not using any exotic principles or advanced techniques. In the same vein, despite having essentially no experience with sailing a ship Jumper found herself to be an incredible captain-largely thanks to her capacity to effortlessly navigate, her supernal reflexes, her sheer learning speed, and her precognitive capabilities telling her exactly what she needed to do to get through any situation she got herself into. As for her crew-that was Rihoko, Masane, Dianna, Shepard, Alita, and Rebecca; they raised a black flag and declared themselves the Sea Witches, and set out to be pirates purely for fun.

Though very few beings were genuinely capable of detecting Jumper coming into a new universe, Eris happened to be one of those beings. She had never seen Jumper's like before, and Jumper's manifold esoteric defenses ensured that she couldn't actually perceive much of Jumper's actual existence beyond what a normal human might be able to see with their own eyes. Still, Eris knew there was something incredibly strange about this one, something that made fate and reality twist and bend in ways that she had never seen. She was intrigued...and wondered just what sort of chaos she could get Jumper into. Of course, she couldn't just approach Jumper straight up-first, she needed to test her to see if she was even worth spending the time and effort to interact with. A few weeks after Jumper began to sail the seas, she dropped Cetus right into Jumper's path.

The girls had gotten a good bit of experience working on a medieval pirate ship at this point, and thanks to Jumper's modifications and enhancements none of them got seasick or the like. They didn't even need food or risked any mortal illness, so the whole sailing thing seemed like a vacation more than anything. A vacation that was soon interrupted by a giant squid monster. Jumper and her crew would be able to effortlessly kill such a sea monster even with their base forms...but on Rihoko's request they decided to do it the "pirate way" and defeat the creature with swords, cannon-shot, and generally base human capabilities. It was only really possible thanks to Jumper's precognition and leadership, but with that they were able to decisively slay

the giant sea monster with purely human capability-and no damage to the ship either! Unfortunately the trouble didn't end there, as a sudden unnatural storm whipped up and a tornado of water sprouted from the sea where the sea monster had been slain. The tornado suddenly twisted into dark smoke, and that smoke took the form of an incredibly beautiful woman: Eris, goddess of chaos and discord.

It was upon meeting Eris that Jumper realized something both extremely odd and outright disturbing; until Eris had manifested herself, she was utterly invisible to Jumper's precognition. The same went for Cetus in retrospect; Jumper couldn't see Cetus at all until he was suddenly attacking the ship, after which she could perceive him just fine and plan around him easily as usual. There was something that made Eris and Cetus just...invisible to her sight until they decided to act on the world. They weren't in higher dimensions, weren't operating on exotic physics as far as Jumper could tell. They were just...manifest phenomena in a very odd way that Jumper could only suspect as magic. She wasn't entirely foreign to the idea-she'd dealt with a fair bit of magic back in the world of Ranma, and knew of it from both the Symphogear and MCU perspectives...but it wasn't something she had a lot of experience with either. Magic in the MCU was manipulation of fundamental exotic qualities of the underlying structure of the universe. Symphogear magic was rather similar, but had a certain degree of esoteric and almost conceptual qualities that even now Jumper struggled with mastering. A being so deeply steeped in it as Eris was, was new territory for Jumper.

Eris started things by mentioning that she wasn't too happy with the fact that Jumper and her crew had killed her sea monster-she rather cared for Cetus after all. Jumper retorted that she shouldn't have let her pet attack random ships then-she wouldn't apologize for defending herself and her crew. Eris actually laughed at that, liking how "feisty" Jumper was, but couldn't let such cheek go too easily. She was willing to forgive Jumper for killing Cetus, but she wanted Jumper to do something for her in return. Collect a wide list of incredible and irreplaceable treasures from all across the world and bring them to her realm in Tartarus, and everything ought to be settled. She would even reward Jumper for the effort with a ship unmatched in all the oceans. Jumper considered it for all of half a second, and then turned Eris down-she wasn't interested in a new ship to be honest, she'd prefer to build her own. Then how about riches, enough to buy the world? Also turned down; Jumper had no desire for wealth. Women then, beautiful nymphs and luscious angels to fill a harem-Eris could see how Jumper had a love for the fairer sex. Also turned down-Jumper preferred to actually romance the women she loved. Frustrated, Eris offered any one wish that was within her power to grant-the boon of a true goddess. This finally seemed to interest Jumper, and she asked Eris to swear on it. Excited for finally gaining Jumper's attention, Eris happily did so-swearing that she would grant Jumper's singular boon so long as it was within her power to grant.

Happy to have gained something akin to an agent in the mortal realm, Eris produced two things-a list written on a scroll that looked to be torn from the night sky, and a pitch-black compass. The scroll would give her a list of grand and incredible artifacts from across the world-all touched by various gods and deities ranging from Greek to Hindu to Chinese to even Mesopotamian. The compass would lead her to each of the artifacts, one by one. Eris never said what exactly she wanted with the manifold divine artifacts, but the truth was that this was a plan to climb the ladder of deities. Each artifact held a portion of a deity's powers, a fragment of their authority

and domain. By taking them into her realm and perverting them until they became a part of her, Eris would grow more and more powerful as a deity-her realm of Chaos poking "holes" into the domains of other deities and siphoning their power until she became the greatest and most powerful Goddess in all the world. That was the hope, anyways; Eris didn't truly believe that Jumper was capable of fulfilling this quest. She expected Jumper to get one, maybe two artifacts at most before getting killed off by some other deity. And hey-that was two artifacts more than she had now, so it was worth a shot.

With a laugh, Eris disappeared into dark smoke that dissipated unnaturally quickly, and suddenly it was mid-day once again. While once again disturbed by the fact that Jumper couldn't detect Eris's existence anywhere no matter how hard she looked, Jumper eventually accepted that magic is as magic does. For now...she had an actual goal for this decade: collect a bunch of magical macguffins and travel to a realm of pure disharmony and discord at the end! She'd figure out some way to use Eris's boon to neutralize her as a threat later, or at least build up a god killing weapon to use against her. Getting a new heading from the Chaos Compass, Jumper and her crew set forth for an adventure of a lifetime.

Of course, while they knew where to go to get the various divine artifacts that were on Eris's list, it wasn't easy at all to acquire them. The first few artifacts were creations of lesser or dead gods, hidden in secret and dark places or guarded by ancient monsters, but not actively defended by other deities or the like. But collecting those sorts of mystical artifacts meant that there was /attention/ on Jumper's ship now, and when Jumper began to plot a course for the next artifact on the list she was accosted by a goddess-Hestia, specifically. Hestia pleaded that Jumper give up her quest, for nothing but suffering lay down the path she had chosen. Jumper asked what Hestia meant, and the Goddess of the Hearth revealed that Eris was a "traitor goddess" amongst the Greek pantheon-having broken off after stealing great power from several other gods, and claiming the realm of Tartarus as her own domain. Eris was strong these days, but the other gods could hold her back if they worked together...but Jumper collecting divine artifacts for Eris was feeding into her plan to usurp ALL gods and become an unmatched divinity who would sunder the world entirely.

Jumper acknowledged that that was a pretty serious threat...but she had a plan. She spoke about the boon that Eris had promised her, and her plan to use it against Eris-chain her with her own divine word, assuming such things were true? Hestia did confirm that once a deity gave their word it was for eternity, and a big part of why big pantheons could exist at all. That confirmed, Jumper planned to use that against Eris to defeat her once and for all. And though she didn't tell Hestia and spoke to no-one about it, Jumper also considered the fact that she'd imbued an Anti-Divinity Philosophical Weapon trait into the WitchDriver, which would let her kill Eris if she could just strike at the core of her power. It was a last resort, but an option nevertheless. After considering things for a time, Hestia actually agreed that this might just work. Still, she would seek counsel with the other gods, and so Jumper was left to her peace once again as she sought out more divine artifacts. As Jumper and her pirate crew ventured across the seas and attained grand treasures and ancient artifacts the Greek Gods convened and argued and debated, until finally three amongst them were chosen to "test" Jumper to see if she was truly capable of what she sought. The three gods chosen were Athena, Artemis, and Aphrodite-three goddesses who would test Jumper's mind, body, and soul.

Of course, the test was a farce-the gods had decided on a much different solution than Jumper did. Bind Eris to a mortal, and bind the mortal to the Olympians-and thus, Eris would be bound to their will once again. Athena was there to twist Jumper's mind, Artemis to twist her body, and Aphrodite to capture and corrupt her soul-and once perfectly bound by passing the "tests" that the three goddesses set for her, she would be showered with divine gifts and blessings on her quest to guarantee her success. A divine Trojan Horse, in other words. This was the plan the collective gods of Olympus had decided upon...and as Athena could have told them, no plan survives enemy contact.

The gods were mystical beings beyond Jumper's knowledge and understanding, but their capabilities were still VASTLY below what Jumper was capable of. There was no riddle, no puzzle, no tactic nor stratagem that Athena could devise that Jumper couldn't number-crunch and solve in literal nanoseconds. There was no physical challenge or transformation that Artemis could inflict on Jumper that she could not counter and overcome with ease. Despite her great beauty and madness, Aphrodite could not so much as make a dent against Jumper's memetic defenses let alone strain her willpower. All the three goddesses achieved in their "tests" were to warn Jumper that the path she had chosen was full of pain and disappointment, and were forced to give away divine artifacts of their own domains in exchange. Returning to Olympus in defeat, the three goddesses shared their failure and the Olympians convened about how to best get Jumper under their control to best control Eris. And while they bickered, a certain goddess considered theomachy.

As Jumper collected more and more divine artifacts from across the whole of the world, the deities of the Olympian pantheon and several pantheons beyond began to become more desperate-and began sending down their own "tests" and challenges haphazardly. From grand mythological monsters, contests of skill, wit, and power against the gods, outright curses, and more, Jumper led her crew through everything the gods threw at her and came away without any damage. All that was left to collect at this point was one of the greatest divine artifacts of the entire Olympian pantheon: the Book of Peace, binding the collective power of the Olympians together to forge a ward of Order and Harmony which blunted the vast majority of Eris's power and uplifted all people within the Twelve Cities in many subtle but profound ways. It was not the most powerful of divine artifacts, but it was precious beyond compare-for it represented a unity between the Olympians and contained a small portion of ALL their power. With this one artifact Eris would be able to attain total dominion over all of Olympus, given time to consume and corrupt it.

It was already some months after Sinbad's own adventure to retrieve the Book of Peace the day that Jumper sailed into Syracuse to steal it herself. But as she docked into port, she was met by a strange elderly woman clad in dirty robes. This woman told her that she knew of Jumper's purpose in this port...and could lead her to the Book of Peace, but first Jumper would listen to her. Wary as this strange elderly woman was difficult to see with her precognition-and thus likely some deity in disguise-Jumper nevertheless accepted and began to follow her down strange twisting alleyways through the city of Syracuse. As they walked the elderly woman told Jumper about the history of the gods in this land-at first matching up with what Jumper knew of Greek mythology, but then veering off wildly. At some point in ancient history Eris slew her

counterpart Harmonia and consumed her, gaining immense power. With this power she conquered part of the underworld and ripped away Tartarus wholesale from Hades, declaring herself the sole goddess of the world. But why did Eris do this? Why, for love of course. Or perhaps for lack of it.

Of all the deities of Olympus, none were quite as hated or reviled as Eris herself was. Born from the darkness of the skies and the evils of man, she had created countless evil deities with just her very existence, brought discord and disharmony wherever she went. But she was content with her role, and even had a friend amongst the Olympians. Harmonia, her counterpart goddess whose domains directly countered her own. Harmonia and Eris created something that was greater than the sum of their parts; Eris brought dissatisfaction and chaos into daily life, while Harmonia built that unity and harmony back up stronger than it was before. In this way Eris became a constructive force, helping people while also satisfying her domain. But it could not last. In the web of divine politics, Harmonia was to be married off. Eris could not tolerate this, unable to truly comprehend the idea of love yet desperate for Harmonia's all the same. She cursed the goddess, and when that failed to stop the wedding...consumed her entirely. And thus began Eris's war against the Olympians, her mad struggle for power, and Eris's true weakness all in one. Love, for all things came back to love.

Somehow or another, without Jumper's sensors being able to detect exactly when the transition took place, Jumper and the old lady were in the tower where the Book of Peace was kept. Whatever Jumper sought Eris's boon for, the old lady began, this story could only end in death and tragedy; the moment the book and the countless other artifacts Jumper had collected were brought to Tartarus, she would begin to use them to consume the other gods and become a cosmic goddess of strife. She would be at her most vulnerable then, and so saying the old lady gave Jumper a dagger-filled not with divine power, but instead demonic. A blade forged of an accursed metal found only in the deepest pits of Tartarus, filled with Hydra Venom distilled and refined manifold times over, bathed and quenched in the blood of Kronus, it was a weapon that would slay any god. At the moment when Eris begins to consume the other gods, this blade would be able to strike her down once and for all-though the power she had consumed would be destroyed along with her, rendering the Olympians mortal and destroying each god that Eris had begun to drain in time. But...there was another way. The old lady offered Jumper a simple golden ring-again, not forged by divine hand, but mortal ones. On one side was engraved "to cherish and to hold", and on the other "till death do us part". It was impossible to say whether Eris even had the capacity for love at this point, and doubtful that Jumper would love her in turn right now. But perhaps, just perhaps, this could open a better path. The choice was Jumper's.

After making her choice, Jumper left with the Book of Peace-and that very night, Jumper and her crew set sail for a certain distant star. They traveled for a week straight, and marveled as the world shifted and warped under divine power until the gate to Tartarus opened up beyond an impossible horizon that simply...ended. Rigging up the ship to be capable of flight-at least, borne upon the unnatural winds that surrounded the gate to Tartarus, the entire ship flew off from the edge of the world and into the depths of Tartarus at once-carrying a cargo hold of countless divine artifacts.



Eris was quite surprised to see Jumper and her ship enter her realm, but delighted regardless; every time she had looked into the mortal realm, she saw that every single divine artifact she had set Jumper to collect was still exactly where it was before...but clearly that wasn't true. In fact, Jumper had been analyzing and swapping out divine artifacts for replicas of her own make as she went; she couldn't copy their actual essence and mechanisms, but their functionality and capabilities? That was effortless for her, and in many cases she could vastly improve upon it even. And just as Jumper had never quite been able to pierce through the esoteric nature of the gods in this universe, the gods could not pierce through or unravel Jumper's own workings; her dimensional defenses and esoteric construction methods ensured that her workings and existence were entirely an opaque mystery to them. Nevertheless, Eris congratulated Jumper on completing her grand quest and acquiring all the treasures she had asked for; Eris was a woman of her word, and would grant Jumper absolutely anything now. Well, within her power...but with all these fragments of divine power, and her own mystic spell to consume the domains of other deities via fragments of their power...there would soon be essentially nothing beyond Eris's powers. Did Jumper want the world? The stars? To become a goddess herself? Anything Jumper's heart desired, Eris would grant it.

Jumper simply pointed at Eris and said that she wanted her. She presented the ring the old lady had given her a week before, and told Eris that she would have Eris's hand in marriage, bound by the oaths inscribed on the ring. Exasperated but not yet worried, Eris accepted-and the ring flashed from Jumper's hands and onto Eris's finger, where it suddenly glowed with the white light of Eris's own divine power. Cute, Eris declared, and she'd make sure Jumper lived a life of luxury, but now she had to get back to conquering the world so...and that was where Jumper stopped Eris, for she had forgotten something: the dowry. By Olympian law Eris was forced to give a dowry to Jumper, and in accepting the marriage so quickly Jumper was entitled to take whatever she so desired. And what she desired...was to take the divine power Eris intended to steal from the other gods. Not for herself-but into the Book of Peace itself. Bound by divine law and her own power, Eris was forced to modify her ritual-pouring the collective power of every single god she had stolen power from-every single god in the world, even those dead and forgotten-directly into the Book of Peace until it held all their power and then some. Rather than slaying the gods this simply bound their powers such that they could only be used to bring about peace and harmony to the world, limiting them to the strength of mortals when not acting for the betterment of mankind but leaving their immortality intact.

Bound by her oaths of marriage, Eris guided Jumper and her crew out of the realm of Tartarus and back into the real world once again...but appeared on the ship alongside them. If they were going to be married, Eris told her, Jumper would have to get used to her hanging around. And besides-she looked rather fetching in a pirate outfit, didn't she? From that day on Eris joined Jumper and her crew as they sailed across the sea; Jumper eventually returned the Book of Peace to Syracuse, but it was now sacrosanct against the touch of the divine and thus the gods could no longer undo their own sealing. Eris took up the role of the crew's navigator and constantly, ceaselessly led them into incredible trouble and absurd danger-but with Jumper's leadership they always got out unscathed and left things better off than they found them. Eventually, after several years, Jumper finally confided with Eris about her true nature as an interdimensional traveler and her true power-upon which Eris could only sigh and bemoan that she'd made a bad call betting against an unknown like Jumper.

Of course, Eris hadn't exactly given up just yet. She played the loving, flirty, and affectionate wife for Jumper and her companions, but at practically every single moment she was testing her own divine bonds and seeing where she could push and how much. Every adventure she led Jumper and the crew into was stacked against them with her own divine power, seeded ahead of time in chaotic ways that Eris did not directly control and thus she could not be said to have been her intention. Every adventure was more dangerous, more lethal than the last, and once she realized the sheer depths of Jumper's power she began to scheme even longer term. "Till Death Do Us Part" was the terms of their bond after all; she just had to kill the little wretch and she'd be free of this farce of a marriage. While she was here though, might as well see what chaos she could stir up...

Ten years passed in a flurry of incredible and wild adventures, and finally it was time to move on to the next world.

## Jump 24: Dresden Files

Gender: Female

Age: 26

Origin: Practitioner (Wizard) -200 CP

Location: Mexico City

### Perks

>Magic 101 -Free

>The Sight -Free

>Wizard Tricks -Free

>Clued In -Free

>Power to Burn -150 CP

>Refined Spellcasting -150 CP

>Soul Source -300 CP

>Glamorous -100 CP

>Unwholesomely Good-Looking -100 CP

>Just One Sip -300 CP

>Stars And Stones -400 CP

### Items

>Best Ale In Chicago -Free

>Enchanted Duster -Free

>Wizard's Lab -Free

### Drawbacks

>The Hex Enhanced +100 CP

>Big Old Apocalyptic Trilogy +600 CP

Basic idea: Jumper is a tech-expert deprived of her technology, and is INCREDIBLY unhappy about this state of affairs. She's adapting though, wielding magic in incredible ways and making use of what little still works-biological fuckery tends to work pretty well all told, so for this jump she's generally limited to her Biologia frame. In a pinch she can even use her psychic abilities and sheer will to forcibly hold technology together and use her other frames, though it's uncomfortable and definitely not a real solution. Jumper proceeds to get caught up in all sorts of mystical and supernatural issues, destroying the Red Court single-handedly just to start with, and ends up wandering around as a Big Good who slowly develops her magic to a fine point and even stops by in Chicago to help Dresden out some along the way.

Entering this universe alone almost outright cripples Jumper as she struggles to hold together her hilariously hyper-technological form against the force of her own Hex. The Biologia Frame was much more stable and weathered the force of the Hex much better, but it still took a good week of simulation and rapid technological development before Jumper managed to "Hex-Harden" her nanotechnology and Frames. It wasn't easy in the slightest and her "hardened" nanomachines were generally 50% larger than their unhardened equivalents...but they were also much more stable and were capable of continuously correcting for beyond worst-case-scenario deviations and unnatural degradation. Incredibly painful to start with, and Jumper actively had to hide herself away for a whole week just to be able to finish up her emergency modifications...but she recovered, and came out stronger for it. Jumper didn't know this at the time, but she'd accidentally given herself a sort of "magical immune system" for her technology; it wasn't a perfect defense by any means, but countering and negating the effects of the Hex weren't too different from such effects as mystical manipulations or being forcibly transmuted. It wasn't perfect and could easily be circumvented with enough raw power, but it was better than nothing.

Of course, someone would come looking for a strange person who had holed up in a hotel in Mexico City for a week straight and didn't interact with anybody...just Jumper's luck that the one who came looking happened to be a Red Court vampire, wondering if Jumper would make an easy meal. Having seen the creature coming with her precognition and also just finished up with her emergency modifications, Jumper was able to effortlessly slay the Red Court vampire with a simple biological nanowire-making sure that none of the parasite's fluids stuck to the wire afterwards so she wouldn't be infected by it. Jumper also didn't know this at the time, but this singular incident would begin a war against the supernatural that would last her for decades to come and shake the very foundations of the world.

It started rather simply, with the other members of the opportunistic vampire's gang deciding to get revenge for his death. And when those were killed, higher ups in the authorities and more members of the gangs began to get involved. It began to spiral out of control somewhere after a few dozen vampires, and Jumper was declared a wanted murderer by the government-which was, of course, controlled by the Red Vampires puppeting things in the background. That didn't get Jumper to back down and flee the country though-on the contrary, it only made her double down even harder and start attacking human forces alongside the Red Vampires; she had absolutely no issues with killing humans after her many decades of life, and she didn't need magic to use a monowire whip to decapitate scores of people at once. And so she began a one-woman war against essentially the entirety of Mexico, and then all of South America as well. Purely because she absolutely refused to back down against parasites like the Red Vampires.

The Red Court vampires weren't the worst creatures Jumper had the displeasure of encountering throughout their long life-that was and remained the Affront-but they were certainly rather unsightly. And as someone who considered herself a defender of justice and humanity, she couldn't just let them continue preying upon humanity without retaliation now that she was aware of their existence. Any tricks that the Red Court tried were nullified, any magic they used was countered; Jumper's supercomputer mind was able to swiftly figure out the processes behind this strange new force that she could command and shape it almost effortlessly to her will, and she put it to great effect in her war against the Red Court. And as things escalated to the national level she didn't stop fighting-instead pushing harder, utilizing greater weapons and more powerful spells as she adapted herself to wielding mystical abilities while also adapting to and defending against the abilities of her enemies. Jumper, as usual, didn't care one whit about any masquerade being enforced-simply acting on her own will and desires regardless. Such was the right of those who were as powerful as she was...though that itself was a bit of a dangerous thought. One of several Jumper began to notice cropping up as she worked through more spellcasting and mystical efforts.

It was the very nature of spellcasting that caused this issue, she found; by casting a spell, one had to fully believe that their will superseded the world, that they had the RIGHT to bring about the effect they desired. Casting spells at all tended to slowly twist and change one's own mind as they grew used to casting those spells, but certain classes of spells were more "corruptive" for lack of better term than others-spells that specifically killed people, spells that twisted minds or bodies, spells that twisted the lines between life and death...Jumper knew of the Laws of Magic, but it was as she truly began to work her will as a spellcaster that she realized why most of those laws actually existed at all. Spellcasting was a memetically corruptive activity, and certain strains of thought and belief were much more "toxic" than others. Luckily Jumper was able to isolate those intrusive mental corruptions and purge them from her mind with just a little bit of mental reconfiguration, but it was something that she had to keep an eye on now that she was using mystic powers. Perhaps this was why Eris was so obsessive about bringing corruption and discord?

Speaking of, Eris decided to throw Jumper a bone. Jumper's war against the Red Court was winding down after a year or so of work; she'd exterminated something like 90% of them and left multiple countries in disarray, though had done her best to help those countries in the aftermath. Eris was, dare she say this, proud of her wife! As a treat, Eris promised to work with the other companions in fixing up the nations that Jumper had kinda-sorta destroyed while she pointed Jumper towards a nice nexus of Chaos, where fate and destiny would tangle like knots. Certainly plenty of interesting things would be going down wherever she pointed her-and plenty of chances to advance her magic and abilities, right? Distrustful, but knowing that Eris could not break her word, Jumper agreed...and proceeded to follow a black compass off to Chicago, while Eris and her other companions rebuilt South America. Eris's plan was actually fairly simple: while the other companions would be building things up above board, Eris would be building up a crime syndicate and slowly teasing and tearing at the world via divinely-empowered organized crime. It'd take a few years to get off the ground, but she had time...

Now it must be said, at this point Jumper is possibly the most wanted woman in the world-for the fact that she literally destroyed multiple countries single-handedly, for the murder of literally millions (of Red Court vampires), and for a wide variety of other crimes that were thrown at her wholesale. The point was that people had their eyes on Jumper, and KNEW when she was coming and where she was going as soon as it became pretty clear. The Witch of Chaos they called her, for how she was touched by primordial Chaos thanks to her marriage to Eris and for the sheer impossibility of her power. Few yet knew of her true origins, continuously running into Jumper's already existent dimensional defenses and stymied by her Esper nature occluding direct scans from magical abilities, but in time that would change.

All that to say that when Jumper showed up in Chicago, it wasn't exactly a perfectly quiet affair. There was no mundane authority that could track her if she didn't want to be tracked, but Jumper had yet to fully figure out anti-scraying and she showed up like a stellar nova on mystical senses. It was certainly a good thing that Michael Carpenter was one of the first people to meet Jumper in Chicago. Michael knew that something truly big was coming, something truly dangerous that might only be capable of being defeated by a Sword of the Cross...but Jumper clearly didn't have bad intentions. She certainly didn't burst into white flames upon shaking his hand, didn't flinch against the name of the Lord, at most just commented that Michael's sword was pretty neat. After getting a good feel for Jumper the two of them went out for drinks at a bar, sharing their life stories-Michael just wanted to be sure Jumper wouldn't be a threat to the people, and while Jumper admitted she was a bit nosy and obscenely powerful, she was also an incredibly empathic and caring person. Nearly everyone she killed in the war she got up to was a Red Vampire-those that weren't, were willing collaborators or scum of the earth that might as well be monsters in human skin.

With the seal of approval from a Knight of the Cross, Jumper got a pass to be able to live in Chicago pretty well-and soon set up one of her usual back-alley clinics, catering to those in need and those who might need more discretion than a normal hospital had. It was a pain and a half to harden everything against the Hex-forcing her to increase her normal nanomachine sizes by 50%-but after she was done she could boast to be the only source of Hex-Proof Tech in the world as well. And after she got all of those things set up, Jumper began to do two things-the first was further exploring her own magic, studying and developing her skills in the mystic arts. The second was replicating that rather interesting sword that Michael Carpenter had.

Now, replicating a Sword of the Cross was no small feat-the sword itself was made of fairly mundane metals, but the abilities of the sword were a wholly different matter. It was conceptual, absolute in a way that near nothing else Jumper had ever encountered was-the closest equivalent were Philosophical Weapons in Symphogear. It also took a new form of energy just to create it-an exotic energy that Jumper had no reference base for. But somehow...some instinct allowed her to recreate that energy-that "soulfire" as the term was. The original Amoraachus all but /burned/ with the stuff in an eternal bonfire...but Jumper could figure out a VASTLY less costly configuration of the energy-structures required, and only needed a little bit of the strange "soulfire" stuff as well as a good deal of magic to generate the patterns necessary to recreate the Sword of the Cross's effects. Now for any other artifact that Jumper created, that would have been the end of things. Sure she might have integrated it into her favored weapons or platforms or the like, but there would be nothing more to the tale than that.

But creating Soulfire.../hurt/ Jumper in ways she couldn't quite comprehend. It wasn't a great pain to be honest, maybe the equivalent of ripping off a finger after she'd finished generating enough Soulfire to recreate Amorcchius, but it was notable in that this pain didn't show up on ANY of her self-diagnostic systems. Not her Generabilis diagnostics, not in her neural data maps that monitored her own psyche's integrity, not in her Phase's structure, not /anywhere/. And yet the pain was there, deep inside of her...SELF in a way that defied greater description. That would be the soul itself, Jumper supposed-a qualia that still remained rather ephemeral to her even now. She could detect it, could even somewhat interact with it if she took the time to rig together Soul Stone-emulating technologies. But it still defied in-depth analysis or manipulation. For all intents and purposes Jumper still had the soul of a normal mortal human being, despite their highly advanced existence. And making Soulfire cost them a little bit of that spiritual energy-though from what their jury-rigged Soul Stone-emulations were telling her, her soul would regenerate in time. Best not spend that resource willy-nilly though.

It took her a few years but she did end up upgrading her WitchDriver with an improved version of the Sword of the Cross's immutability, capacity to cut through the supernatural, and what Jumper could only define as "True Damage" which allowed it to cut through basically anything with the same ease as a sword going through warm butter. The original Sword of the Cross would have prevented any magic being used on it or through it, but Jumper was able to ensure her WitchDriver was still a perfect focus for their metaphysical efforts-but negated the effects of others unless Jumper specifically let them in. Further, the Sword of the Cross had specific requirements and hard-coded rules in how it could be used and for what; Jumper's WitchDriver didn't have those same absolute laws, instead limited purely for working for Jumper and powered by her own will rather than faith in a higher power. Jumper could have removed the use-limit entirely, but leaving it limited to only allowing her to use it was a good security protocol in her eyes. These modifications and improvements required a great deal of Soulfire, and Jumper had to be very careful over the course of those few years to ration her generation and usage of the metaphysical energy, but the end results simply couldn't be denied.

Jumper kept her replication of the Sword of the Cross rather quiet, helped by the fact that her growing mastery of magic allowed her to craft wards and defenses that were much better at hiding her nature and powers over time. Still couldn't do anything about the Hex, though she'd made it standard operation to harden all her tech against that at this point. And in-between her personal projects Jumper worked tirelessly to help people, to fight against supernatural elements that would prey upon humanity, and simply to help push human civilization further along. Jumper knew how to manipulate governmental systems rather well at this point and carefully managed the release of several world-shaking medicinal patents; cancer cures, cures for Alzheimers and dementia, a wide variety of heart diseases, Diabetes, and AIDS. Any one of these could have spelled horrible disaster in multiple economic sectors due to how terrible the blow would be to medical industries, and naturally there was utterly absurd pushback against the release of these cures by said pharmaceutical companies-but Jumper had accounted for that, simulating scenarios and foreseeing things to force the release through anyways via multitudes of different forms of media so that it couldn't be shut down or censored. The ingredients were so common and cheap that it would be nigh-impossible to ban their usage, and media outlets were

carefully managed to cause constant gaffs and spread awareness of the cures and their efficacy everywhere they could.

That was just step one; step two of this issue was bribing, beating, and occasionally beheading politicians, lobbyists, CEOs, and other major company members who were trying to push through laws to immediately criminalize the usage of these cures. Because naturally such people would fight against the release of these sorts of cures tooth and nail even though it objectively pushed humanity's collective life expectancy and development forward. The final step in this process was just making sure the cures /stuck/, constantly re-releasing recipes and modifying if ingredients weren't available or there were other difficulties in the process. Jumper had to be careful in these distributions to hide her own identity and involvement in this process, but the end result was the near-total collapse of multiple pharmaceutical companies, the elimination of some of the worst diseases humanity had to deal with, and a significantly higher average life expectancy.

The whole process had taken several months all on its own just to force the cures through, and Jumper carefully noted that down for future efforts. It was her hopes that eventually she'd have a process set to be able to "uplift" modern societies like these with her technologies in a standardized automated process, but the sheer amount of effort required to push through the pushback against even this small improvement to the world was just mind-boggling and required a truly immense amount of constant monitoring and adjusting to prevent suppression of the cures. Pushing through multitudes of cures and improvements to life standards was much easier in Resident Evil when she essentially created a whole country full of superhumans and a whole memetic cult built around herself...but that was probably going too far with things. She didn't want to get to the point where creating countries and religions focused around herself were her go-to options; she much preferred to work in the shadows and help people on a more personable level. Still, she wanted SOME kind of solution to this issue...

Enter Eris, with a terribly tempting solution: organized crime! Given the few years that Jumper had been working on her WitchDriver, shenanigans had been ongoing in Chicago, and South America was slowly stabilizing under the influence of Jumper's companions and Eris herself, the goddess of chaos had had plenty of time to spread her influence via criminal connections and re-establish a functional criminal underworld. A little crime, a lot of chaos in the wings-and Jumper could end up turning basically any world she went to into a utopia. Eris would even throw her wife a bone and collaborate to ensure minimal to no lives were lost in her little shakeups-though in turn Eris wanted to play merry hell on socioeconomic sectors until civilization all but collapsed screaming. But even that could be worked through-collapse the old order to kickstart a new one. Jumper had the plans and simulation engines to do that, could even plot out the downfall of civilization with no lives lost to bring about a utopia in its place. It was much quicker, much easier than slowly working within a system that actively fought back against her, and even let Eris have her fun. All that was required was a controlled collapse of human civilization...

Again and as usual, Eris had multiple goals here. Things WOULD be left off better than she found them, which was something Eris didn't exactly like. On the other hand, she'd have plenty of time to make people miserable and bring about chaos during the interim and collapse periods.



Plus, if she could get Jumper to adopt this strategy as a standard one for uplifting civilizations...then that meant that she could bring glorious chaos to world after world, over and over again! She could play with and bring about the destruction of human civilization in whole new interesting ways every jump, only for the dominoes to be reset in a decade or so to let her do it all over again~! She gets the fun part of knocking everything down, leaves the restoration to the simulation engines and companions that Jumper assigns as her minders, and gets free reign to do it all over again in every single world they go to.

Due to her nature as a Goddess of Chaos Jumper couldn't read Eris's thought processes...but she could simulate them, and knew the generalities of her plans. Nevertheless she was okay with it; as long as it kept Eris under control and fulfilling a constructive role rather than a destructive one, Jumper wouldn't complain. Jumper decided to accept her proposal, but with a caveat; she would create a special simulation engine just for Eris's personal usage. This machine was imbued with traits of the Sword of the Cross, making it utterly impervious to supernatural influence and allowing its simulations to "cut through" supernatural interference or occlusion. It was also built with Achron chronoporter technology and Jumper's own understandings of hyperdimension to allow it to transmit information backwards and forwards through time to itself, allowing it to refine simulation data with "achronal testing" to achieve truly absolute accuracy. Jumper stylized it as a giant crystal ball just to make it more appealing to Eris, and named it the Eye of Providence-which would observe the world and local dimensions, calculate all probabilities and possibilities, then generate two lists. The first list was the Black Scroll, which highlighted a number of actions, people, and things which Eris was NOT allowed to destroy or corrupt. The second was the White Scroll, which listed innumerable places, times, and actions which would need to be fulfilled.

The Eye of Providence had a massive series of directives, definitions, information access permissions, and sensors, all for the sake of three primary purposes. The first and second were tied together: figure out ways to allow Eris to have as much fun as possible, while ALSO ensuring that Eris's fun would result in an exponential net benefit for all involved parties. The Eye would guide Eris to interesting and fun situations where Eris would naturally be compelled to fuck around with to satisfy her desires for chaos, and would ensure via the Black Scroll that the way she fucked around always ended up making things better in the long term for everyone involved. The White Scroll was purely for damage control and rebuilding, and Jumper could even assign drone platform resources to the Eye to allow it to fulfill those innumerable minor actions that would end up with the world becoming a near-utopia even in the event of total societal collapse. The third purpose though, was to act as a control and collar for Eris. Jumper knew that the Goddess of Chaos still sought a way to kill her even now when bound in marriage, so the Eye would constantly monitor the Goddess and act with a secret "Gold Scroll" to curtail Eris's actions and maneuvers.

While these things were going on, Jumper also occasionally got involved with the various shenanigans in Chicago. She had a relatively amicable relationship with Dresden, and while the wizard was very hesitant to call upon her for emergencies at first...when things began to escalate he found Jumper to be reliable and consistently on the side of humanity. With her help he managed to avoid several tragedies, settle things that would have gone much worse in far better ways, and more. Jumper only ended up in Chicago a little before the events of "Grave Peril", and

is initially introduced to Dresden through Michael Carpenter who vouched for her as "probably one of the good ones". Thanks to her assistance as a doctor he gets through the events of that whole situation MUCH more easily, though his distrust of Jumper's existence at first means that Susan still gets half-turned and a great deal of terrible things happen. On the other hand, Jumper is able to provide a cure for Susan's condition: a highly focused version of the Shénshòujìng's purification Philosophical Trait combined with a complex restorative potion and ritual purges the vampirism from her entirely, restoring her to full humanity. Jumper also manages to purge Dresden's forced addictions at the same time, and afterwards Dresden and Susan get married.

When the events of "Summer Knight" happen, they happen in such swift succession that Dresden has essentially no time to really call upon favors during the whole event. Afterwards though, he remembers someone who had a knack for purification and restoratives and wonders if perhaps Jumper might be able to assist Lily with the fact that she was forcibly ascended to becoming the Summer Lady. Lea tries to convince Dresden that Jumper is not what she seems and mustn't be trusted, but he ignores her and manages to drag the new Summer Lady Lily to her anyways. Upon having the whole situation explained to her, Jumper thinks on things for a time then slowly mentions she might have an idea of something that would help Lily. Something that would allow her to retain the soul and free will of a human being, while still holding the power of the Summer Lady. It sounds like an impossibility for most people...but Jumper had something a little special up her sleeves. The hair of a Goddess of Chaos freely given, three glittering gems of Soulfire, a Philosophical replication of Airgetlám's energy control qualities...and Jumper had created a silver and black bracelet she claimed would allow Lily to be both Human AND Fairy-without being bound to the nature of either side. She would still have the temptations and pull of becoming a Fairy, but she'd always be able to become Human again and never lose her innate Free Will or Soul to her Fairy side. Jumper forces both Lily and Dresden to keep quiet about the creation of this artifact; she'd included anti-scriving and analysis into it so not even True Sight would reveal its true nature easily, but the way she did that and exactly what she did was something she wanted to keep secret.

"Death Masks" kicks off with Jumper going on a ""tiny"" rampage against local Red Court vampires who had started kicking up shit once again-she had something of an extreme distaste for them at this point, you see. It's during this time that Dresden realizes that Jumper is not human, though what exactly she IS is still up for debate. Superhuman strength without seeming limit, impossible durability, the capacity to effortlessly track down just about anything she wanted to, and a strange sort of prescience that let her essentially dance around her opponents-Dresden's first guess would be fae, but he knew she had a soul and was "mortal" for some definition of the word. On the other hand she DID make that artifact that let a fairy retain her soul...Jumper and Dresden work together to tear apart the plans of the Denarians and root out the Red Court in Chicago-with Jumper mentioning not to worry about them in the future; she had some people working on dealing with them. Having fought alongside Jumper at this point left Dresden with a better impression of her, but also significantly more wary of her as well-she clearly wasn't a human despite having access to human magic, and he knew deep in his bones that power like hers didn't come without a price. Dresden did still end up picking up Lasciel's coin for a short time in the end.

By the time of "Blood Rites" Dresden was beginning to settle down with Susan, the two of them happily married and a kid on the way. Of course that doesn't stop him from getting involved in yet another case that ends up spiraling wildly out of control when his incubus half-brother calls, though Thomas is forced to find a different place to live due to the True Love that Susan and Dresden hold for each other making it difficult to live with them. Instead of calling upon Kincaid, Dresden decides to call upon Jumper to help him in the whole case-which works out MUCH better given that Jumper is genuinely happy to help. With Jumper's help a great deal of death is avoided, and even though Dresden still ends up getting his hand burned Jumper is able to heal it back to full functionality within just a few minutes with a simple red gummy vitamin. Afterwards Dresden asks if Jumper would be willing to sell him any of those gummies, and she explains that she would be absolutely delighted to-hell she's willing to all but give them away, though selling at a reasonable price is also fine. From then on Dresden keeps a little vitamin bottle of Healing Plasmis-Pops as part of his standard kit.

A good year or so later the events of "Dead Beat" kick off, and Dresden decides to immediately call upon Jumper's help to deal with Mavra-he'd had enough of being given the runaround by vampires, and so had Jumper. Jumper effortlessly manages to track down the Black Court vampire and truly kill once and for all, preventing Murphy from being blackmailed-though that doesn't exactly stop the confluence of summonings going on as everyone tries to use Halloween to their own ends. Nevertheless Dresden and co manage to muster up the forces to prevent genuine disaster, and when the dust settles he happens to have his hands on the Word of Kemmler. He promptly seals the book away somewhere deep and dark, having absolutely no interest in the power it could grant-at this point he's growing into the idea of being a "family man" and is happily settled down with his wife and child. Lash also begins to move in his mind, teasing and tempting-but also warning that Jumper is far more than she seems. Once again Dresden becomes somewhat wary about her, but only ever finds that she has good intentions.

In this way the events of Dresden's life continue on, and the events of Chicago continue to plod along. At many times things could go horribly Jumper steps in, provides assistance, and actively helps out whenever she's called upon. At one point Dresden even trusts Jumper enough to dig a bit into Jumper's "permanent enchantments"; Dresden is INCREDIBLY distrustful of actually using Plasmids or the like, but still ends up getting biological equivalents of a Sandevistan, skeletal-muscular reinforcements, dermal strengthening, and a healing factor via a much more palatable option of a few simple red pills; ADAM makes biological engineering much easier these days. Those enhancements end up proving their worth over and over again, and are even far better than what most of the Denarians can boast-giving Dresden a physical edge over his opponents that he'd never contemplated having.

Dresden's will is strong enough that he ends up being the one to corrupt Lash to humanity, but thanks to his biological Sandevistan she doesn't need to make a heroic sacrifice to give Dresden the time and power he needs to resist Vittorio's spell and save everyone without death. This ends up prolonging the time it takes to reform Lash into a genuinely helpful spirit, but the end result is that Lash ends up becoming a resident "spirit of intellect" inside Harry's own head, controlled and contained so that Dresden's brain will never explode from her presence. Lash's presence in that form ends up being incredibly helpful for Dresden down the line.

Eventually the truth comes out that Jumper was an Outsider this whole time-with hints from how she'd helped Lily retain free will and humanity despite becoming the Summer Lady, her sheer impossible capabilities, and more. She's also objectively on the side of humanity, doesn't seem to do much damage to reality around her, and has actively wiped out the entirety of the Red Court with the help of her companions. The White Council calls for Jumper's head regardless...but her sheer strength and wide variety of abilities make it almost literally impossible to kill or even inconvenience her. The one thing that should have been guaranteed to kill her was the Sword of the Cross, and Michael Carpenter refused to actually strike her. When a different Knight of the Cross tries, the sword actually shatters on contact-she is innocent in the eyes of God. The White Council STILL doesn't like her existence and wants to have her killed, but she counters that while she refuses to fight back against them-she will defend herself and the innocents they seek to harm for mere association with her. Thanks to that, Chicago is left alone by the White Council and Dresden once again gets a pass.

Afterwards she gets a new title: The Innocent Outsider, who was judged by God and his Angels and found worthy of their blessing. Jumper found the title to be pretentious and complained that she was anything BUT innocent, but it stuck regardless. And when events continued to heat up and wars continued to break out throughout the supernatural world, Jumper was there right alongside Dresden and other defenders of humanity-fighting against the Walkers, the Fomors, and more. By her own will and power she was able to stop an apocalypse in its tracks, and slew multiple gods and godlike beings with a blade manifested from her WitchDriver. Finally though, as the world began to settle down and the Walkers were repelled once and for all, Jumper decided it was about time for her to take her leave from this world.

She left behind a number of things-textbooks and datafiles (hardened against the Hex) on highly advanced sciences that would propel humanity forward centuries, a wide variety of Plasmids and Tonics as well as recipes on how to synthesize more as needed, and she provided Dresden with a WitchDriver of his own-or a WizardDriver, as he renamed it. She even made sure it held the power of a Sword of the Cross, having judged Dresden worthy of it. The world was a more chaotic place than when she came to it, but a much better one as well-and seemed to be getting better by the year. Jumper was quite satisfied when she left for the next world.

## Jump 25: Submission Sailor Moon

Origin: Senshi

Age: 16

Gender: Female

Scenario: Another One Bites The Dust

### Perks

- >Porn Logic -Free
- >One Size Fits All -100 CP
- >Sailor Soldier (Janssen) (Diamonds) -Free
- >In The Name Of The Moon! -Free
- >Another Day Another Dick -Free
- >Dirty Girl -Free
- >No Consequences Ever -100 CP
- >Rape Bait -200 CP
- >Girls Love -200 CP
- >Back From The Brink -300 CP
- >What A Girl Wants -100 CP
- >Pleasure Slaves -200 CP

### Items

- >Golden Crystal -600 CP
- >Unlimited Ice Cream -Free
- >Disguise Pen -Free
- >Sailor Crystal -300 CP

### Drawbacks

- >I Can't Fap To This +0 CP
- >In The Name Of The Moon! +100 CP
- >Trouble Magnet +200 CP
- >Perverts Everywhere +200 CP
- >Moonlight Legend +300 CP
- >Priority Target +300 CP

Basic idea: Jumper enters this world long after it's reached its Bad End-the Sailor Soldiers defeated, billions of rape demons unleashed upon the world, the dark general ascendant, and all hope effectively lost. Jumper proceeds to be the Big Good of the setting, wielding the power of the Golden Crystal and her own new Senshi abilities to destroy the rape armies and defeat the Dark General. Sailor Moon's soul is utterly sundered and so she can't reconnect with the Silver Crystal, but she does gift it to Jumper and teaches her how to rewind time to prevent this disaster from ever happening in the first place. Jumper does so, but in doing so accidentally erased Mamoru from existence due to odd interactions with the Golden Crystal. Further, Jumper moved back WAY farther than expected-all the way back to the beginning of Sailor Moon's career. And thus it becomes her responsibility to help and guide Sailor Moon throughout her journeys, while also learning to wield her own powers...and have lots of sexy fun along the way.

Practically the very first thing that Jumper noticed upon entering this new world was their soul erupting into a nigh-limitless bonfire of sheer overwhelming power. Power the likes of which Jumper could hardly describe, and not just because Jumper's technological sensors were still rather bad at estimating how much work one could convert the energies of the soul and magic into. She could feel two glittering stars within her soul, one shining gold, the other diamond-clear. Somewhere out there, Jumper knew by pure instinct, was a planet that was both burning hot and covered in diamond. No, not covered in diamond-MADE of diamond; it was the heat and pressure of the planet and the sheer density of carbon that caused an entire planet to become made of diamond. It was a powerful planet that was boiling hot-a mystical planet with a glittering soul. Humanity had named this planet 55-Canceri-e, or Janssen. Jumper knew another name for it, a secret name that resounded only inside her soul. She didn't speak this name-knowing the value of Names after the world of Dresden Files-but calling upon it within her soul allowed her a transformation into a strange sailor-schoolgirl form which allowed her to draw upon the powers of Janssen directly in a transformation she called "Sailor Diamond".

The second thing that Jumper noticed was the fact that the shift in her soul also coincided with a shift in her Mortal Magics-allowing her to fully and TRULY draw the Hex back into herself and lock it away so it no longer fucked up her technology. It was a relief, but by this point she'd advanced and developed her Hex Hardening and picotechnology to reclaim the 50% increase in size that her original hardening efforts had led to, so it was a case of futile efforts really. Her technology was forcibly advanced by being put through the Hex-grinder, and being able to pull it back now was...relieving, but ultimately kinda useless. In point of fact she'd actually become somewhat used to working around the Hex, and after a nanosecond's thought focused it back out and onto herself; her technology would adapt and evolve under the constant stress of being metaphysically pulled apart at the seams, and when something else tried to do it to her stuff it'd already be well hardened against such efforts.

The third thing that Jumper noticed, finally turning away from the shifts in her soul and fundamental existence, was the fact that the world around her was in fucking ruins.

It only took Jumper a few moments to turn her postcognition to focus on this world and all the events that had taken place within it, and she came to realize the core issues here. Billions of demons obsessed with rape, the greatest champions of this world sundered and broken or hiding and plotting a counterattack, a mad dark god standing above them all and wielding the corrupted

power of the broken champions...this was a world that needed a hero. Feeling the endless wells of light and power newly thrumming within her soul, Jumper decided that she could be that hero-no, she WOULD be that hero. She took the form of Sailor Diamond, then used her Mortal Magic to convert the output of one of her Degeneracy Reactors into a stream of pure mystical energies-which were then focused first through her Sailor Crystal, then her Golden Crystal, to actualize a Fantasy. This Fantasy was an announcement to the world-that a hero had arrived, and that she would make things /right/. She projected her very existence into the skies above, showing the world that she was here to stand up for them-and that this nightmare was about to end.

She turned her attention to the demons, drawing forth Fantasy and shaping it into a diamond blade, and began to strike them down. First just a few per second, then more, and more, until she was a living streak of golden light across the world-slaying demons by the thousands for every second that passed. She fought for hours, days, weeks straight-three full weeks of nonstop battle, an unceasing and unstoppable golden light that steadily purged all demonic influence from the earth starting from the furthest point from Maraviolantes and moving in closer and closer as time passed. No matter how much power Maraviolantes tried to infuse his minions with, no matter what aphrodisiacs or corruptions or mind-control he threw her way, Jumper continued to tear through his demons at a pace that only ever sped up rather than slowing down.

When she finally reached Maraviolantes's stronghold in the middle of Tokyo, where he held the brainwashed Sailor Senshi and wore the corrupted Silver Crystal upon his brow, Jumper stopped and declared that his reign of degradation and corruption had come to an end. Maraviolantes tried to take advantage of Jumper's speech to shoot her with the most corruptive beam he could-powered by the Silver Crystal itself-but the power of the Golden and Sailor Crystals Jumper held vastly overcame it, powered as they were by one of the Degeneracy Reactors within her frame. When Jumper asked if Maraviolantes had any last words, he tried to take Sailor Moon and the other Senshi he'd broken hostage-claiming that his death would lead to theirs. With a flash of burning golden flame the Senshi were ripped from Maraviolante's grasp, encased in crystalline cocoons of golden light. Jumper declared that so long as she lived so would they-and soon Maraviolante's corruption would be purged from them entirely.

Finally, Maraviolantes moved onto his last resort. Drawing forth the power of the Silver Crystal upon his brow, he twisted himself into a kind of demonic god-a being who consumed stars for power and could blow away the whole earth with his strength. This was a power he'd accumulated from draining the Sailor Senshi, from consuming the power of the Silver Crystal, from trickery and guile until he had taken over the whole world. Did Sailor Diamond dare to presume she could stand against it? Jumper drew forth her own power, spun up her Degeneracy Reactor to a higher level, and lit her Fantasy-forged sword with Gridfire. Then, in a series of slashes, she utterly slew Maraviolantes-cutting apart the star-eating demon like he was no more than trash. As he burnt away in Gridfire, the Silver Crystal fell from his decapitated head...and Jumper caught it, spinning the crystal around a bit in her hand as she examined it. This was the artifact that Maraviolantes had drawn so much power from, until he became utterly unstoppable to the inhabitants of this realm. And even then, the power that Maraviolantes had drawn from it...felt like it was barely scratching the surface.

True to his words, with Maraviolantes death the life force of the Sailor Senshi seemed to simply die away as well; he had consumed their Star Seeds in a sick sort of symbiosis, keeping them safe and empowering him within his own body while the Senshi were forcibly enslaved to his will or would perish without their souls. But Jumper contained them in cocoons of pure Fantasy, and with the power of a Degeneracy Reactor pouring into her Golden Crystal and further amplified by her Sailor Crystal, the very idea of their deaths was something Jumper refused to allow to touch them. Their Star Seeds were destroyed with Maraviolantes's death...but Jumper figured that with enough power she could recreate them and save them. But one of the Senshi-Sailor Moon, the barest flickers of silver light shining in her eyes-told Jumper that there was another way. A way to prevent all this tragedy and suffering from happening in the first place-to save her and her friends before they were ever hurt. Her own soul was shattered by Maraviolantes, but with his death and within the cocoon of Fantasy she could conjure up these final glimmers and sparks, just enough to teach Jumper how to bind the Silver Crystal to her own soul...and then use the Silver and Golden Crystals in conjunction to turn back time, to turn this dark future into Fantasy and plummet backwards through the river of possibilities until she reached the point of the Silver Crystal's first awakening-the day Usagi first became Sailor Moon. With a final plea to make sure that this future never came to pass, Jumper fused the Silver Crystal with her soul and unmade the flow of time itself.

But though time unwound, the echoes of a future unmade still resounded upon the present. Jumper appeared in the world of Sailor Moon just days before Usagi would take up the mantle, and as she did so golden lightning crackled in the skies throughout the world. Her voice-Sailor Diamond's voice-echoed, declaring her name. In one hand she held the Silver Crystal; in the other, the Golden Crystal. Upon her neck was a choker with a single shining diamond. Her voice resounded, distorted, fragmented, declaring herself the savior of the world-but nothing else could be made out as the echoes of the Golden Crystal's distorted power finally fizzled out. For most of the planet it was a freak weather phenomenon; they hadn't heard the message or seen the image of Sailor Diamond echoing in the sky. Those with mystic talent though-the dormant Senshi, the mystics of the Earth, the demons who had begun to awaken-they had heard. They had seen. And they knew that Sailor Diamond held the Crystals. Thanks to this fact significantly less focus would be put on the Sailor Senshi as a whole, whereas the demons would instead seek and chase after this "Sailor Diamond-the Keeper of the Crystals".

It took Jumper a couple hours to feel settled back into reality after traveling backwards through time via the Golden and Silver Crystals, but once she was she set her priorities in order. Priority one: go find and kill Maraviolantes again, so he couldn't bring about the dark future she jumped into in the first place. That in and of itself took a few hours, but he was nowhere near as powerful as he would've been in that twisted future-in fact, barely stronger than the average Youma at this point. A threat to a new Senshi and clever enough to take advantage of aphrodisiacs and the like, but nowhere near enough to actually be a threat to her. Once that was done, Jumper's second priority was doing some good ol' fashioned scientific analysis-specifically of the trio of Crystals she now held within her soul.

The Golden Crystal was simultaneously an aspect of her soul, a physical object, and a Fantasy. The capital letter was required-it was dreamstuff, imagination, desire and emotion, a yearning for that which was not and a vision of what could be. It was all of these things packaged into a single



idea, an idea called Fantasy, and then crystallized into a physical and material form that nevertheless displayed impossible physical properties. It drew its power directly from the Fantasy of her soul—from her own dreams, desires, yearnings, goals, and more. It didn't quite draw from emotions, but also did—it drew from the emotions that dreamed of better days, dreamed of excitement and opportunity, lusted and craved for impossibility—it drew from Fantasy, and all that touched that. Notably it drew quite powerfully from her sexual fetishes—perhaps due to the odd connection it shared from that hypersexual dystopia that the future—that-never-was had become. Nevertheless that was just what it drew power from; the way she shaped and applied that power was through visualization, imagination, and will to manifest her Fantasies and make them Realities. Now, one would think that such Fantasies would be temporary, fleeting things—falling away like the dreamstuff they were made of. But that was the true power of the Golden Crystal; while it drew power from Fantasy, what it created was Reality. It was an artifact that made dreams real, that made the impossible possible. It wasn't impossible to change back or dispel the things she created with the Golden Crystal, but required at least as much power as she put into it—and when her power was measured in her desires and fantasies where others had to expend the strength of their souls, that was a battle that very few could win in the long term.

The Silver Crystal was one of the few things that COULD win that battle, because it was simple, raw power. It was Life and Starlight incarnate, an endless font of it—ever welling up from the very depths of cosmic birth itself. She could only see that with her Sight as a Wizard, staring into the Silver Crystal and seeing it as a fragment of the very heart of creation. It was a fragment of infinite possibilities, and therefore infinite in and of itself. Drawing upon that infinite power with a finite vessel was...straining, outright lethal for weaker users, but allowed for absurd acts of power; planetary revivals, unwinding the time stream, striking down eldritch gods, you name it and the Silver Crystal could accomplish it. And more than that, more than its raw infinite potential, was the fact that the Silver Crystal was also an egg. It was a seed, gestating within her soul and ever-so-slowly maturing into a higher form. The end result wasn't something Jumper could truly predict even with her experiences with magic...but if she had to throw a guess out there, she'd say it might be some kind of living avatar of Life and Light itself. It would take time—millions of years, even with Jumper's most optimistic estimates—but the Silver Crystal's potential and power would only ever grow until that cosmic goddess was born.

Compared to the Golden and Silver Crystals, Jumper's Sailor Crystal of clear diamond was much simpler and less potent—yet at the same time, still quite interesting. The crystal was a shape within her soul that mimicked the mystical existence of a distant planet—the planet that was known to humanity as Janssen. It was a thaumaturgical connection to that planet, and at the same time not; she wasn't literally the planet and events on that planet wouldn't actually affect her very much at all...but at the same time her soul held the weight and potency of a planet within it, and she could channel her magic through the lens of a planetary goddess incarnate—as the living will of the planet Janssen. Moreover this strange symbology granted her abilities—a dominion over diamond which reinforced and strengthened her body, allowed her to form weaponry out of pure diamonds, strength anything she touched with the rigid structuring of the precious gem, and more. The most potent of it all though was her capacity to draw upon the mystical weight of an entire planet to reinforce her spellcasting, giving it a weight and potency that allowed her to utterly overpower any given spell or mystical ability and almost outright guarantee success...at a cost. A normal user would have to sacrifice their lifeforce to channel the weight of a planet in

that way...but she was made of sterner stuff, and could call upon the power of her Sailor Crystal freely thanks to her blessings from previous worlds-specifically from the Witchblade universe.

These three crystals were powerful, almost immeasurably so...but they were...inefficient. Dangerous for a weak wielder, and difficult to bring to their full potential on their own. Jumper's instincts and skills as both an engineer and an artificer saw how they could be improved upon, arranged to be synergistic with each other...how they could be replicated. Jumper didn't want to mess with them directly as they were now intrinsic aspects of her own soul, but she could replicate them-use their powers to help build an even better set, a more perfect set that was outright superior to the originals with none of the downsides. So Jumper decided to do just that-inbetween helping Sailor Moon with her destiny, fighting off Youma attacks of her own, and taking frequent breaks to spend time with (and make love to) her companions. On that note it seems she became a much, MUCH more skilled lover recently-to the point that she was all but addictive...

Regardless. Each of the three Crystals took years of time and absurd amounts of resources to replicate all on their own; endless waves of Soulfire that Jumper could only produce thanks to the fact that the Silver Crystal reinforced and empowered her soul to the point that she could drown entire planets in Soulfire if she wanted, and it still took her full output over the course of months to attain the materials to replicate just her SAILOR Crystal. Complex alchemical engineering to condense, shape, and structure endless oceans of Soulfire into a lotus-like gem that unfolded with mathematical perfection across all dimensions-including Hyperspace. Outright terraforming efforts on Janssen (done by nanomachine drones) to build up the planet into becoming a megastructure the size of a galaxy while retaining and even improving upon its mystical qualities; if humanity one day developed FTL in this universe, they may somehow come across a galaxy formed entirely from diamond far past the observable universe bubble. Said galactic diamond was gravitationally self-supporting and had perfect structuring not just along three dimensions but also through to four dimensions, and held in its center was a complex energy reactor that combined every form of energy generation Jumper knew of into a single overpowered reactor that was capable of both absorbing and outputting more energy than the Big Bang every second. Creating this diamond galaxy generator took time of course-nearly ten years all on its own-but was required to transform her Sailor Crystal into a form that matched or outright surpassed the Golden and Silver Crystals.

Speaking of, while she was waiting on the development of the thaumaturgical basis for the improved Sailor Crystal, Jumper worked instead on replicating the Golden and Silver Crystals. They didn't require the construction of an entire hyperdimensional anti-entropic galaxy to replicate but that didn't make them any easier; they both required just as much Soulfire to recreate as the Sailor Crystal, though that was where the similarities ended. The Silver Crystal was actually the easier of the two to replicate for Jumper and even then it was a trial and a half. She needed to deeply imprint the concepts of Life and Light into the metaphysical structures she would build the Silver Crystal into, but it was nigh-on impossible to get the necessary lifeforce to build the Silver Crystal without something absurd like the birth of a universe or a natural font of life powerful enough to infinitely generate new stars and endless possibilities. Jumper didn't have those on hand...but what she did have was a whole lot of alchemy and a very creative mind. A hyper dimensional arrangement of Philosopher's Stones and Divine Power generators allowed

her to create a machine that would slowly distill individual drops of "Liquid Possibility"; it took enough Ki to blow up the Earth a dozen times over-converted into Divine Power-to generate just a single drop, and for a Silver Crystal she'd need oceans of the stuff. Luckily she didn't need to generate that herself. Hooking up biological energy converters adapted from her original Asura-form's biology and Degeneracy Reactors to the machine, she was able to get a steady stream of Liquid Possibility going. But all that was just to get the raw material; now she needed to refine Possibility into Life and Light.

Again, that was actually relatively simple; yet another machine converter forged from Philosopher's Stones and replications of the Shénshòujing allowed her to diffract and distill Light and Life directly from Liquid Possibility. The runoff product was a gunky darkness made of pure negativity, anti-life, chaos, and hatred. Pretty potent in its own way so Jumper kept a little bit of it in a carefully sealed and managed container...but the rest she put through a "quantum collapser" which harnessed mystical principles and a micro-singularity to utterly erase the stuff from existence. If she ever needed that stuff she could just make more, she figured. The end result of this massive alchemical project, after more than three years of development, was a beautiful shining Silver Crystal that seemed to constantly yet gently shift form. Just like the original it held limitless possibility, potential, and lifeforce within it, and in time would ascend its user into becoming a cosmic deity of Life and Light. Unlike the original it was perfectly safe to use, could channel VASTLY more of its power at a time, and its power could be shaped and focused to far greater effect than the original.

The Golden Crystal was much, MUCH more difficult for Jumper to wrap her head around the development of. The Golden Crystal was pure Fantasy incarnate, Desire made manifest. It was a Dream that became Reality. It was after a great deal of thought that Jumper remembered something critical: the alchemical process for burning memories to generate energy. It took many weeks of research, but she figured out that she could convert that process to work on fantasy, dreams, and desires as well...and /invert/ the process, converting energy into the substance of pure dreamstuff. It was just the trick she needed to crack this open, but still didn't make it easy; she needed yet another hypercomplex alchemical machine incorporating countless Philosopher's Stones and MULTIPLE Degeneracy Reactors to begin production of "Liquid Fantasy", a distilled substance of pure dreams and desires. It took a whole lot of energy to create stable dreams, apparently. From there she needed yet another device to capture the Liquid Fantasy and maintain both its stability and physicality so it could actually be /used/ rather than just instantly dissolve out of existence. That required outright magic, weaving spells and forging mystical mechanisms into her alchemical machines to create a specialized "pitcher" for the Liquid Fantasy. Jumper still wasn't entirely comfortable using magic like this-but it was an important step in developing her prowess with the mystic arts.

Even after all that she wasn't done. She still had to carefully transform, distill, and attenuate the liquid at various stages of the process, and even needed to add in Liquid Possibility in some places to support the whole structure and improve upon it...but eventually she created a whole new Golden Crystal. More than just converting her fantasies into reality, this Golden Crystal was an outright well of fantasy-endlessly generating dreamstuff to draw upon and cast with, and converting its user's fantasies into reality and power at a hilariously efficient rate. Where before it would take great focus and desire to reshape a house into a castle, now it would barely take a

moment's thought! And deep within the core of this Golden Crystal was a shining possibility, a slowly beating heart that was nurtured by the dreams and desires of the host. It held the same potential for cosmic apotheosis as the Silver Crystal now-maybe it always did, but Jumper drew that potential far closer to the surface.

Of course, there was a final step for connecting the artificial Sailor Crystal to the Diamond Galaxy; normally she'd have to do a massive series of thaumaturgical rituals to syncretize the existence of the galaxy with the gem...but Jumper already had some pretty potent stuff set up. With a few buckets of Liquid Possibility and Fantasy added into the mix, a much simpler ritual was enacted-yet was also much more powerful regardless, and instilled that very same spark of divinity that both the Golden and Silver Crystals held deep within. The Galactic Diamond Crystal would ever-so-slowly and steadily evolve, drawing upon and focusing power through the Galaxy of Diamond which was now fully contained within itself, and one day allow for a form of apotheosis to occur from it as well. Jumper had no idea what form that apotheosis might take; the Goddess of Life and Light that she'd seen with her True Sight laid deep within the Silver Crystal, and there was a Goddess of Dreams and Fantasy slowly gestating within the Golden Crystal...but the Sailor Diamond? Within was ever-reflecting diamond-like-glass, evoking infinite possibilities but confirming nothing. Jumper knew that divinity laid within it, but had no way to know what form it would take.

The sheer amount of resources-the very essence of her spirit-that Jumper had to expend to forge these three Artificial Crystals was utterly absurd...and even then, she was still not quite done with her project. The final step was to integrate these three almost divine spiritual artifacts into her WitchDriver; the Silver Crystal acted as the base of the matrix, supporting everything with infinite possibilities, life energy, and endless Light. The Golden Crystal gathered that Light and "colored" it with Fantasy, giving it identity and will. Finally the Light was focused through the lens of the Sailor Diamond, condensed and given structure by the mystical nature of diamond-simultaneously magnifying it and reinforcing it into becoming far stronger than before. Jumper called the arrangement of Crystals the "Stellar Matrix", and once it was finally completed the whole thing was bound to her soul just like the original three Crystals...wherein the original three /melted/ into the new three, augmenting them further. Jumper hadn't expected that to happen, didn't even know WHY that happened, but accepted it after a few moments of confusion. With this, Jumper had forged a spiritual superweapon that would allow her to simply wave her hand and restructure an entire planet to fulfill her wishes and fantasies, without even expending any effort on it. And if she actually focused and drew power from the Stellar Matrix...she could do truly absurd things.

Jumper's work to develop the Stellar Matrix was a project that she spread out throughout the rest of her time in this world, taking immense time and effort all on its own and wasn't even complete until she nearly finished her time there. But it certainly wasn't the only thing she did; for some reason Mamoru simply wasn't Usagi's destined lover or the Guardian of Earth in this timeline, and so Jumper had to step in time and again to assist Sailor Moon in her efforts to safeguard the world. She also had to fight wave after wave of Youma on her own, wielding her powers as Sailor Diamond and showing off why fighting her was a /bad idea/. It never really seemed to stick in the demon's minds, go figure. Through adventure after adventure Jumper would fight alongside Sailor Moon, assisting her at key times and giving her the strength to keep

fighting-even infusing some of her own power of Fantasy into Usagi to help her overcome truly impossible odds.

Jumper would eventually reveal to Usagi and the other Sailor Senshi her origins-how she had come from beyond this universe in its time of need, undone a terrible future and prevented it from ever occurring. She even showed Sailor Moon the Silver Crystal, which Usagi had a matching example of-revealing her story to be true. Over the course of their battles and time together Usagi-as well as the rest of the Inner Senshi-would fall in love with Jumper and agree to join her on her adventures throughout the multiverse. Normally far more than Jumper would take on a single jump, somehow things worked out much better-all of her companions were more than happy to have the Senshi on-board.

One final enemy that Sailor Moon had faced the first time around...never quite manifested itself. An enemy known as Chaos. An enemy who had heard whispers from a goddess who presided over chaos. An enemy who had waited patiently, ever so patiently...until the final hour. Just before Jumper and her companions were to leave, Chaos struck-striking with the full power of Darkness and suffering on a universal scale, focused directly on Jumper's heart. Yet an impossibility emerged as Jumper's WitchDriver activated, drawing in the darkness of Chaos through the Stellar Matrix and unwinding the world once more...

## Jump 26: Sailor Moon

Age: 19

Gender: Female

Origin: Villain -200 CP

Scenario: Fall Of The Silver Millennium +800 CP

### Perks

- >Ahahaha, Nope! -400 CP
- >Starseed Awakening -600 CP
- >Not This Again -Free
- >Energy Draining Devices -Free
- >Daimon Egg Production Enhanced -200 CP
- >Power Granting Deal -200 CP
- >Star Seed Extraction -300 CP
- >Space-Time Distortion Sense -200 CP
- >Power Up (Determination) -300 CP
- >Dream Mirror Extraction -200 CP

### Items (+400 Item CP)

- >Daimon Eggs -Free
- >Book of Curses -Free
- >Silver Millennium Technology -600 CP
- >Subspace Dimension -400 Item CP

### Companion

- >Sailor Galaxia/Chaos -200 CP

### Drawbacks

- >Another Timeline +0 CP
- >Scary Reputation +100 CP
- >Servant of Evil (Eris) +300 CP
- >Old Foe (Manifold Goddess) +300 CP
- >Moon Mentor +300 CP
- >Foe of Chaos +600 CP

Basic idea: Once more time unwinds, this time directed by the black malevolence of Chaos rather than Jumper's own will. Jumper ends up far back in the past, back during the twilight age of the Silver Millennium. Jumper joins Queen Serenity's court as a "foreign dignitary", and proceeds to act as a tutor for the rather bratty but lovable Princess Serenity while also testing and developing things in her new Subspace Pocket-where she builds a paradise for herself and her companions. Jumper fights the many enemies that come to destroy the Silver Millennium-from Beryl and Metallia, to everything that comes after-and all the while teaches and trains Princess Serenity to become an excellent ruler for the Silver Millennium. Jumper also ends up fighting the manifestation of the Manifold Goddess once more, and this time manages to defeat her with the power of the Stellar Matrix and thousands of Star Seed Replicas. Eris aids her enemies and sabotages Jumper every step of the way, but that's outright expected of her and Jumper ends up just chaining her down with magic and temporarily sealing her powers eventually. Finally Jumper, Princess Serenity, and Usagi all work together to fight against Sailor Galaxia/Chaos at the end, and manage to achieve the impossible by making an incarnation of pure darkness and evil feel love and turn away from evil. Princess Serenity stays to rule the Silver Millennium while Jumper takes Chaos from this universe to join them-ensuring that Chaos will never rise again in this universe.

When Jumper finally gets her bearings again, she finds herself to be in a strange subspace pocket formed from Fantasy and Darkness-the Darkness of Chaos specifically, alloyed to her own Fantasy generated by the Golden Crystal. It is wholly under her control at this point and perfectly safe, but interesting regardless. Thanks to it being connected to her Golden Crystal Jumper can effortlessly remodel the dimension purely through visualization and willpower-and it will follow her through future Jumps. That is one thing Jumper's glad for; she'd been getting rather tired of carrying her companions in her personal Phase. It was a little...uncomfortable in an indescribable way, as she was forced to model and accommodate other personal realities within her own in order to host her companions. Not something she was incapable of, but uncomfortable nevertheless. It was a matter of minutes before her and her companions-including the Senshi she'd picked up before-joined in with her on customizing this pocket dimension to become a little self-contained paradise.

While her companions were working on upgrading and playing with the dimension around them, Jumper was analyzing the world outside-and found that they had moved far, FAR back in time this time. Back to the very beginning of things, back when the Silver Millennium was still at its peak...or so it seemed. Usagi even got to see that Princess Serenity was still walking around, and had a moment of incredibly weird deja-vu to see her previous incarnation still alive...and begging her kitchen staff for icecream. Turns out that there really wasn't much difference between Usagi and Princess Serenity. Jumper deployed highband sensors to scan the local solar system and began to get an idea of what forces were moving where...and decided that she was going to try and save the Silver Millennium wholesale. Usagi and the other Inner Senshi would be just fine; now that she was connected to Jumper and this subspace dimension her existence would persist past any sort of temporal fuckery. Though Jumper WAS vaguely curious about where Eris had gone she wasn't too concerned; Eris liked to wander off on her own quite a bit anyways and had the Eye of Providence to help (and monitor) her.

Jumper crafted herself a cloak of concealing magic-to hide herself from Chaos at least for a bit-and left the subspace dimension. Then she sent word to the Moon Kingdom and Queen Serenity in particular, claiming to be a foreign minister of magic who wished to join her court. She warned that the arts she practiced were rather intimidating and in many ways borderline illegal within the Moon Kingdom, but was open about that fact and willing to restrict the usage of "dark arts" within the Moon Kingdom without royal approval. Wary but curious, Queen Serenity decided that she would test Jumper by asking her to display her skills in a controlled environment; if Jumper could not control these dark arts then she would be banished from the Moon Kingdom. If she could...then she would have an advisory position in Serenity's court to judge and advise on matters of dark magic.

Under Queen Serenity's watchful eyes Jumper displayed a number of different magics, beginning with simple Evocation and Thaumaturgy from the Dresden Files universe, then more complex forms, finally beginning to touch upon her new abilities: the creation of Daimons. Youma, in essence; Jumper drew forth negative emotions and Fantasy to create a twisted mockery of a Star Seed, which required a physical host to twist into a living servitor born from negativity that consumed life energy to sustain itself. These Daimons were perfectly docile under Jumper's control, and she was able to effortlessly dispel them after creating them-stating that while she knew the arts, she had no desire to create energy-consuming parasitic demons. Symbiotic demons, on the other hand...

Before Jumper had submitted to this test she'd conducted a few tests of her own, and developed an incredibly unique form of a Daimon which had a symbiotic relationship with its host. The process was a little complex and incredibly delicate; she first had to extract a target's Dream Mirror, then insert an unborn sapient-compatible Daimon into it. By gently tying the Daimon's existence into the host's, the unborn Daimon would be shaped and reliant on the host's mind to exist-becoming a living "shadow" for them. By conquering this Shadow via self-acceptance or raw willpower, the Daimon would take on a new form based on the will and personality of its host and could be called out as a tame pseudo-demon whose strength and abilities were reliant on the host's willpower and emotions. It was still crude and just barely in the infancy of its development, but this "Persona Development Program" felt like it had a lot of potential. Jumper demonstrated this power by manifesting a Persona of her own during Queen Serenity's test-showing off how the Daimon was perfectly tame, required no life essence to function, and granted her immense power without need for expending magical energy.

Still incredibly wary of Jumper's powers but interested in the potential of this "Persona" system, Jumper was allowed to join Queen Serenity's court as a Dark Magic Advisor. She was given funding and a heavily monitored lab within the kingdom's capital to work on her Persona system to make it safer and easier for her citizens to wield, and also called upon to judge demonic activities or unfamiliar magical phenomena that were suspected to be enemy action. Barely a month after joining the Moon Kingdom's court Jumper was brought before Queen Serenity, who brought her deep into a secret chamber within the Moon Palace. At the heart of that chamber lay a mirror, within which was the evil sorceress Queen Nehelena, whose curse Serenity still worried about to this day.



Jumper was able to use thaumaturgy to confirm that Nehelena's curse was indeed having a profound effect on the Silver Millennium; from the unrest in the Outer Planets, the stirrings of rebellion on Earth, the fact that Princess Serenity was reveling in her sheer childishness and decadence, and the countless enemies on the horizon that Jumper could barely scry, Nehelena had drawn darkness into the Silver Millennium. The curse was less of a curse and more of a self-sustaining fact at this point, as if the Silver Millennium had drawn the attention of some dark god who had decreed that it SHALL fall. There was nothing that could be done to dispel it at this point, but that didn't mean it couldn't be fought; Jumper gave Queen Serenity a list of various issues throughout the Silver Millennium and declared that she'd be able to take care of Queen Beryl and her building army of Youma herself, but there was one big thing that also needed to be dealt with: Princess Serenity. This curse would continue to perpetuate itself so long as Princess Serenity remained a princess rather than a queen, and she would have to be a genuinely beloved and skilled queen to truly break the curse. With a bit of a playful wink, Queen Serenity decided that clearly the best person to ensure that Princess Serenity would grow into being such a queen would be Jumper herself. And thus Jumper became Princess Serenity's royal tutor alongside the Dark Magic Advisor.

Jumper had been kept somewhat at arm's length in Queen Serenity's court at first, but after that first month the queen was all but happy to heap problem after problem after assignment after responsibility onto Jumper's shoulders. Jumper was in-charge of developing a training course for the soldiers and Senshi to resist and negate energy draining or Star Seed Extraction attacks, track down and defeat Metallia and Queen Beryl's budding Youma army, teach Princess Serenity to actually clean her room and manage a budget rather than spend everything on sweets, refine and advance the Persona Development Program for usage in the royal military, counter attempts to curse and undermine the kingdom with dark magic, and more. It was an insane workload to toss onto someone who was just barely trusted enough to not be exiled a single month ago, but apparently Queen Serenity had seen something in Jumper that she trusted wholeheartedly and thus happily tossed these manifold high-profile responsibilities onto the suddenly incredibly overworked advisor. If it was anyone else this would be far, FAR too much to deal with...but Jumper was Jumper, and could effortlessly handle dealing with all of these things at the same time. At least with a little bit of chrono-cloning.

There were multiple threads of activity going on here-nothing that Jumper couldn't effortlessly manage, but confusing unless taken one at a time. The first thread of activity was Jumper's personal research projects. Primarily was the Persona Development Program, but Jumper also managed to push for a Star Seed Awakening program to better study the Star Seeds of various citizens and further develop her theories of spiritual construction and Star Seed creation. She was also pursuing the development of safer and more symbiotic Daimons; everything from household servant demons, military demons, demons formed from positive emotions rather than negative ones, and more. Each of these projects would progress steadily throughout her time in this universe; the Persona Development Program hit a hard wall early on in that most people simply lacked the willpower or self-acceptance to be able to tame their Shadow on their own, so Jumper had to build a whole simulation and training program to allow people to grow strong enough to tame their Shadows and develop Personas. She was also able to automate the process of implanting Personas into people with a little bit of very clever magitech, making it viable for large-scale implementation. The problem became that no two Personas were quite alike;

militaries ran on standards after all, and giving everyone a personalized power was a very quick way to break down military uniformity.

To get around this issue, Jumper created the Wildcard and Arcana systems. The first was a method of creating a "Flexible Shadow" which was able to split and shape itself within the host freely, allowing for a user to manifest multiple Personas. Manifesting more than a single Persona was straining on the mind, but once a Persona was developed it would lurk within the user's Dream Mirror effectively forever. The second was a Neuromod-based system that allowed one to shape a Shadow into various archetypes based on the Major Arcana; this allowed a person to generate standard and reliable Persona templates, though were generally weaker than naturally occurring Personas that were specialized for the user. While initial tests went well, users swiftly reported growing migraines from hosting dozens of Personas at a time-and so Jumper developed a third program: the Velvet Room, a virtual sim that used Braindance and neurological interface technology to break down, fuse, record, and discard Arcana Persona at will. The Velvet Room couldn't interact with a person's Primary Persona, but the ones based off the Arcana could be freely manipulated like this. It even came with a customizable helper AI to guide one through the process of cultivating one's Personas!

The less debilitating aspect of this system was that it was, as a fundamental quality of how it was designed, reliant on the user's own will and emotional strength to actually function. A weak will or someone who held few emotional ties would develop weak Personas or wouldn't be able to control their Personas at all. A strong will would be able to get VASTLY more out of even a newborn Persona. Jumper had a number of ways to actually technologically develop one's willpower and emotional strength via neuromodding and the like, but was actively ordered not to pursue those by Queen Serenity; instead she developed VR training programs that would help develop a person's willpower via training them in a variety of simulated scenarios and environments. She also developed standardized testing sims that would allow a person to test and calculate the force of their own willpower. Finally she created a neurological monitoring system that would check for mental fatigue and report the user's remaining "Will Points" to them, completing the series of technologies needed to make the usage of Personas in the military both viable and effective. After that all that was left to do was integrate training and using them directly into basic. On that note Jumper tested her own willpower via her technologies, and got back an error message; maybe due to her own Esper nature, maybe due to her raw overwhelming force of personality, but Jumper's willpower was as close to infinite as her systems could calculate.

While that was Jumper's major military research program, she also had a big civilian program going on: Symbiotic Daimons, or sanctioned and safe usage of Daimons in daily life. The first big hurdle that Jumper had to deal with here was that normal Daimons required a steady diet of life energy to continue living...but actually, Jumper realized she could use that. It wasn't like life energy was a nonrenewable resource after all; it was something that all natural living beings generated over time, and via Daimons it could be transformed into useful work. The more she thought about it, the more Jumper realized that the big issue wasn't the fact that Daimons consumed life energy, but the fact that they liked to /gorge/ themselves. Daimons were gluttons, and whenever they got a chance to consume life energy they would latch on and never stop consuming until the target was drained dry. It took careful control or incredible modification to

the fundamental structure of a Daimon to stop them from doing so, and worse was the fact that the more they consumed the more powerful they grew. Like a black hole they could just consume energy endlessly-though with their throughput limited by their overall strength-and the more they consumed the more they grew until they became calamities.

The basic Daimon was weak, but versatile-and the more time and energy it was given, the more powerful it grew. Jumper would need to fundamentally revamp the basic design plans they were using if they wanted to make these things useful and safe for people. She tried to tackle a simpler problem first: make Daimons out of positive emotions rather than negative-but swiftly ran into a problem that it was specifically the "weight" of negative emotions that allowed a Daimon its life-consuming abilities and stabilized its core of Fantasy. Positive emotions were too metaphysically "light" to allow for Daimons to form from them. So Jumper would have to use negative emotions one way or another...but she could refine them. Distilling the essence of negativity into seven classes of "Sins" via alchemy allowed for standardized Daimon creation, which was one problem neatly solved. Using the basis of those highly standardized emotional inputs allowed Jumper to develop extremely robust control systems and personality constructs, taking care of the second issue of how to make them controllable and useful for the public. Using these highly potent negative emotions and vastly improved structural matrices even increased energy harvesting and storage efficiency, allowing most Daimons to take a barely noticeable sip of life energy and convert it into an incredible amount of usable power that could last a Daimon for a good long time. The big problem remains of course: how did she stop Daimons from spiraling way out of control by endlessly consuming life energy?

Unfortunately this was one project that she couldn't find a workable solution to; she could intentionally create stressors and fractures in the Daimon's metaphysical structure that caused it to vent excess energies beyond certain thresholds, but a skilled enough mage might be able to fix those. She could try to put in artificial stoppers that limited how much energy a Daimon could hold at a time, but those could be removed with a skilled enough magitechnician's expertise. Eventually Jumper decided to call it for now and just shelved the project, keeping the research notes locked up in her personal archive. Maybe she'd find a use for it someday-maybe not. She clearly couldn't use tame Daimons while she was fighting dark mages who could take control of them though, so the entire project was purely something to play around with for after she was done dealing with Chaos and her ilk anyways.

Jumper's last big research project was "Mass Star Seed Awakening"; the Sailor Senshi were amongst the most powerful warriors throughout the entire Silver Millennium, so absolutely any project that could allow Serenity to command more forces that were even vaguely comparable to them was worth it in her eyes. Jumper was able to, over the course of several months, awaken the Star Seeds of thousands of vetted members of the royal military; each and every single one of them developed a unique Senshi transformation and unique ability-not always magical. Some were more innate, spiritual, almost reality warping depending on the personality and life experiences of those who were Awakened. There were a few commonalities though; each Awakened started out at a "base" level of power with their Star Seed, which would grow with both time and training. Each Awakened also ended up developing a Sailor Senshi transformation-and specifically a FEMALE Sailor Senshi transformation; something about the female form seemed to accommodate the powers of Star Seeds whereas male forms simply

didn't. A few tests were even done on animals, and they invariably attained a human female form. Said animals, upon confirming their sapience, were given citizenship in the Moon Kingdom.

Each Star Seed was fundamentally unique, Jumper learned after a great deal of studying, but there were commonalities in both structure and substance. The Star Seed of a normal, unawakened person was a weak and flickering thing that was easily corrupted and outright destroyed if it was forcibly manifested and exposed to the outside world for too long. Awakened Star Seeds were significantly sturdier, and grew stronger the more powerful the Awakened was-though it was only the most powerful of Star Seeds that could safely remain manifested outside of their bodies without constant efforts to resist degradation. The Star Seeds of the Sailor Senshi were unique in that they were not the Star Seeds of people...but of /planets/. Each Senshi was a living incarnation of their home planet, almost literally a geomantic goddess. This gave them all the normal powers of an Awakened and ALSO allowed them to magnify those powers via focusing them through the mystical weight of their planet; where a pyrokinetic Awakened could summon a firestorm by drawing on the power of their Star Seed's full strength, Sailor Mars could drown oceans in flame by drawing upon the will of Mars. There were consequences though; human forms were not meant to host the power of planets, and doing so degraded them-damaging a Senshi's lifeforce and outright killing them if they pulled upon those powers too much.

Much of this was already known of course, but recontextualized by realizing that all sapient and even just sentients had their own Star Seeds as well-the only difference was the scale and potency of those Star Seeds. It was only after these research findings were presented to her that Queen Serenity decided to limit mass Awakenings; the power of a Star Seed was something that should be given only to the most trustworthy of individuals within the empire, for Serenity knew that with enough will and training such powers had limitless potential. Those who had been Awakened as part of the research were made part of an elite guard within the royal military, and Jumper's research was classified to the highest levels. On that note, while Jumper originally wanted to see about replicating the Star Seeds of various people and integrating them into her WitchDriver...eventually she decided against it. Thanks to her Stellar Matrix she'd be able to generate the Soulfire to create Star Seeds for days, but each Star Seed would require specialized research and tools to fully develop; for now Jumper just left her research and design notes in a locked file in her data archives. Maybe she'd come back to it some other day and bring "Project Constellation" to fruition.

All of this was just Jumper's research projects-the thing which she'd joined Queen Serenity's court to take part in, officially at least. She still had all the other duties that she had to attend to; providing seminars and intelligence on how to resist demonic influences or having one's energy drained, developing energy-draining weapons for the Royal Military, training the Senshi and other elite members on how to resist Star Seed Extraction, and more. And while she was doing all that she was also constantly by Princess Serenity's side-teaching her etiquette, how to manage a schedule and a budget, proper posture and vocal training, cold-reading to be able to quickly grasp the thoughts and emotions of those around her based on micro-expressions, and more. Jumper could have easily just given Princess Serenity a few Neuromods and called it a day...but the lessons wouldn't have stuck then. She wasn't just teaching Princess Serenity skills after

all-she was teaching her how to be /better/, how to turn her own life around and be a genuinely good ruler rather than a wimpy yet cute spoiled princess.

When Jumper showed Princess Serenity how to manage a budget, she also showed her the costs and consequences of NOT managing a budget properly; people starving, soldiers dying, cities collapsing, and more. When she taught Princess Serenity how to cold-read, she also showed many reasons on how that was actually useful—from being able to trick people into thinking you could see the future or read their thoughts, noticing when someone was replaced with a Youma infiltrator, catching hints of hidden thoughts or assassination plots before they could come to fruition. Even for the most simple things like posture training she would tie it into something much grander—showing how proper posture could allow one to achieve elegance even in the midst of chaotic battle. For Princess Serenity, Jumper made every last training exercise into a grand narrative, every skill an ace in the hole that would last her entire lifetimes. There was one thing that Jumper never needed to teach Serenity though—one thing that she thought would perhaps be her hardest lesson, but came the easiest of all to the Princess. The empathy to love and care for the people she ruled over, even as she might have to command them to their deaths.

Princess Serenity, before Jumper became her tutor, was a spoiled princess. She woke up late in the afternoon, constantly begged the kitchens for sweets, could hardly manage to dress herself at all, left her room a mess, inevitably tripped over her own feet if she ever ran faster than a dainty walk, and had absolutely no concept of the value of money. But she knew the names of EVERY single person in the palace along with their birthdays and at least a few interesting facts and stories about them. She would go out to play with the servant's children practically at every opportunity, and even if she was a childish and easily bullied princess those same children would always remark that she was so much fun to be around. She had her head in the clouds and barely knew how to walk on her own two feet, but she loved everyone around her so much that it was indescribable. And she never looked away from tragedy; from helping a child bury a beloved pet after it passed away, attending the funeral of a very old servant, hearing about the tragedy on other planets...though she was ditzy and spoiled, there was a core of unbreakable steel deep in her heart that saw these tragedies and never flinched. Endless compassion and love, and endless will to endure the darkness. Princess Serenity had always had the two qualities that Jumper feared she'd never be able to teach; everything else was just polish and refinement.

Never was this better demonstrated than when Queen Serenity entrusted the Silver Crystal into Princess Serenity's hands and she transformed into Sailor Moon for the first time. The Soldier of Love and Justice, she proclaimed herself, and you could actually feel the overwhelming strength of her love and will pouring forth from her magic...at least until she tried to spin on one heel to pose and ended up falling on her butt and crying. Like with her training as a ruler, it was up to Jumper to teach Princess Serenity how to be the ultimate warrior of love known as Sailor Moon. Now, training Princess Serenity into being a genuinely capable warrior was one thing Jumper would have LOVED to shortcut with Neuromods and Plasmids, but Queen Serenity forbid it—partially out of distrust for injecting strange substances into her daughter, and partly because she wanted Jumper to actually TRAIN her rather than just take an easy path through the process. So Jumper—somewhat reluctantly—began to teach Princess Serenity her own unique martial arts.

Jumper had kept up her martial arts training over the past couple centuries of life, though she hadn't been developing quite as many special techniques as she used to—certainly nothing like the themed techniques she made for the first several worlds she went to. Nevertheless she had carefully refined and developed her martial arts with mathematical perfection, improving upon them with the calculative abilities of a Mind, the alchemical principles of a master alchemist, mystical symbology and philosophy as one of the Wise, and more. Jumper's personal style was incredibly complex, building up from simple foundations and exercises into exponentially more complex and grand techniques—many of which weren't even possible with a standard human body. And when Jumper began to teach these martial arts to Princess Serenity, she came to a realization that was a long time coming. She had developed this style by perfectly blending and perfecting all she knew into it, creating something truly unique to her...but she had never intended to really teach it to others. Neuromods or Skillshards got around the issue entirely by directly downloading the information into a subject after all, so why bother making it easy to teach? As Jumper watched Princess Serenity fumble yet another kata, she realized this was why.

It took Jumper a good solid week to fully reorganize her personal martial arts style to make it at least /learnable/ by people who didn't have supercomputers installed in their brain, and it would be a process of several weeks to simplify and condense her martial art into something a normal human being was capable of—the basic foundational arts, at least. Certain aspects were still limited by the sheer physical capabilities a person could develop, but she also went through the trouble of developing supplementary Ki techniques for those things; a simple Ki technique to replicate vibrational motors to allow a human to wield Panzerkunst, a unique twist of Ki and alchemy that allowed for limited dimensional effects to allow for 360 degree rotation of joints that were easy for machine bodies, a refinement of the Reconstructive Spirit to join it with more common Battle Aura and Ki Construct techniques to allow for the creation of Ki-generated secondary limbs, and more. She also had to take care to build up a development path for HOW one would go from being a base human being to wielding power that would normally be limited to a nanocybernetic goddess like herself via Ki techniques and raw martial skill; each step had to be measured, each development milestone not too absurd so that each previous skill built upon the next.

It wasn't just a matter of simplifying things, but that Jumper had organized their martial art like a sort of kinesthetic computer code; if this, then that, turning the body into a program that was designed to win any battle it got into. Humans couldn't draw up the reaction map on a whim though, and so Jumper had to rebuild her martial art essentially from the ground up. The end result was actually superior to what she started out with—much more flexible and usable, without losing any of the infinite depth of complexity she'd built into it. Upon Alita's insistence Jumper called the martial art "Zweite Panzerkunst"—it certainly incorporated a great deal of Panzerkunst into it, but held only passing similarities to the zero-G combat art. Nevertheless Jumper was happy to name it such if it made one of her wives happy.

Now actually teaching Serenity a usable martial art, Sailor Moon's skills as a combatant grew in leaps and bounds; it wasn't that Jumper was a particularly skilled teacher, but that Jumper's martial art was just that potent a base to build upon. Soon she was no longer tripping over herself, instead walking confidently and with a look in her eyes like she could challenge the world and win. That didn't make her a very GOOD martial artist mind you—but she was leagues

better than where she started from and now capable of actually throwing a punch safely and falling without hurting herself. Sailor Moon felt like she was ready for her first mission at this point! Which was both a good thing and a bad thing. A good thing, because it showed how far she'd come since she'd taken up the Silver Crystal. A bad thing, because Jumper DID have a mission available for her...and it was going to be a doozy. Jumper had finally located Beryl. And Beryl already had most of her army built up.

It was time to prevent the fall of the Silver Millennium.

Perhaps it was madness to throw Princess Serenity against Queen Beryl and Metalia so early, without first being bloodied by battling lesser Youma. But Jumper could feel the weight of Destiny and Fate in the air, and knew that there could be no other option; Sailor Moon would battle here, and either Metalia fell or the Silver Millennium. Jumper did the absolute best she could to battle against the encroaching darkness, slaying millions and billions of Youma all on her own and preventing Beryl from unleashing her armies across the entire Solar System. But she could feel the darkness lurking in the heart of the Sun and clawing out from beyond the Solar System, and knew that it simply didn't matter how many Youma she killed here and now; trillions more would come boiling forth from the darkness of human hearts if Sailor Moon fell, and trillions would pour into the solar system if anyone but Sailor Moon decided the ultimate fate of this day.

Sailor Moon faced off against Beryl, and desperately pleaded to the deluded sorceress to stop this madness-to turn away from the darkness and join her as her friend. Beryl mocked Princess Serenity, calling her a spoiled little girl who knew no hardship even as she ripped away everything from Beryl. Sailor Moon simply accepted that-stating that Beryl wasn't wrong, but that didn't make her actions right! Beryl claimed that if love wasn't right, then nothing was-and from there told the story of how deeply she loved Endymion, and how Princess Serenity had stolen him from her. Princess Serenity denied this-declaring that Endymion was just her best friend forever, and she actually liked girls! This ended up driving Beryl into a mad rage, and the two battled-Beryl wielding titanic black magic that stained the skies and shattered the earth, and Sailor Moon wielding the endless light of the Silver Crystal and a heart full of justice. The battle was hard-fought, and Sailor Moon was nearly crushed and killed by Beryl's magic...but in a scream of defiance managed to banish the darkness and unleash a ray of endless light on Beryl. When the light passed Beryl was defeated, but still whole and alive-purified of the darkness that had invaded and puppeted her. And that was when Sailor Moon's true enemy showed itself: Metalia, the Darkness In The Sun.

This was not an enemy that Sailor Moon could reason with, but nevertheless she tried-it only left her open to Metalia's attack. Luckily Sailor Moon was able to dodge it with a VERY poor usage of the Outer Axle, just barely managing to slide around the attack. It was still enough, and gave Serenity the space she needed to go back on the offensive-battling the godlike demon while trying to defend Beryl's comatose body. This was a losing battle, feeling that she had no hope in overcoming this sort of enemy...when Jumper stepped in to help her. Jumper took over the duty of defending Beryl for Serenity, and empowered her with the strength of her own Silver Crystal-supercharging Sailor Moon into a temporary Eternal form that was more than enough to strike down the stellar demon with a sudden sword of shimmering white light. Against all odds

the Moon Kingdom had been saved; fate had been overturned, and the Silver Millennium would survive.

But that was not the end of things, not by a long shot. All those enemies that Usagi had faced, Serenity would also have to face-The Dark Moon Kingdom, Pharaoh 90, Queen Nehelena, and even Chaos herself, all far stronger than the forms Usagi had faced, as if destiny itself loathed the fact that the Silver Millennium had managed to endure past its promised doom. But Princess Serenity had the assistance of Jumper and all her allies in her corner, and swiftly grew into a trueborn warrior-queen capable of commanding and ruling over the Silver Millennium. She never did lose the spark of her original lazy and hedonistic self, still enjoying waking up late, dressing like a slob, and all that-but she learned to live as true royalty, to budget and balance and judge and command, to stand straight and tall as the beloved ruler of her people even while she wanted to whine and relax on the inside. And all the while, Jumper worked alongside her-and fought against the enemies that Chaos threw her way as well.

The two greatest enemies that Jumper fought were in fact her allies-notionally, at least. The Manifold Goddess was much like Chaos herself, a living amalgamation of negativity and suffering granted deific power. Jumper was only barely able to contain their battle to higher and parallel dimensions, hiding her true strength from the Moon Kingdom. But where before Jumper had been on the backfoot while fighting the Manifold Goddess, now she was stronger-now she had the Stellar Matrix, and with it she was able to strike through the countless possibilities with the truth of Light and unmake the Manifold Goddess's attacks into pure Fantasy. It was still a hard-fought battle, spanning countless dimensions, but it was a battle between equals rather than fighting against impossible odds. And when Jumper defeated the Manifold Goddess, she struck her down with the Light of the Silver Crystal-purifying her and cleansing Dianna of the taint of her existence once and for all. Dianna could still choose to become that if she wished, but the Manifold Goddess would never whisper in the back of her mind, never cajole and taunt at the edges of possibility; all that was left was Dianna's own will.

Eris was both easier and more difficult; easier in that Eris wasn't a multiversal goddess whose sheer strength and hatred required that Jumper bring her full might to bear just to be able to break even against her. Harder in that Eris was much more tricky than the Manifold Goddess-subtle in her workings with enough power to back up her bigger plays. Jumper had been expecting Eris to betray her in some fashion the whole time-in fact had multiple contingencies for that very fact-but it was still interesting to see how she'd achieved this loophole. Eris HERSELF may be incapable of striking directly at Jumper...but if Chaos suborned her will, then it wasn't really Eris doing the striking now was it? All she'd needed was the barest hints of Chaos's essence in her to slip the bounds of her promise of marriage and begin attacking Jumper and the Moon Kingdom in all manner of ways, as her will became "tainted" by the cosmic principle of darkness. Catching Eris was tricky with her sheer mobility and ethereal nature; purging the taint of Chaos without harming the chaos goddess, even harder. Afterwards, "for her own safety" Jumper was "forced" to lock Eris away in a prison made of purifying Light drawn from the Silver Crystal. Later on the two had a discussion; Jumper was willing to give Eris a lot of leeway and let her play random chaos as long as she still ended up helping people, but trying to slip her bonds like this? Well, the gloves had to come off. Eventually the two would kiss and make up-quite literally at that. But



this was yet another slight against her that Eris would nurse in her heart as part of the thousand and one grudges she'd been building against Jumper...

The greatest foe that Jumper faced-as well as Sailor Moon-was Sailor Galaxia, the truest and most direct incarnation of Chaos's will. Jumper and Sailor Moon worked together to battle the godlike entity of Darkness, only to realize that it was impossible to truly kill Chaos; so long as life existed and the Galaxy Cauldron remained, so too would Chaos. Only by destroying the Galaxy Cauldron and dooming the universe to a slow choking death could one in-turn destroy Chaos...but then Jumper remembered Eris, and realized that they didn't need to destroy Chaos. They just needed to make her stop being a threat to the universe. Cluing Sailor Moon into the plan, Jumper called upon all her companions and Sailor Moon as well as all the Senshi, and together they unleashed an all-out Love Assault: kissing, teasing, playing with, and satisfying Sailor Galaxia as Jumper, Princess Serenity, and Tsukino Usagi all poured the power of their Silver Crystals into Chaos to awaken Love within the being who had never felt the emotion before. Unorthodox as it was, the plan worked; Chaos was so inexperienced with positive emotions and pleasure that-combined with the power of the Silver Crystals-it awoke a burning desire to love and be loved within the demonic force who had never experienced love before.

It was agreed that keeping Chaos in this universe was perhaps not the best idea, in case the cosmic force of purest evil relapsed and decided that living a life of hedonistic pleasure under Jumper and co's ministrations was less interesting than bringing death and ruin throughout the cosmos. So Jumper took Sailor Galaxia in as yet another of her companions-and she promptly got right along with the Sailor Senshi that Jumper had previously companioned. After a decade of service to the Moon Kingdom-teaching, fighting alongside, and "teaching"-Princess Serenity would ascend the throne of the Moon Kingdom and become the new Queen Serenity, while the old Queen Serenity stepped down and settled into retirement. Serenity Senior was the very first Queen who had been able to actually abdicate the crown, rather than dying due to some form of violence and her successor taking the throne, and she couldn't have been happier to set the precedent.

When the time came to move on from this universe Jumper was given countless accolades and a grand celebration was held throughout the solar system-celebrating her achievements under the Silver Millennium. While this was going on, final tests and confirmations were being done by Dianna, Sailor Pluto, and Jumper's most advanced dimensional scanning devices; the results were undeniable. While Jumper left a world, time in that world was "stopped" from her perspective unless she managed to return somehow. This was wondrous news for the Serenities-Senior, Ruler, and new Junior who had only recently been born. The new Queen Serenity-or Golden Serenity, as she proudly declared herself-was prepared to wish Jumper farewell for uncountable thousands of years if she had to, but would've been deeply melancholic to do so; this way she would be able to come along with Jumper guilt-free and explore the multiverse right alongside the mother of her daughter! Former Queen Serenity-or Silver Serenity, as she jokingly named herself-was all too happy to join as well, knowing that her time as a ruler had passed and feeling that this would make for a fun "retirement". Chibi-Usa, or Pink Serenity as she was lovingly nicknamed, was just happy to be along for the ride. She was a miraculous child, bearing Jumper's own picomachine body and already slowly developing an inborn Esper ability that would one day grow into a full Phase if Jumper had anything to say about it.

Finally, moon royalty and goddess of darkness now hosted in her subspace dimension, Jumper moved onto the next world.

## Jump 27: Light Bringer

Origin: Luxiat

Location: Tyrea

Age: 18

Gender: Female

### Perks

>Super Chromat -50 CP

>Drafter: Yellow -Free

>Drafter: Green -50 CP

>Scholar -Free

>Structural Drafting -100 CP

>Heretical Knowledge -200 CP

>White Luxin -300 CP

>True Name Will, You See -400 CP

>Black Luxin -600 CP

### Items

>Books -Free

>Yellow Glasses -Free

>Weapon of Surrender (WitchDriver Imported) -300 CP

### Drawbacks

>Discipulus +200 CP

>The Lip +200 CP

>Slave +200 CP

>The Prophecies Never Said One +400 CP

Basic idea: Jumper enters this world as a reincarnation-taking the form of Kip Guile's twin sister. Early on in her life she's kidnapped and becomes a slave, but effortlessly breaks out of slavery and proceeds to kill her master and steal his Drafting Colors via the Weapon of Surrender. This ends up making her rather infamously known as the Dark Slave, who casually drafts Black Luxin and consumes the Drafting of those who try to capture her. Jumper eventually meets up with Kip once again, showing off her new Drafter abilities and teaching Kip how to become a Drafter himself-even giving him some of the spare Colors she'd taken over time. Jumper protects Kip and works alongside him throughout the jump, hiding her own appearance with a carefully woven cloak of Luxin she makes from Black and White so people don't realize she's an escaped slave, and guides Kip to his destiny of becoming the Lightbringer. Together they end up fighting and killing the old gods reborn, with Jumper taking their Drafting abilities and slaying the old gods with the Weapon of Surrender to ensure they'd never rise again.

Jumper was reborn in this world as the twin sibling to a child named Kip, and found herself more amused than anything else at the fact that she was starting from a rebirth rather than her normal means of simply jumping into a given universe. She grew up alongside Kip for a time...until she was just barely five years old, when she was kidnapped and taken to the capital of Tyrea. There her ears were clipped and she was made a slave to "King Garadul", who even now was building up his forces to seek independence from the Chromeria. Jumper was not /happy/ to be made a slave, but was distracted by the existence of the strange magic system of this land-this shaping of light into physical forms called Luxin. She was a Drafter-it was why she was kidnapped in the first place-a Bichromal Green/Yellow Drafter to be specific, and had a natural instinct and knack for creating Perfect Yellow Luxin. She was trained in the use of this Luxin, learning to wield it under the command of Garadul, but discovered something secret. Something powerful and unknown to Tyrea: Black and White Luxin.

Black Luxin required no light whatsoever to Draft, and had incredible properties; it cut right through any other form of Luxin, outright absorbing its powers. It was also able to consume other things-heat, force, light, even the memories of others. Jumper felt as the Black tried to consume her memories every single time she Drafted it, but had the sheer will and power to resist its effects and force it to behave; in her hands it was perfectly safe. White Luxin, on the other hand, required pure white light to Draft...but in turn was even more absurdly potent. It was simply, utterly, unbreakable; not time, not force, not heat, not even Black Luxin could break White Luxin once she had sealed it. It also had miraculous restorative properties-able to heal absolutely any wound she tried and restore things to a healthier state up to and including restoring lifespan. Most miraculous was its power to "bless" those it touched; Jumper found she could replicate and "seal" her various abilities and powers into artifacts of White Luxin which would grant those abilities to the holder of the artifact. It was through this trait of "blessing" that Jumper discovered the final trait of Black Luxin: "consuming". By drawing upon Black Luxin that had absorbed some form of Luxin, she found that she could in turn use that same Luxin...for a time. But what if, she wondered, she killed a Drafter with Black? And wouldn't you know it, but "King" Garadul's armies made for the perfect test subjects.

Under a cloak of Black Luxin which nibbled at memories of observing her, Jumper snuck out of her bonds and began to assassinate Garadul's Drafters. Simply killing them with waves of Black didn't quite do the trick, the power it granted faded slowly but steadily. Jumper needed a way to

strengthen and "restore" the Drafting ability as she consumed it. White Luxin was the answer, used in tandem with Black. Her first experiments were rocky and crude, but she refined her art-and began to incorporate more and more colors into the experiment as she went along. By the age of ten she had succeeded in forging a Blinding Knife-a knife forged by a Full-Spectrum Polychrome Superchromat who could also Draft White and Black. The construction process was absurdly delicate, endlessly complex, and incredibly difficult...but Jumper was nothing if not a genius. She proceeded to integrate her Blinding Knife into her WitchDriver, ensuring that she'd have it on her at all times as the WitchDriver simply could not be removed from her without her permission.

After having stolen permanent Drafting colors via her Blinding Knife Jumper decided it was time to leave this slavery behind-King Garadul would fall in time, but for now she wanted to enjoy what little was left of this new childhood. Under her black memory-eating cloak Jumper escaped into the night, and only weeks later did the Black Luxin stains she left fade away enough for people to realize a full half of Garadul's army was assassinated and Jumper was missing. She was charged as a criminal and madwoman throughout the Satrapy of Tyrea, wanted for the murder of dozens and her escape from slavery. They gave her a name: the Black Slave, reviled for wielding dark and heretical magics. Jumper actively reveled in the strange and honestly hilarious circumstances she found herself in, enjoying the infamy-at least as long as it didn't harm others.

As she wandered the countryside under a black cloak that mystified the mind, she learned and experimented more with her newfound full-spectrum Polychrome abilities, swiftly studying and mastering the usage of each of the seven normal Colors as well as further refining her usage of the two legendary Colors. She also learned to better wield the Blinding Knife, learning that it could actively drain the Halos of Drafters and give them a renewed lease on life. It was unbreakable now that it was completed, could shift and change shape as she willed it, disrupted the abilities of other Drafters when they were wounded by it, and it felt like it had yet more potential within it. Jumper didn't know it yet, but the Blinding Knife she had created and fused with her WitchDriver was capable of harvesting other mystical abilities beyond just Drafting; it could consume just about any mystical or supernatural power, as long as it was not purely bound to biology. Spiritual, magical, divine, psionic-anything and everything. And its most incredible trait...was that it could truly, permanently, kill that which could not otherwise die. Immortals, demons, gods-as long as she wounded them enough with the Blinding Knife, they would all die under her blade.

Jumper would eventually return to her childhood home and village, where she found Kip and shared the tales of what had happened to her, how she had escaped, and the power she'd accrued in doing so. She gave Kip a special necklace forged from White Luxin that held a teardrop amulet on it; into this she'd replicated her capacity to Draft all possible colors as well as Black and White, and made Kip promise to always keep it on his person as a "good luck charm". She would hide from the other villagers under her Black Cloak and end up starting a bunch of rumors about hauntings around the village, but would still play with and hang out with Kip as the two of them grew up. Before long they were both fifteen, and Jumper felt the powers of past universes-heretofore mostly missing-flow back into her. She was back, and stronger than ever now.

Jumper decided to watch over and protect Kip throughout his life-mostly due to the bond of blood they shared as twins and partially as a whim; she could see the "flow" of fate and destiny on Kip through her True Sight as a Wizard and knew that Kip had a part to play in this world. And it was a good thing that she did; time after time Kip would get into situations and calamities that he had absolutely no chance to survive even with the Full-Spectrum Polychrome Drafting she'd gifted him with. She had to step in and save him time after time, watching over him like a black-cloaked guardian angel and all but guiding him towards his destiny-while also doing what she could to save lives and help people along the way. It was a long and perilous road the two of them followed, full of twists and turns and chaos along the way. Nevertheless, things slowly became better for the world as Kip fulfilled his destiny as the Lightbringer.

Jumper only really interfered to protect her brother in this whole mess, fighting alongside him at times and dealing with threats he had no way of actually defeating at others. For the most part she simply played the wandering ghost woman, experimenting with Luxin and studying how to integrate it into her various technologies or other abilities. At the end of her time in this universe she gave Kip his own Blinding WitchDriver-a hybrid of Blinding Knife and WitchDriver-and told him that she was going to leave to explore other worlds. Kip gave her a fond farewell, and Jumper left this land like a ghost-having enjoyed playing the role of guardian and observer to the strings of fate for a while, but ready to get back into the thick of things once again.

## Jump 28: Percy Jackson And The Olympians

Location: Mediterranean Sea

Age: 26

Gender: Female

Origin: Monster (Succubus)

Parentage: The Protogenoi (YHVH)/"God"hood -1400 CP

### Domains

>Beauty

>Pleasure

>Temptation

>Rebellion (Inversion of Rulership [YHVH])

>Qlippoth (Inversion of Sephirot [YHVH])

### Perks

>A Slip In Reality (Lilith) -Free

>The Olden Ways -Free

>Godly Powers -Free

>Unbound By Thread -600 CP

>Monstrous Body -Free

>Skills Of The Beast (Hypnotic Beauty) -100 CP

>Creature of Myth -200 CP

>Legends of the Beast -300 CP

### Items

>Pan Pipes -Free

### Drawbacks

>The Full Story +0 CP

>House Rivalry +100 CP

>Godly Oversight [YHVH] +100 CP

>Monster Bait +200 CP

>Daddy Issues [YHVH] +200 CP

>Godly Paramour (Nyx) +300 CP

>Wrath of Olympus +300 CP

>Sent Abroad +400 CP

>Foreign Target +0 CP

Basic idea: Jumper found herself taking up a divine-or rather, demonic-mantle as she entered this universe complete with inborn history and utterly absurd levels of power. In this world she was Lilith, the First Woman who had rebelled against YHVH and become the mother of monsters...in Abrahamic mythology, at least, which Jumper very swiftly discovered was absolutely nowhere near the be-all-end-all of things in this universe. Wielding the Blinding Knife, Jumper proceeds to kill her way through multiple pantheons and supposedly unkillable monsters, and ends up seducing Nyx the Protogenoi on pure accident. Jumper and Olympus's relationship remains frosty throughout the decade but they can't exactly attack her with her sheer power and Nyx's ""protection"", so they restrain themselves to the occasional quest to Demigods to harass her and sending monsters her way. Jumper and YHVH also have a tense relationship, but somehow or another end up getting along after a time.

Long before Jumper entered this reality, YHVH formed from the infinite darkness and Chaos as a singular shining light in the void. He proceeded to shape that light into a beautiful shining garden over the course of six days, and rested on the seventh-and from this, learned that though he was immensely powerful, he was limited as well. He was born knowing his own legend and the shape of Eternity, and yet knowing how the story would go he wished to act it out regardless-for there was still value there. He would create two beautiful human children with his divine light: Adam...and Lilith. But Lilith saw what he had, saw what he was, and rebelled against it-occluding his Light and fleeing from the Garden into the deep, deep pits of Chaos that would be known as Hell. God created Eve in her stead, and the story played out. There was a divine war, between demons and angels, between Lilith and God. Satan, Lucifer, Helel-he simply played the part that God bade him to play. Lilith detested the idea that all the world was a stage and that all pieces had their place, and desired to rebel against the script.

In time she was defeated, but God could not bear to slay Lilith over such a pitiful misunderstanding-so instead, he buried her. Deep, deep within the earth, wrapped in chains formed from her own power-formed from the Qlippoth-and her own domains and powers inverted to force her to sleep eternally. One day he hoped to bring her back, to awaken her to the beautiful world she had turned her back upon, but that day would not be for a long, long time. Long enough for millennia to pass, for other gods to rise and fall, for kingdoms to shift and change, for the Olympians to move west, for the modern age to dawn and for all the old powers to fall into near endless slumber like her. Until one day something changed within Lilith's prison. A shining Light was born within Lilith's prison-a Light of Fantasy, of Possibility, of Infinity. This Light fused with the long-sleeping body of Lilith, and soon her own body began to shine with an alien yet infinitely beautiful light. The bonds of her own power burnt away, the weight of the world no longer crushed her, and Lilith flew through rock and stone to the surface of the world-awakening for the first time in millennia.

Thanks to her millennia in hibernation Lilith's nature of Rebellion had slowly matured and evolved, sinking deep into her soul and becoming something fundamentally greater; she had attained what she had long-since sought after. She had broken free from Fate, was unbound by Destiny, and yet could still see the currents of it-still see the strings of its designs without being touched by them. Jumper's will was more than enough to suppress and assert her personality rather than allowing Lilith's to remain dominant, even as the two of them fused into one...but Jumper and Lilith's goals actually coincided a little here. Lilith didn't really want all that much



right now. What she wanted, she had: freedom from fate, from God, from anything that would command her. Now she just wanted to explore the changed world-

And as Jumper/Lilith was still gathering her thoughts about what she wished to do, she was slammed with a divine weapon in the shape of a wooden bat and literally sent flying. The one who had attacked her was none other than Herakles of the Olympians; he had been guarding the Mediterranean to keep the old threats /in/, and seeing Lilith awaken from her eternal slumber meant it was time to do his job and knock her the fuck back to sleep. Or kill her, whichever was easier. Unfortunately Herakles picked a fight with the wrong primordial force; even with his literally divine strength and skill as a fighter, Jumper was stronger, faster, more durable, and just /better/ at fighting than Herakles was. She was able to effortlessly defeat the legendary being, and struck him down with her Blinding Knife-consuming his divine power for herself. This marked her as an enemy of all Olympus, though Herakles would whisper out a final genuine thanks as he succumbed to true and absolute death.

Of course, with Herakles' death the gates holding back the terrible monsters, elder gods, and giants in the Mediterranean swung right open-so Jumper had to take responsibility for that and deal with the outpouring of ancient deities and terrible monsters she had accidentally unleashed. Blinding Knife in hand, she proceeded to kill and harvest the powers of multitudes of ancient monsters and old gods who had been locked away by the Olympians. Her power as a Monster and a Deity grew by leaps and bounds during this, but thanks to her freedom from the strings of Fate and her various scrying defenses very few knew she existed at all-only the highest of Olympians, such as Hera, were aware of her and only thanks to Herakles' death. Jumper eventually left the Mediterranean after her "feast" and began to wander the earth...towards the east, heading on a winding path towards China. She was thinking of visiting Japan in point of fact, but only after she'd gotten herself a nice walkabout throughout Asia.

Certainly the Olympians wanted to strike at Jumper, but their powers were weak far away in Asia. Or rather, the GODS' powers were weak. The Demigods, on the other hand...and so it was decided to give quests to their children to strike at this foreign monster in various ways; not to kill, for even the Gods knew that doing so would just be sending their children to the slaughter. Instead they sent demigods to learn about their enemy to study and harass her in various ways. A number of children of Hermes and Athena were able to discover that she held a weapon-a knife, which could truly kill immortals and grant the power of the slain to its wielder. This knife must be the source of her powers, the Olympians thought. And so they decided to send their greatest children on a quest to steal the Blinding Knife. Without it, surely the Olympians would be able to strike her down!

The demigods chosen for this quest were Luke Castellan, Silena Beauregard, and Ethan Nakamura-all older members of Camp Half Blood and all rather powerful Demigods in their own right. The thinking of the gods was thus: Luke, as a child of Hermes, would be swift and light-fingered enough to steal the Blinding Knife. Silena, as the daughter of Aphrodite, would be able to hold Jumper's attention and distract her long enough for Luke to steal the Knife and get them all away. Ethan Nakamura was chosen for his sheer skill with a blade and his supernaturally good luck, which the gods hoped would bless the team on their quest to steal the Blinding Knife. Unlike a normal quest Apollo himself descended from Olympus to grant this

one; unfortunately, he warned the Demigods, Jumper was free of the strings of Fate and thus no prophecy could predict her actions. The Prophecies of the Oracle of Delphi were vague at the best of times, but going without one still felt like a bad sign to all assembled Demigods. Incidentally, this particular quest took the place of a quest that Hermes had been considering giving Luke: the quest to steal an apple from the Hesperidean Garden.

The Demigods were all given special dispensation to take a plane to go to Asia, and were even assisted by their parents before leaving America by being granted uniquely powerful artifacts; to Luke, Hermes granted a pair of winged sneakers that could give Luke brief bursts of "godspeed" as well as flight-though using the Godspeed would strain Luke immensely. To Selene, Aphrodite granted a bottle of perfume that would vastly enhance her natural born powers as a daughter of Aphrodite for a short time and could double as a psychedelic when used on non-Aphrodites. To Ethan, Nemesis appeared without showing herself to the others and granted him a trio of heavy silver coins that, when flipped, would release a massive burst of her divine power that Ethan could use to "flip" his luck in turn or simply empower himself to stand almost on-par with Nemesis herself. They weren't guaranteed to work on shifting the luck of Jumper, Nemesis warned her son, but they might just be enough to "balance the scales" in that confrontation. Equipped with divine artifacts and prepared as best they could, the trio of Demigods took a plane off to Jumper's last known location.

Speaking of Jumper, she was doing an update to her various frames in light of her new abilities and the existence of Luxin. She'd put it off last decade mostly for the sake of exploring the material itself and just enjoying her time in a foreign and strange land, and also partially because it would require a massive overhaul of various systems. Her Esoterica Frame got the biggest updates, including forming an entirely new species of Karmatron Cell purely formed out of Luxin; the light-forged substance was massively easier to form and give properties to than normal matter, and so she was able to forge "Esoterica Cells" which were only 800 Picometers in diameter using a complex construct of full-spectrum Luxin including both Black and White. The trickiest part was making the molecular machinery to have the Black and White Luxin interact in just the right way to constantly produce more Luxin overtime by absorbing and refracting light, allowing her Esoterica Cells to self-replicate with nothing but electromagnetic radiation. Jumper was also happy to include "Luxin Spinners" into her normal KR-SAPIEN Cells, allowing them to produce and shape Luxin as part of their fundamental construction. Rather than taking up space, this actually ended up allowing Jumper to refine her designs further-going from sixteen 300 picometer molecules to just twelve, bringing her down to just under four nanometers after adding in the 350 picometer core molecule!

She couldn't fully attribute this advancement to her own work and Luxin-in fact, if it wasn't for the Moon Kingdom's technology and her understanding of magitech she would have been largely incapable of figuring out a way to artificially generate Luxin. While it had many physical properties, the substance was also an intensely spiritual and magical one that Jumper wasn't able to tie down to any specific genes or biological structures-but with her mastery over magitech she was able to find workarounds and eventually fully decode the process of Luxin generation for usage in her nanomachines. Her increasing mastery of esoteric technologies also allowed her new ways of looking at molecular engineering, which accounted for the massively decreased and refined Karmatron Cells. Thanks to these improvements Jumper's body was now capable of

generating essentially infinite Luxin on demand without even generating a Halo-thanks to previous energy generation methods synergizing with her "Luxin Spinner Protocols" to create the electromagnetic radiation needed for Luxin. Additional Luxin reinforcement-specifically Black and White Luxin-made her literally immune to all physical and mystical forces at will and outright able to consume any energies that came into contact with her. Absolute physical durability was a heady thing to wield, even for her already absurdly potent Frames, though not necessarily anything new-Vibranium was capable of the same to a limited degree. The mystical immunity was more incredible, as well as the consumption of hostile energies as needed-those were very new for her.

The biggest change in her hardware, and one that actually required her to design an entirely new Frame for regular usage, was the understanding and integration of the Qlippoth Domain which she gained when she became Lilith. The idea of the Kabbalah had been something Jumper had been...vaguely aware of since Academy City, but she'd never really done more than document it and save it to her archives; it never seemed particularly relevant to her since she figured out an alternative method to achieving Level 6. She made cheeky references to Judaistic beliefs in her Universal Language project, but that was all it was: cheeky references done for her own amusement more than anything. It was only when she got the...divine? Domain of the "Qlippoth" though that she began to revisit and refine her understanding of the Sephirot and Kabbalah in general. And it was through this refined understanding that Jumper began to realize that though she had achieved some pretty profound powers via applied science...she had barely begun to grasp the intricacies of mystical and supernatural powers.

The Qlippothic Frame, as she decided to name it, was entirely forged for wielding and controlling Divine powers. Its base was actually her Lilith body, and required a great deal of thought and planning to fully develop its augmentation. She couldn't just use the same sort of Esoterica Cells or Karmatron Cells as before; this body would require something truly unique built from the ground up to best wield divine powers. Using a combination of Black and White Luxin, Daimon embryo structuring, tiny "sparks" of Soulfire, and Liquid Possibility Jumper was able to create what she called a "Qlippothic Cell"-a purely mystical nanomachine which held a spark of divine Light within its core and was surrounded by a dark energy-consuming shell. This Qlippothic Cell was much, MUCH slower to replicate than literally every other nanomachine variant Jumper had created was, but was literally miraculous in its properties; it could both swell and shrink on command, consumed any and all forms of energy that came into contact with her body as she desired, could freely warp its internal structures to better fit any given task, were all utterly unbreakable, generated endless spiritual and mystical energies with limited throughput, and perhaps most incredibly seemed to just flat-out redefine the laws of physics around and within themselves. The effect was miniscule, barely extending individual picometers past the surface of the cell, but when your entire body was composed of the things it added up.

A big change though was the fact that Qlippothic Cells didn't have DNA. No, what they had were incredibly tiny artificial /souls/. That's what the sparks of Soulfire were for; creating absurdly miniscule Star Seeds that encoded the structure, functionality, and will of each Qlippothic Cell into its White Luxin core. These cores would generate and emanate small but limitless amounts of Light, which was captured and shaped by the Black Luxin shells which proceeded to use Kabbalistic principles of Sephirot and Qlippoth in tandem to shape the light

into new Qliphothic Cells. It seemed a little backwards to use the Qliphoth to generate Sephirotic structures, but that was kinda the whole point after a fashion-to differentiate the Infinite Light of God into distinct parts as it passed into the material realm. The Qliphoth-and Jumper's Qliphothic Cells-just acted as the dividers and insulators between various Sephirot, shaping the Light into the Sephirot by defining where the Light /wasn't/.

Now, due to the way Jumper constructed her Qliphothic Cells, she was able to fit in the rest of her technology into the things...after converting them into Luxin-compatible structures. And even after all that, each individual cell was just over a single nanometer in diameter-mostly because they weren't composed of molecules, but instead were a kind of...energy structure masquerading as a cell more than anything. But that was only the cell structure; the rest of Jumper's body, built up to the macro level, was also remarkable. Aside from the humanoid frame, Jumper diverged WILDLY from a general human template; the innards of the Qliphothic Frame were as alien as the Typhon biology was-though approached from a more mystical perspective. It didn't have a skeleton so much as a strange...hardened nervous system, running currents of exotic energies through it to become as soft or hard as it needed to be whenever it was needed. It didn't have a muscular system so much as "reactive blood" which was filled with psychic will and semi-crystallized Luxin, allowing it to stretch, compress, twist, expand, shrink, and solidify entirely on Jumper's whims. Her skin was less skin and more a complex crystalline resin made of Luxin and Philosophers Stones which drew in, distilled, and refracted ambient life energy into internal capacitors. Her brain itself was a perfect melding of D-Ripper principles and Hyperspace Actuators which acted to encode her engrams and databanks onto higher dimensional structures which folded themselves into her own existence and allowed her to manipulate space, time, and dimensions with effortless thought.

The most remarkable things though were the unique organs Jumper had created specifically for harnessing the Qliphoth and other divine powers. She had to study a great deal of Kabbalistic esoterica and review Lilith's memories to even begin to understand what she was doing, and it would take her months of experimentation and refinement to perfect things, but eventually she created what she called the Trees of Life and Death-two hyperdense spherical organs roughly the size of human kidneys, hugging each other in the very center of the body to the point they almost appeared to be a single organ. Using Kabbalistic principles these organs did two things: convert anything drawn into them into Divine Light, and convert Divine Light into other forms. By "walking backwards" through the Tree of Life any physical or mystical phenomenon could be "unfolded" via her manipulations of the Qliphoth into a higher, more potent form that eventually became a shining liquid light of seemingly limitless potential and power. This "divine light" was drawn into the Tree of Death and reshaped through the same Qliphothic principles to give it shape and qualia beyond endless indefinable light. To be frank Jumper didn't really fully understand the process, didn't know how literally anything thrown into the Tree of Life organ could become this undifferentiated divine light, didn't know the true potential of this divine light, and wasn't sure how or why this divine light could seemingly become literally anything and everything she wanted it to be.

It was kabbalistic nonsense at its finest, and evidence that there was MUCH to the multiverse that Jumper had yet to even perceive let alone understand. But it was powerful-perhaps the single most powerful augmentation that Jumper had ever devised. With the Trees of Life and Death she

could generate anything she imagined-from simple things like light, heat, gold, kinetic energy, all the way to complex like outpourings of Divine Power, blades of infinite inertia that she could swing around regardless, outright black holes, and more. The energy invested was almost utterly superfluous to the result she attained; she could throw in milligrams of matter and unleash blasts that could destroy cities. It had rules and a process, but Jumper simply didn't understand how those rules and processes related back to a sane physical universe. And it only worked in her Qliphothic Frame, when she was able to fill the Trees with her power over the Qliphoth. Without her Divine Domain infused into it, they were little more than tumors full of Qliphothic Cells. And without a body that broke down natural law into endless chaos the way her Qliphothic Cells did anything processed by the Tree of Life simply ceased to exist-depriving the Tree of Death of the Divine Light it needed to function. She could theoretically operate the Trees on her Esoterica body, but attempting that showed that even her innate laws as an Esper were enough to seemingly prevent the existence of Divine Light.

Jumper would end up redesigning nearly all of her cybernetics to fit her Qliphothic Frame and its Typhon-like internal structure, finding both benefits and drawbacks in doing so. Things like optimized muscular and bone systems were entirely superfluous; nervous system upgrades and hyper advanced fluid dynamics gave her ridiculous benefits in this body. It was a long and involved process all told, taking a good year all on its own-and Jumper had only really begun that process when she first met the demigods of Camp Half-Blood, seeking to steal her Blinding Knife.

The trio of demigods had a plan, and that plan hinged on the fact that Lilith-their target-was only known to kill immortals. Silena was going to use Aphrodite's gift, put on her best doe-eyes, and literally just go ask Lilith if she could see the knife that killed gods. Step two: try to out-sex an ancient demon goddess of sex. Or at least kiss her hard enough that she doesn't notice Luke using godspeed to steal the knife right from under her. Step three: run. Run because at that point the devil herself-or as close to it as possible-was now after them. Ethan was held in reserve for this and was to use his luck manipulation to try and weigh the odds as far in their favor as possible, but even if they had the full support of Nemesis the three demigods had a creeping suspicion that she wouldn't be able to put the odds in their favor anyways.

Jumper was busking on the street for spare change-and for fun-when a rather beautiful girl walked up to her with a bright look in her eyes. And it had to be said that this girl was Beautiful-it was hard to think of her in any other way. That alone tipped Jumper off that something supernatural was going on, and her Sight confirmed it as she saw the clinging essence of a deity of Beauty surrounding the girl. Nevertheless, now aware of the power the girl had, Jumper wasn't too afraid. It would be a cold day in hell before something could affect her mind without her explicit consent-even with divine power backing this girl up-so she was entirely content to see how this was going to play out. The supernaturally beautiful girl took a seat right on the roadside next to Jumper, and began humming along to the tune that Jumper was playing on her guitar-adding to the song and drawing in more donations to Jumper's busking efforts.

After a time Jumper stopped playing and asked if the girl wanted her share of the money-and the girl shook her head. She explained that she just wanted to sing alongside Jumper, and didn't need a reward for doing that. Jumper accepted that at face value, and asked the girl if she wanted to do

the same again tomorrow. She accepted, and introduced herself as Silena. For the next week or so Jumper and Silena would play and sing along the streetsides, making a great deal of money and building a little rapport between the two of them. Jumper knew better than to trust Silena too quickly, but at the very least her singing skills were the real deal. And then after that week of singing and busking, Silena decided to make her move.

She explained to Jumper that she was no wandering singer, but instead a demigod sent on a quest to learn about Jumper-for the divine powers that he had been rather spooked by Jumper's existence and her slaying of Herakles back in the Mediterranean. Jumper seemingly accepted that at face value, but internally noted that said powers didn't seem to be aware of the massacre of immortals and monsters that had followed after that. Silena had been sent to learn about Jumper and hopefully ensure that no more gods were slain by her. She doubted she could force Jumper to do anything, Silena spoke entirely truthfully, but knowing how and why Herakles had died would hopefully appease the gods of her pantheon. Silena had been very careful to not tell a single lie throughout this exchange just in case Jumper could tell when she was being lied to. It was smart of her, because Jumper COULD tell when she was being lied to, and as a reward for her honesty Jumper decided to explain the whole series of events to Silena.

Jumper first introduced herself to Silena-something she'd carefully avoided doing for the past week-as Lilith, unsealed from eternal slumber for the last several millennia. She had no designs to actually torment or cause chaos amongst the mortal world-in point of fact, her greatest desire was simply to wander and explore the wide and incredible world she had found herself in. But literal moments after she'd awoken, Herakles had tried to kill her or at least send her back to sleep, so she'd had to fight back to defend herself. Jumper manifested the Blinding Knife from her WitchDriver and showed it to Silena; this knife was what allowed her to kill the deity. It was a literal physical part of her even though it looked detached from her right now, and Jumper noted that in anyone else's hands the knife was effectively useless. In her hands though...Jumper waved the knife a bit and drew forth countless streamers of Luxin, creating a web of mystical power that surrounded Jumper and Silena for a few moments in an incredibly beautiful display of art. The Luxin faded after a few moments, and Jumper noted that was just a parlor trick to be honest-the Blinding Knife's real power was mostly in its capacity to kill rather than as a channel for her powers.

Silena decided now was the best chance she and the other demigods were ever going to get; she lunged at Jumper and gave her a kiss filled with all the power of a Demigod of Aphrodite that she could possibly wield, augmented further by Aphrodite's perfume. At the same moment Luke lunged from far above, flying on his divine sandals and moving faster than thought with the power of Godspeed. Nearby Ethan held one heavy silver coin in hand and focused as much as he could, hoping against hope that this would be enough to even the odds.

Everything promptly went wrong for the demigods as Luke got physically caught on something he couldn't see. Jumper casually waved her hand and Ethan felt himself get bound in invisible ropes of power just like Luke was. Finally Silena pulled back from her kiss only to see that her allies had been caught, and slumped in despair-fully expecting that they'd be killed in this moment. Superviolet Luxin spun into self-reinforcing hyperdimensional nets, Jumper very specifically DIDN'T tell the demigods, allowed her to catch them without them even realizing

they were caught on anything AND ensured that the Luxin webs she'd created were sturdy enough to hold even against the strength of demigods. Jumper proceeded to ask what the demigods had even been trying to accomplish, and Luke revealed that their quest hadn't just been to learn about Jumper-but also to attempt to steal the Blinding Knife, which the Olympians knew as the source of her power. Jumper shook her head at that and asked what exactly would happen to the demigods if she was to just send them back on their way. The trio looked at each other, genuinely surprised at how magnanimous Lilith was, and explained they'd likely be shamed and driven out of Camp Half-Blood or even outright killed by the gods for their failure; this Quest was THAT important.

Jumper sighed and began to pace back and forth in thought. She had zero intentions of giving up the Blinding Knife to a bunch of kids or a random foreign pantheon, nor did she intend to take them on as companions or the like; Silena was cute, but she could sense that Silena already had another person in her heart and Jumper just wasn't interested in boys. It might be rather irresponsible...but Jumper eventually decided that clearly the correct thing to do was to give the trio of demigods /A/ Blinding Knife. Not hers, but she knew how to make them at this point. She wouldn't just send them off without any supervision though.

Jumper told the demigods that she wasn't going to kill them and she would even help them complete her quest...but she could no more be separated from her Blinding Knife than a human from their still-beating heart. Instead, she would create Blinding KNIVES for them in turn-one for each of the Demigods...but only if they submitted to being marked by her power. Without hesitation Luke accepted, and after a moment so did Ethan. Silena took the longest, swallowing nervously, before finally accepting. Jumper lightly scratched the forehead of each of the demigods, creating a thin black line right across from where the third eye chakra was located. She explained that she had marked them and could now act through them-whether they liked it or not-but doing so meant they could also call upon her for power if they needed her. Her power was the power of the Qlippoth, the power which defined the illusion of disharmony throughout existence; by drawing upon her power, the three demigods would open pitch-black eyes on their foreheads through which they could see the flow of "Sephirot" throughout the world and impose a dividing darkness upon it that would reshape the world in various ways. A great power, but one that seemed fundamentally destructive rather than constructive. They could also REMOVE that dividing darkness to various and incredible effects, but doing so in a way that didn't simply unmake whatever they did it to would take immense skill and thought.

Jumper had granted them these powers via implanting a thin line of Qlippothic Cells into their foreheads, filled with the powers of True Sight, her Qlippoth Domain, and a fundamental connection back to Jumper's soul. As long as the demigods had her mark on them they could wield these powers as if they were their own, but they would be straining and difficult to use without invoking Jumper's name and drawing on her power to assist them. Further, with the Qlippothic Cells implanted into them, the demigods were now flat-out incapable of inflicting any harm on Jumper in any way; she didn't influence their thoughts to do so, but instead used a complex working of thaumaturgy and Soulfire inherent in the cells to create a sort of "contract" that made it so attempting to harm Jumper in any way, shape, or form would be as agonizing as ripping their own souls in half-and if they persisted regardless the Black Luxin would consume them from within and prevent their actions entirely.

Now marked, Jumper spun forth the full spectrum of Luxin and forged each of the three Demigods their own Blinding WitchDriver-specifically making sure that it didn't include the Sword of the Cross augmentation. She gave each of them their own WitchDriver customized purely for them, explaining the powers of the artifacts and the Blinding Knife connected to them as well as the fact that each Blinding Knife was now fundamentally a part of their own existences. Jumper could remove her Mark one day and leave them free of her influence, but now even Jumper would have trouble removing the Blinding Knife from them if they didn't allow it; any other divine being would find it an outright impossibility. She warned them that she would watch them through their Marks and that they weren't to take advantage of the powers of the Blinding Knives; not to use them for greed or envy, but instead in defense of others and for making the world a better and more beautiful place. Silena actually asked why Jumper was so concerned with that given she was basically a primordial demon from the beginning of existence, and Jumper explained that she just genuinely loved this world and all that was possible in it-but utterly hated being controlled or manipulated, which was why she had rebelled against YHVH in the first place. Afterwards Jumper sent the trio of demigods on their way and disappeared-wandering further into Asia.

The trio of demigods returned home to America in...defeat? They had failed to steal the Blinding Knife from Lilith, but in turn had been blessed by Lilith and granted a Blinding Knife for each of them-which they now knew was capable of permanently slaying immortals and consuming the powers of those it struck down. Jumper had warned them not to use the knives in greed or envy, but they were powerful temptations regardless-let alone the power of the WitchDrivers that they came with. Returning to America they were met with scorn from the gods and were almost struck down by Zeus right on the spot-but a projection of Jumper's existence emerged from their Marks and shattered the power that Zeus tried to strike them down with. These three had done nothing wrong, she spoke to the divines, and she would not allow them to be struck down for the crime of failing to be thieves.

Seeing how even a projection of Jumper's image was strong enough to hold back Zeus's power, Zeus did something he VERY rarely did and actually thought things through for a moment. Jumper was clearly far, far more powerful than the Olympians could deal with, and the fact that she could give away god-killing weapons to a trio of demigods only further reinforced just how dangerous Jumper was. He had been hoping that the Blinding Knife was the source of her powers, but it very obviously WASN'T and therefore he'd have to rethink his whole strategy for dealing with Jumper. Zeus slowly stated that he was still angry with Jumper slaying his son Herakles, but would treat Jumper gifting the Blinding Knives to the trio of demigods as restitution if he could also get an agreement of neutrality from Jumper. Jumper in-turn stated that she had absolutely no desire to make war against the gods and simply wished to wander the world as she pleased. If the Olympians didn't strike her, she wouldn't strike them. Jumper stated that Herakles death was regrettable, but that he did in-fact strike first and fought to the death even as Jumper fought for self-defense.

An armistice was struck between Jumper and the Olympians; the gods would not interfere with Jumper's life or strike at her, and Jumper in turn would not strike at the gods or interfere with their lands. Said agreement, of course, didn't include monsters, Titans, Protogenoi, Demigods,



Spirits, or the like-and Jumper knew the Olympians intended to utterly violate the spirit of the truce without ever breaking the letter, but she let it be. It would spice up her life a little and ensure she had a nice stream of unique powers to consume with her Blinding Knife coming her way. Afterwards Jumper's image dispersed and the trio of demigods sent on this quest were welcomed back to Camp Half-Blood as heroes for managing to strike up a truce with a foreign god/monster of such power. Yet deep inside Luke was furious, knowing that things had only worked out thanks to Jumper being kinder and more temperate than almost any Olympian was. In darkness and in dreams Luke communed with a dark and hateful power, and made a pact with a being that was not alive but had never truly died. Deep in the pits of Tartarus, Kronos schemed.

Deep within Tartarus, dark and seductive words reached dread Nyx's ears. Words about a foreign goddess or monster of such power that it cowed all of the Olympians. Words of a darkness so deep that it surpassed even the darkness of Tartarus, and an evil so absolute it violated the fundamentals of reality itself. Words of a death so absolute that even the gods perished to it. Words that carried a dark and seductive name to Nyx's ears: Lilith. For the first time in millennia Nyx decided to emerge from Tartarus, following a winding and twisting path through the darkness that only she could see. She emerged into the mortal world during the night, and hid amongst the shadows so she would not be burned by the daylight. Nyx had just one thought in mind: it had been so, so long since she'd been with a lover, and this "Lilith" sounded absolutely perfect to her.

Jumper was in the middle of fighting off a coalition of magicians and spirits seeking to seal Jumper away once more when she first met Nyx. It wasn't particularly difficult for her to do so-the magicians she was facing were skilled and powerful, but she had faced far more skilled and vastly more powerful back in the Dresden universe. The spirits she faced were experienced and strong, but she had advantages they fundamentally could not overcome. Call it cruel, but she was more toying with these people who seemed so determined to seal her away than anything-if only for the sake of learning more about how magic functioned in this universe. She fully intended to just knock them out and then be on her way once again once she was done playing around, but Nyx had other plans. None knew it yet but Nyx had claimed Lilith as her consort-if only in her own mind-and she would not brook attacks against her lover without retaliation.

The mages and Einherjar's own shadows suddenly rose up and actively /ate/ them as Nyx descended from the sky, day suddenly shifting to night in her presence. She introduced herself to Jumper as Nyx, primordial goddess of the night and darkness-and she was here to take Jumper as her consort. Jumper promptly countered that butting into a fight the way she did was rather rude for one who wished to be her lover, and proceeded to bully Nyx into disgorging the magicians and warrior spirits from her shadow-saving their lives though leaving them rather traumatized by the whole experience. Of course, now Nyx wanted to prove that in addition to a lover she could also be a better fighter than anyone Jumper had faced before-Jumper would need for naught but her, after all. Jumper proceeded to demonstrate to Nyx that THAT was patently untrue and waged a battle against the Protogenoi that seemed to shake the planet itself. Many of Nyx's powers were conceptual and divine in ways that Jumper had rarely experienced before save for with Eris herself-even the likes of Chaos were weaker in some ways compared to Nyx's grasp over the very idea of Darkness. But Jumper's mastery of the Qlippoth allowed her to counter Nyx's abilities and shut down her powers as they fought, giving Jumper an advantage that let her achieve triumph over the primordial goddess.

Nyx declared that this wasn't the end-that she'd return stronger to claim Jumper by force-but Jumper decided that she'd take advantage of Nyx's own gullibility as well. Jumper didn't care if Nyx was strong or weak, she proceeded to explain, but as the victor of their battle she did wish for Nyx to perform a task to prove that she was worthy of becoming Jumper's lover. Nyx protested this at first, but conceded that as the victor of their battle Jumper was clearly the superior here and thus had this right-though it only made Nyx desire Jumper even more. Jumper's task was simple. Nyx was to prove her skills as a mother and caretaker by taking care of and helping those divine children most in need: the Demigods. Nyx was to venture to Camp Half-Blood and act as a counselor and den-mother for the demigods to rely upon, helping them grow up and become both fine heroes and well-adjusted human beings. Humans were much more fragile than gods after all and would need a gentle, caring hand to help them along-something that a mother ought to have, Jumper explained. Nyx protested that she was a mother many times over-but again Jumper overrode her by saying she'd never raised a MORTAL child and that Lilith herself was not a true divine-but an ascended mortal, and so she would only take a partner who could handle raising mortal children. Convinced by this, Nyx decided to take up Jumper's challenge-and promptly teleported to Camp Half-Blood to become the camp's resident den-mother.

Against all odds and expectations, Nyx was actually a fairly competent den-mother. Part of it had to do with the fact that as a Protogenoi she wasn't bound by Divine Law like the Gods and Titans were, so she had absolutely zero compunctions about interacting with mortals or demigods as often as she liked. Part of it was the literal stack of childcare and raising books that she ended up stealing and reading through as part of trying to learn how to care for mortals-and realizing that mortals really were pretty fucking fragile. Part of it was her divine domains-as the primordial goddess of the Night and Darkness she could generate and command an incredibly comforting and accepting presence...once she realized that turning on "all the suffering, all the time" wasn't something that people actually tended to like. The very idea that people /didn't/ exist in constant suffering at all times was news to her, and awoke her to whole new facets of her divine power. A rather funny consequence of her becoming the den-mother of Camp Half-Blood was the fact that she ended up literally invading Olympus and commanding that the gods go claim their unclaimed children or so help her! And given that she was powerful enough to make ZEUS back the fuck off, by the end of the day there were no more unclaimed children. That said, it surprised quite a few people at Camp Half-Blood how many non Big Twelve children there were around, so Nyx ended up building them all a cabin just for them. Needless to say, Nyx ended up quite popular amongst the Half-Bloods.

Of course, just because Nyx was off playing camp counselor to a bunch of demigods didn't mean she wasn't also around bothering Jumper-being in a single place at a time was a /mortal/ thing after all, not something gods or Protogenoi had to bother with. Practically every single night Nyx would pester Jumper about her progress in fulfilling Jumper's "quest", tried to make Cacodemons with Jumper-though the Black Luxin in her body allowed her to negate those efforts-showed off her children who would, one and all, attempt to kill Jumper for the temerity of denying Nyx what she wanted, and more. Nyx didn't seem to be intentionally creating trouble for Jumper, it was just that /literally everything she did/ ended up causing Jumper problems in some way or another. A living, walking disaster of a woman-and Jumper was very quick to speak her mind to Nyx and

explain exactly what she was doing wrong and WHY that was wrong. This oftentimes ended up making Nyx rather sad or angry-and she'd promptly lash out with curses and monsters in retaliation. Again, nothing Jumper couldn't deal with, but always just making things worse. It would end up being a long, LONG ten years of dealing with Nyx's "affections", though eventually she became at least somewhat capable of actual genuine affection, caring, and not inflicting suffering on those she loved.

Even dealing with attacks from various sorcerers, spirits, foreign deities, monsters, and Nyx's affections didn't end up taking too much time in Jumper's life as she wandered through Asia. It was regular, yes, and something she had to deal with practically every other day or so-but she still had time to live her life and explore the land around her as well as work on her own projects. But something came up that did end up taking Jumper quite a bit of time, something they had to deal with carefully and delicately...the whole matter of their father. Or, well, Lilith's father. Yahweh, God, Jehova, whatever one called him.

In the early ages of mankind, when Gods and supernatural beings first arose from the aether and chaos, they were defined purely by their own Legend and their Will-the initial idea or concept that birthed them into existence was their Legend, their identity and "soul" in some ways, while the energy they accumulated from the faith and emotional strength of humanity was their Will. The simpler and more all-encompassing the Legend, the more /absolute/ the being was-the less they would Fade over time, the less they were influenced by human thought and mythology, and the greater their innate strength. This was the origin of the innate power of the Protogenoi, the Titans, the earliest monsters and gods that roamed the land-and it was weaker and weaker the further away something was born from the beginning ages, as those primordial beings claimed the greatest Legends and left only the scraps for later generations. Nevertheless ALL Divine beings had a Legend-they could not exist without one to form around, and those Legends could be improved by great deeds and grand works. Like the myth of Zeus defeating his father Kronos, Zeus's Legend grew and let him grow mighty despite being born far weaker than a Titan. Like the tales of Herakles overcoming countless odds, he became mighty beyond compare as a God despite having only the most miniscule of Legends granted to him by divine "providence".

The Will of a God was a different beast entirely-and in fact could instead be called "the Will of Humanity", for in truth it was the accumulation of their faith, their culture, their myths, their emotions, their will that fed the Gods. A God was born mighty beyond compare, but the very essence they were born from was intrinsically linked to humanity-they were living myths and sapient ideas granted form and substance by collective human will. Without that Will they would slowly starve, their strength weakening and their Legend fading until they simply...Faded entirely, ceased to exist. But with it...While no God could match the power of a Titan by the dint of their Legend alone, by drawing upon the power they were born from-the very essence of human culture and civilization-they could attain great strength and power that allowed them to strike down their forebears and last for millennia even after the concepts or ideas their Legend was born around faded away into insignificance. Drawing upon Divine Will was as simple as supping upon the faith of humanity, but this provided bare trickles; the prayers of a thousand people would barely sustain a single weak god, let alone entire pantheons...so deities had learned to be crafty and forge "pseudo-Legends" from Divine Will; collective ideas and zeitgeists that they could draw upon the power of in place of direct worship. Such things had to be broad to

draw in great amounts of Divine Will, and unfocused enough that it wouldn't coalesce into a deity of its own existence.

That was the secret to how the Olympians overthrew the Titans, how they had become one of the greatest Pantheons in existence, and how they had survived millennia even after the civilization that had birthed them faded away entirely. They had hitched their star to the Divine Will of Western Civilization-forging a Divine Will that embodied the spirit of progress, of advancing culture, of art and science and a desire to grow beyond one's station. It was weak and fragile at first, but as humanity grew so too did the Divine Will of Western Civilization-and with it the strength of all Olympians as well, until they had all but grown beyond the need for worship at all. Certainly they still spread their symbols and ideas where they could, but it was unnecessary for them to continue living now; they would last so long as Western Civilization would last. Other Pantheons had copied this idea with more or less success; the Celestial Bureaucracy of China and collective Shinto Pantheon had both tried to hitch their star to Eastern Civilization, but they were FAR too many gods trying to draw on FAR too few resources. Many of the smallest Shinto spirits only lived for a few hundred years before Fading, many of the Celestial Bureaucracy's gods simply burnt out. Things had mostly stabilized by the modern era, but both of them were shadows of their heights at this point.

The other secret about Divine beings was this fundamental inequality: Protogenoi didn't need Divine Will. They were ideas and concepts in their truest, most primal form-beings who embodied ideas that were so absolute within human ideation that they would never fade, never lose power, never change or die. Nyx, the Night and Darkness. Gaia, the Earth. Ouranos, the Sky. Buddha, Enlightenment. Amaterasu, the Sun. There were many Protogenoi, though many of them had also fallen dormant or simply tired of interacting with the world as the greater Pantheons had forged Divine Wills and stabilized their rule over Earth. But when you got a Protogenoi who DID wield Divine Will as well...

You got Yahweh.

Yahweh was a Protogenoi of Light-of Sephirot. Of Creation. He was born with understanding of his own existence, of the will that lay within humanity, of the Legend he was born from. Of the five Domains he was born from-as the Protogenoi are-he wielded Sephirot, Rulership, Creation, Omnipotence, and Flawlessness. Beyond that he was long-visioned and kindhearted, seeing the shape that humanity may one day take and desiring to guide it to the brightest possible future he could. He fulfilled his desire to create, forming the Garden of Eden from pure Light and his own divine essence, and learned that though he was born Omnipotent, he was not omnipotent. His Light could achieve any task he set it to, but he had only so much of that Light before he was forced to rest and recuperate. He was born all-loving and Flawless, but found himself flawed. Perhaps if it was just this, he could have accepted that his energies were simply limited but he himself was still a Flawless being. But he made a mistake he could not forget. That mistake was Lilith.

As a being born Flawless, at first he believed that all he created too was Flawless-and so he created with abandon. He created manifold servants and spirits-angels-to assist in his manifold tasks, believing that many Flawless hands made light work. And for a time it was good; his

Angels were just as Flawless as he was, even those he designed specifically to test and accuse humanity so they might grow beyond their limitations. But it was when he created his own humans, believing that perhaps he could fix the Flaws of humanity by making them himself, that he began to realize that perhaps it was his own perception that blinded him to the Flaws in others rather than all he created simply being born Flawless. Thus was born Lilith, the flawlessly flawed child of a flawlessly blind God. Lilith, the child who misunderstood the very nature of Legends and believed that all the world was bound to his will when that was as far from the truth as could possibly be. She was a Human, but she was also Divine-and hated the idea of being born just to play a part in God's design. In her hate Lilith twisted that Divine nature into something Demonic. She felt the power of YHVH's Rulership and twisted it into Rebellion, saw the Light of YHVH's Sephirot and sealed it with Qlippoth. She raged against the heavens and sought to attain her own destiny, free of the strings of mortals and gods, and for the sake of the world Yahweh was forced to use her own powers to seal her away. This would be his first regret, and make Yahweh realize that perhaps his Legend was not quite as true as he instinctively believed it to be.

As ages turned he lived and worked his will alongside humanity, and tried to guide them to brighter futures and better lives-only to fail over, and over, and over again. Each time was yet another hammer blow in the belief of his own Flawlessness, each time was yet another lesson in what he simply could and could not achieve. For all his power, he could not affect the Divine Will of Humanity...but what if, he didn't? Yahweh envisioned a plan, sealed away his power, and became Jesus Christ. And in abandoning his Flawless divine form and power, in taking up the flawed and weak and mortal form of Humanity, he /understood/ them and grew a thousand times greater than he was before. He shattered his own Flawless nature and became flawed, but greater for it-an infinite fractal Light that accepted all things and became all things through the essence of Humanity. It helped that Christianity grew into such a powerful religion that Yahweh's power grew and swelled to untameable heights. He became the greatest of gods, the highest of beings in the world...but at the same time, his new perspective on the world made him step back and influence it in only the lightest of ways.

Earth belonged to humanity, he had come to believe, not the divine. And so he had done his best to become a "big stick" that kept the other Pantheons in-line. When the Olympians swore on the River Styx to limit their interactions with mortals, it was he who had forced such a measure on them. When the greatest of Protogenoi began to fall into slumber one by one, it was he who lulled them to sleep. When Hecate learned to create and spread the Mist, he was the one who spread it beyond Western Civilization. He was a silent guardian of humanity, doing small acts in a thousand places to keep the powers of the divine limited. He could not-would not-influence the actions of demigods or mortals though, for he held free will as sacrosanct. And so countless tragedies happened as man made war upon man, even if influenced by the gods via demigods, that Yahweh simply did not step in to prevent. Nevertheless, he still tried to help humanity as best he could-and left the Demigods, spirits, and magicians to be watched over by their own pantheons, truly believing they would do so. He was not omniscient despite the powers of his Legend, and there were a million and one small crises he had to manage at all times to help protect humanity as a whole.

One thing he truly regretted was that he had never gone back to fix his first mistake-he couldn't, really. He was Flawed now, and he had made the cage that contained Lilith to be Flawless; Yahweh as he was now was much, MUCH more powerful than when he was first born, but changing that aspect of himself had left him crippled in some ways. He didn't regret the change, but he did regret that he couldn't do more for one of his first children. And then one day, the Flawless prison made from Lilith's own Qlippotic power simply shattered into nothingness and Lilith emerged from deep within the earth, casual as you please. She had attained that freedom from destiny she had always desired, and was somehow wielding a knife that could kill Gods and consume their Legends to add to her own. Yahweh rejoiced at the fact that one of his first children was freed...but was wary as well, for Lilith was never a very temperate child and her new capabilities were quite foreboding.

Lilith's actions in the following weeks encouraged him, as he came to realize that perhaps her millennia of sleep had changed her for the better. He could not peer into her mind and wouldn't want to regardless, but as she showed mercy to mortals and fought against monsters time after time, he felt more confident and content that she had become someone almost entirely different from who he remembered since she awoke. That was a good thing mind you, as before she had been a truly monstrous individual herself-hence why he'd gone to such lengths to seal her away. The final thing to seal the deal in his eyes was how she was dealing with Nyx-someone who didn't mean her harm yet inflicted it constantly regardless. Rather than simply slaying her and taking her Legend for herself, Lilith had gone to great lengths to corral and direct Nyx to a better path-one that would see her eventually becoming a powerful force of benevolence in the world rather than harm. Yahweh decided that perhaps it was time to reconnect with his wayward daughter-mend bridges and see if he could make up for her millennia of imprisonment...

In the middle of the day, Yahweh emerged from behind a few trees to try and re-introduce himself to Lilith. Lilith, a black gleam in her eyes, proceeded to hyper-accelerate her consciousness, move at several dozen times the speed of sound, slam a fist burning from the force of the atmosphere igniting from the sheer speed of its movement directly into Yahweh's stomach, and send the primordial god of Light flying out of atmosphere in a single strike so powerful that later on news companies would wonder if a high-energy meteorite had suddenly struck there. It was the explanation that made the most sense given the streak of light and explosion that happened, but they got the cause and effect mixed up. The Mist did great work, as usual. Hanging out closer to the Moon than the Earth and feeling distinctly sore from that punch, Yahweh thought two things. The first was that Lilith was perhaps still a little bit miffed about being sealed away for several millennia. The second? Clearly she wanted to forgive him on some level, she hadn't immediately gutted Yahweh with her god-killing knife after all!

There was a deep, all-consuming HATRED for Yahweh burning within Lilith even after all this time, and even her becoming Jumper didn't erase this. She didn't overwrite or replace Lilith after all, but instead merged with her to become a greater whole-and that also meant carrying the weight of her grudges and hatreds. Intellectually Jumper knew that Yahweh was a net good for humanity and actually a pretty nice person, and Lilith's whole grudge with Yahweh was born from a fundamental misunderstanding of Yahweh's domains and the nature of Legend...but intellect and emotion didn't align here, and even her godlike will had a rough time holding back her LITERALLY divine wrath. That wrath would cool and fade over time as Jumper worked on

it and tried to slowly and steadily come to terms with Lilith's past, but her and Yahweh would never quite be able to get along for very long-not helped by the fact that Jumper had absolutely no care for the "divine laws" that limited mortal interactions and considered such to be an excuse to let the worse divines get away with their shenanigans as they pleased.

Compared to that, dealing with Nyx, armies of sorcerers, random legendary monsters, or hell-Lily the Succubus who just wanted to prove to her great ancestor Lilith that she could be just as good a succubus as her-was a cakewalk. On a side note, Lily was absolutely precious and adorably pathetic, frequently getting tricked into incredibly minor challenges by Jumper then getting foiled by /literal mortal children/. Jumper all but adopted the poor dear shortly after, a decision helped by the fact that Succubi in this world were notoriously bad parents who tended to just leave their children with whatever mortal they'd spawned them with-which inevitably resulted in the infant or toddler succubus consuming the lifeforce of their parent and going on to become a wandering demon while raising themselves. Most Succubi just sorta ceased to exist when killed, save for those few with true Legend in them who would respawn like Greek monsters, but their capacity to breed with humanity gave them an advantage that let them survive through the ages. Lily...was probably not gonna be one of those succubi who survived.

She was raised by a streetwise Mist-immune mortal who knew what Lily was and raised her up to teenagerhood without dying or letting Lily actually kill anyone while feeding. Thanks to this she was derisively named the "virgin succubus" amongst monster circles; one of the very few succubi in history to have never taken a life during her feeding. It didn't help that her feeding habits left her significantly weaker than succubi normally were-and it wasn't as if succubi tended to be the top of the food chain in the first place. Lily was barely stronger than an especially beautiful mortal who had access to a charm spell or two. And yet still she wished to prove herself as a succubus...and didn't exactly have anywhere to go after her dad kicked her out at sixteen and told her to go find a job. Lily prayed to her namesake Lilith, and on a whim Lilith decided to help Lily out purely because she was that pathetic-and in return, Lily decided that she was going to prove to the mother of succubi that she could be a powerful, feared, and respected succubus too! This would not end up working out for her thanks to her general weakness, ineptitude, refusal to actually kill and fully consume her victims, and more. As said before, Jumper basically adopted her after a time.

Given all these things, Jumper didn't really have much time at all to spend kicking around in America to interfere with the events going on in the Olympian pantheon...but thankfully she didn't really need to. She'd already Marked three critical people, and could simply dedicate processing cycles and limited forks of her mind to the task of guiding them onto better paths that WOULDN'T end up with a civil war and the unleashing of a psychotic Titan who would see the world burn. Percy Jackson still ended up leading a rather chaotic and dangerous life, but found himself greatly blessed in return rather than simply rewarded with a pat on the back or whatever skills and scars he gained along the way. Further calamities would nearly rock the world...save for the actions of the three "Chosen of Lilith" who held enough power in their hands alone to strike down Titans, Giants, and even Protogenoi.

But Jumper was never directly involved in that, much as she pulled a few strings in the background. She was simply having a fun adventure across Asia, fighting off her own sets of

gods, monsters, lusty paramours, and a pathetically adorable rival. Both said rival and Nyx would join Jumper as she left at the end of the decade. Incidentally, Jumper had been getting pressured more and more by her wives over the course of several jumps, and though she still did not feel ready for it she was suspecting she never would-so she finally gave in and accepted that next jump, there would be babies. Lots, and lots, and LOTS of babies.



## Jump 29: Naruto Blacked

Origin: Cloud Nin

Age: 15

Gender: Futa

Location and Time: Cloud, Hyuuga Kidnapping

### Perks

- >Ninja Bullshit -Free
- >Mountain Of Muscle -Free
- >Friendly Neighborhood Rapist -Free
- >Base Instincts -100 CP
- >Breeding Program -200 CP
- >Big Black Brainwashing -200 CP
- >Help A Brother Out -300 CP
- >Real Hyuuga Bloodline -100 CP
- >Faithful Wife -600 CP
- >Nice Guys Finish Last -100 CP

### Items

- >XL Condoms -Free

### Companions

- >Hinata -Free

### Drawbacks

- >A Perfect World +0 CP
- >Rising Tensions +100 CP
- >Be The Bigger Man +200 CP
- >Pale White Goddess +300 CP

Basic idea: Jumper battles Kaguya in the middle of Kumogakure, resulting in the Hidden Cloud Village's total destruction and the death of several of their ninja. Jumper ends up defeating Kaguya and taking her as a wife, then establishing the Elemental Moon Kingdom alongside Usagi, Serenity, and Nyx. Following that she explores and develops her understanding of Chakra, has LOTS of sex with her wives and LOTS of children, and generally tries to treat this world as a mostly normal Naruto world. Which means going on a war of conquest on the other ninja villages and trying to stamp out the Ninja System as a whole given it's a shitty system in general. This always seems to end up with a whole lot of sex and the Elemental Moon Kingdom swells meteorically until it becomes a world power.

Practically the moment Jumper entered this setting she found that she was under attack by a strange pseudo-divine force; that was the best way Jumper could describe it at least. Blocking an attack by All-Killing Ash Bones and striking back with physical strength powerful enough to rip apart planets, Jumper observed as her opponent-a strange albino-skinned woman with a third eye and horns growing from her head-managed to dissipate the force of her punch by releasing a shockwave of luminescent energy that Jumper had never encountered before-though Jumper noted that she now had traces of that very same energy within herself, so she would presumably be able to cultivate it and wield it herself with enough time and research. Not right now though; right now it was better to focus on the battle at hand.

Kaguya Otsutsuki, as Jumper would later learn her name, was a truly godlike opponent...but very critically, was NOT an actual deity. Thus, after a few exchanges, Jumper was able to gather up her divine essence and enforce the Clippoth onto Kaguya-forcibly sealing away that strange power she was wielding in a metaphysical black shell. All at once Kaguya's godlike power faded away, the third eye on her forehead closing and seemingly melding back into her body entirely, and she dropped out of the sky with a confused look on her face. Jumper caught her before she could splatter on the ground and proceeded to ask WHY Kaguya had even decided to attack her when she had first shown up. Suddenly somewhat bashful, Kaguya proceeded to explain her backstory-how she had been sealed away a thousand years ago by her children for trapping everyone in an eternal illusion where there would be no war, how she had been slowly working her way free with her disembodied will known as "Zetsu", and how a strange disturbance in the fabric of dimensions had allowed her to suddenly escape her sealing and regain her full power without consuming the Nine Tailed Beasts first. Kaguya had been grateful to be freed, but had believed that whatever was coming could only be a calamity upon the world if her becoming freed and empowered was a mere SIDE EFFECT of its passage, so she had sought out the disturbance's entrance point and decided to destroy it before it could make landfall.

This, obviously, failed rather spectacularly and now Kaguya could only beg for peace from the alien being from beyond this universe who had come forth. Jumper proceeded to explain to Kaguya that she was a dimensional wanderer who DIDN'T want to bring desolation and destruction on the planet and was perfectly happy to just hang around for a decade in peace before leaving for her next destination; this whole battle had absolutely no reason to happen. Now that it had though, Jumper would take a few active measures to prevent future incidents like this. Clearly Kaguya couldn't be trusted with her powers-given how she'd tried to enslave the world multiple times-so Jumper used the Blinding Knife to extract her Chakra and her Rinne-Sharingan, leaving Kaguya...still much stronger than any normal human and capable of

tearing her way through mortal armies, but pathetically weak compared to her previous strength. Jumper didn't want to seal Kaguya away for another thousand years, and aside from wrecking a thoroughly repugnant village full of murderers for hire and rapists-Jumper had analyzed this "Hidden Cloud" with postcognition after the battle, but decided to not try and revive them afterwards based on her findings-she hadn't really harmed anyone. So Jumper decided to just...keep her around, hoping she could try and reform Kaguya over time somehow.

For a wide variety of reasons-mostly reasons put forth by her wives to be honest-Jumper decides to re-establish the Moon Kingdom here in the Elemental Nation. Originally she just intended to foist the whole thing off to Gold Serenity, but Eris decided to be a bit mischievous and kick up a little chaos about who would be the King and Queen of the Elemental Moon Kingdom. Things got a little crazy for a bit, before Jumper decided that she'd just re-marry literally everyone in her harem and name herself Empress, with her wives being Queens of various aspects of the United Lunar Empire. This actually ended up working out rather well all told, though ended up creating a strange sort of class system of those who were close to Jumper; Queens being Jumper's legal wives who held domain and duty within the empire, Consorts being wives who didn't have any property or domains within the empire, Concubines being women who had promised themselves to Jumper but had not yet married her for one reason or another and thus didn't yet have royal station, and Handmaidens who had relations with Jumper but had not (yet) promised themselves to her.

It seemed a bit overly complicated to Jumper all things considered, but somehow ended up being rather important. The vast majority of Jumper's wives opted to take the role of Consorts-uninterested in rulership beyond the fact that it brought in wealth and the like-but a select number of them decided to take up the mantle of being Queens and formed the "Queen's Council". Alita became the Queen of Internal Affairs, determined to manage law, justice, and policing within Jumper's budding empire. Shepard became the Queen of Military, taking over the reins of organizing Jumper's military forces and developing responses to foreign hostility. Gold Serenity-so named by her hair, while her mother was Silver Serenity and her daughter was Pink Serenity-took over the role of Queen of Administration, managing the day-to-day lawmaking, budgeting, and minutia of the empire. Eris, Nyx, and Chaos were made Queens of their Divine Domains; Eris of Chaos, Nyx of the Night Sky, and Chaos of Darkness-they acted as guardians and divine patrons to the Lunar Empire. Together they formed the Queen's Council and held the greatest authority within the United Lunar Empire underneath Jumper.

Rebecca, Dianna, Masane, Rihoko, the Sailor Scouts, Silver Serenity, Pink Serenity, and Lily all held the positions of Consort-none of them wishing to rule over or manage anything in particular like the Queens did. Rebecca held a position of special prominence amongst the Consorts though as the First Companion, who had been the first to join Jumper on her travels through the multiverse. Kaguya started with the position of Handmaiden; she'd actually pushed to have sex with Jumper herself after being defeated, something about her defeat leaving her extremely randy, and from there became utterly addicted to Jumper. In just the span of a few weeks she promised herself to Jumper and became a Concubine, then a few months later a marriage ceremony was held and she became a Consort. For a little bit she tried to argue that she should be made into the Queen of Chakra as-before Jumper had stolen it with the Blinding Knife-she was

essentially the goddess of Chakra...but eventually admitted that she actually preferred to not have a position of rulership and remained happy as a Consort.

Jumper happily left the managing of the Elemental Moon Kingdom-now defined as a branch of the United Lunar Empire-to her Queens while she instead focused on decoding the mysteries of this strange form of energy that she'd taken from Kaguya: Chakra. There were multiple types of Chakra, and the Chakra she'd stolen from Kaguya was of a fundamentally different class compared to the Chakra she entered this world with, so for the sake of research Jumper ended up sealing Kaguya's Chakra away in a complex Luxin-artifact made of White and Black while she studied her own innate Chakra. She had to start practically from the foundations in understanding Chakra-seeing how Physical and Mental stamina were converted into a strange metaphysical energy. And after analyzing its base generation and construction...she proceeded to rip apart her natural Chakra System and reconstruct it from the ground up using alchemical principles and her immense body of medical and scientific knowledge.

The end result was a fundamentally superior Chakra System that was manifold times more robust, vastly more precise in its releasing and control over energies, had multiple sub-systems for drawing in and distilling Yin and Yang Chakra via alchemical principles, and a complex central "spiral" system that drew in and mixed Yin and Yang Chakra in highly specific ways before sending it out through the rest of the body as needed. Jumper called this vastly evolved Chakra System the "Chakra Generation and Utilization System, Series Alpha Revision One", or CGUS-SAR1 Implant. And it would not be anywhere near the endpoint of her research into Chakra. As she learned about elemental transformations, genjutsu, and ninjutsu, she built all the way up to Revision Six before going to Series Beta; learning about Nature Energy made her jump straight to Series Gamma, and a dozen Revisions later she moved onto Series Delta.

By the time of Series Delta, the CGUS System had been reworked entirely. It had a "dual heart" system on opposite sides of the original central spiral, which drew in and distilled physical and mental stamina that was then injected into the central spiral. Using a process which Jumper called "Coldsparking"-named after the fact that it was akin to using a single spark to jumpstart a cold fusion reactor-a very miniscule amount of physical and mental stamina was transformed and fused into Chakra, which was then divided into Yin and Yang, then purified and distilled, then re-fused back into Chakra, then divided, purified, and refused over and over again in a process which generated VASTLY more energy than was inputted and created a self-sustaining Chakra matrix within the core spiral. This self-sustaining Chakra matrix was known as the Sixth's Paths Star, by dint of Jumper being pressured into it by Kaguya who wanted to remember her original children for at least this much. Above and below the central spiral were two other nodules; the upper nodule drew in Natural Energy and allowed for a Sage Six Paths Star to form-though it required a small amount of Natural Energy to exist around the user at first, the Six Paths Star matrix allowed for even Natural Energy to be anti-entropically generated and stored within the body once a sample was attained.

The lower nodule, on the other hand, was a "variant contaminants" nodule which could be reprogrammed to draw in and distill all sorts of substances or qualities to inject into the Six Paths Star and shift its nature. It took an extremely complex working of alchemical ingenuity and a bit of magitech to get the process to work, but the nodule was capable of storing anything from one's

memories, emotions, physical substances, and even alternate forms of metaphysical energy. Once stored within the nodule a complex alchemical "digestion" process would begin that would slowly and steadily convert the "contaminant" into something Chakra-compatible; once done, it would be injected into the Six Paths Star matrix to add a new "flavor" and "dimension" to one's Chakra that massively reinforced the strength and potency of their Chakra. Contaminants certainly weren't created equal; adding Hydrogen into one's Chakra would make it faster, lighter, and more explosive, but reduced staying power and left an oddly hollow feeling to it. Adding Hatred to one's Chakra gave it a dark and burning aura that left it caustic and "heavy". Further, the more contaminants that were added to a Six Paths Star the more unstable it would grow; the CGUS was excellent at maintaining the matrix's stability and it would harmlessly shut down and disperse if it ever fully destabilized, but a less stable Six Paths Star would generate energy more slowly and be harder to draw energy from to use. Thus Jumper made a note in the CGUS's usage manual that the ideal number of "contaminants" added to a Six Paths Star was two to three. Beyond that energy generation slowed exponentially and-unless you were using absurdly high-quality contaminants-by six you'd hit a point where the Star was barely generating enough energy to maintain its own existence. Seven would just cause the Star to wink out-incapable of sustaining itself even with the highest quality contaminants. And yes, Natural Energy was counted as a contaminant for these purposes-meaning it was best to use just Nature Chakra and one other contaminant for the most bang for your buck.

Jumper had done away with nearly the entirety of the rest of the Chakra System, instead developing a crystalline circuitry system that drew from the one's Six Paths Star. As the circuitry drew in the energy of the Star it would expand and spread throughout the subject's body, unfolding into a pattern ideal for transmitting and manipulating one's Chakra via adaptive algorithms built into the seed-circuitry. As more Chakra was used the circuitry would adapt to various uses, evolving over time via principles of Heretical Technology to allow for increased efficiency, versatility, and speed in Chakra circulation. The benefits of this system was that it was perfectly adaptable regardless of one's base body and allowed for Jumper to massively cut corners on how large the base implant actually was; the whole CGUS was barely larger than an apple, with for small cherry-sized nodules at the cardinal points and a small "halo" of circuitry surrounding and connecting the nodules. The downsides of the system were fixed one by one as Jumper went through revisions; at first the system had trouble folding back in on itself in case the CGUS needed to be removed or updated, the Chakra Circuitry would outright break if it didn't receive a constant flow of energy from a Six Paths Star, it was possible to hyper specialize one's Chakra Circuitry and lock oneself out of being capable of entire fields of jutsu if you practiced one thing too much, so on and so forth. Each of these were corrected; all it took was a specific flex of the Six Paths Star to "retract" the Chakra Circuitry now, the Circuitry itself was vastly more robust and wouldn't degrade anymore, and the adaptive algorithms were refined to prevent loss of capabilities via specialization; you could only grow more talented over time now, not less.

The power of the CGUS-SDR4 was such that, in terms of pure Chakra capacity, Jumper could now outright eclipse the sheer level of energy that Kaguya herself wielded when Jumper first arrived in-setting. It took her a couple years to reach that point, but Kaguya could only marvel at the fact that it took just that little time where it had taken the God-Tree thousands of years to cultivate a single fruit to reach her own godlike status. And it was only after she'd reached the

SDR4 that Jumper proceeded to install the CGUS onto her various frames-adjusting them as needed. The Generabilis and Militia frame required almost no adjustment, the Biologia frame required a great deal of effort to adjust the CGUS to a biological framework, the Esoterica took to the new implant quite easily with just a moderate amount of adjustment as did the Mechanica frame...the trickiest one was the Qlippothic Frame. While building up and installing the CGUS system was simple enough in the Qlippothic Frame, it was almost entirely nonfunctional-the same as many of her more mundane implants in that divine frame.

The way the Qlippothic Frame broke down physics internally and made its entire functionality revolve purely around divine, spiritual, and mystical existence in a way that not even the Esoterica Frame achieved was simply put-alien to the way Jumper naturally worked with technology. She built things up and took advantage of existing physical laws, or adjusted those laws carefully to suit specific purposes. The Qlippothic Frame utterly unmade physics and proceeded to exist as a structure of primordial chaos, held together by Luxin, Divine essence, Soulfire, and magic alone. And it was through these metaphysical energies and impressing the conceptual qualia of various implants that Jumper was able to recreate and replicate her multitudes of internal systems within the Qlippothic Frame, regaining functionality while maintaining the internal chaotic void that was her Qlippothic Frame. But Chakra was nowhere near as metaphysically.../dense/ as those energies. Getting it to work within the Qlippothic Frame required a whole new Series to be developed purely to work with it. The Epsilon Series, built entirely out of Qlippothic Cells and utilizing magic as a binding framework to hold the greater structure of the CGUS together. Even then it required a very specific contaminant to be added before Chakra would spark into existence: the distilled essence of her divinity as Lilith. The Chakra that formed was a twisting, seductive darkness that boiled forth from within her, rebelling against complex structure, difficult to wield, and unimaginably destructive to all it encountered...but absurdly potent, far more so than literally every other frame's Chakra no matter what contaminants she added to their Stars. That seemed to be a running theme with the Qlippothic Frame Jumper had to acknowledge; powerful beyond belief, barely controllable, and seductively tempting.

The Rinne-Sharingan, by comparison, was a piece of cake to decode and integrate. The base Sharingan aspects were hilarious; Jumper had better predictive algorithms installed into base cyberdecks, far faster and more comprehensive analytic programs to allow for instant Jutsu recreation and even on-the-spot innovation, and her mastery of memetics let her figure out simple shape and color combinations that could be installed in one's optics that effortlessly allowed for complex manipulation of an opponent's senses or impressing various hypnotic commands. The Mangekyou Sharingan was slightly trickier, but most of the uses of it seemed to boil down to highly complex matrices of Chakra shaped instinctively by the eyes, so after encountering and analyzing them she was able to recreate them pretty easily. A lot of the abilities of the Rinnegan were like that as well; gravity manipulation, energy consumption, transmuting one's own bodily structure with Chakra via a complex overlay system that actually rather resembled the one used by GX-ARMS, and spatial twisting for summoning purposes. Even the manipulation and traversal of alternate dimensions-while pretty incredible as a Chakra ability-was nothing Jumper hadn't figured out with other technological means.

The most remarkable abilities were the capacity to interact with souls, overlay "shadows" into a different dimension that could interact with the primary one, and the power of "Izanagi"-an illusion so potent it fools reality itself. Jumper knew well what souls were at this point, had interacted with them and refined them via her understanding of Star Seeds...but the Rinne-Sharingan, or perhaps just the Rinnegan, allowed one to simply rip the souls right out of people for whatever the user wished to do. It was a dangerous ability, and Jumper made sure to include a specific matrix-lock within the CGUS to prevent the "Human Path" from being recreated so people with the implant couldn't freely mess around with souls without an administrative override that only Jumper and a few others possessed. The "Limbo" ability was trickier to figure out, but was actually incredibly clever in how it worked to the point that Jumper integrated it into the base CGUS-with specific locks on how many "dimensional shadows" one could produce at a time. Izanagi...Izanagi was a confusing yet incredible ability, allowing for the overwriting of various events to the user's will and imagination.

The truth was that Izanagi was an imperfect recreation of a much more powerful ability-the Creation of All Things, so named by how it could transform the user's fantasies into reality by forming the shape of things which one wished with their imagination and Yin Chakra then breathing life into it with Yang Chakra. Jumper used similar principles for the Coldsparking process that gave birth to the Six Paths Star within the CGUS without wholly realizing it, and it was analysis of Izanagi that made Jumper realize just how far the technique could be pushed. Jumper built a series of secondary matrices directly into the CGUS to prevent the Creation of All Things from being used for certain purposes, with adaptive checks to make sure the restrictions couldn't be circumvented...and also a specific override which allowed the Creation of All Things to occur reflexively in the case of death or total bodily destruction, remaking one hale and whole at major energy cost. Better than being dead, and it was definitely better to have the protection and not need it.

Every other ability Kaguya had was replicated via analysis and reconstruction of Chakra matrices, a simple and effortless process for the CGUS. Series Epsilon Revision 5 is the point where Jumper finally released this new implant to her wives and the greater Elemental Moon Kingdom-though the civilian version had strict limits on what "class" of Six Paths Star they could develop and use. Even the most basic Six Paths Star gave a person more Chakra and better Chakra Control than a Kage-class ninja though, and within months the Elemental Moon Kingdom became known as a civilization where every man, woman, and child held utterly absurd power.

On that note, the Elemental Moon Kingdom's place in the Elemental Nations was...a tense thing. It debuted onto the national stage just off the back of the destruction of the Hidden Cloud Village, and made a very simple and clear announcement: ninja were NOT welcome within the Moon Kingdom. They were quick to gather up a citizenry and establish a code of law, a military primarily composed of autonomous drones and drone overseers, establish a wide variety of incredible and world-changing technologies, and set up defenses against espionage and military action. Starting from nothing, Gold Serenity KNEW that she was going to have to deal with basically jumping head-first into a war against the other nations, and she prepared her budding kingdom as best she could for it. It barely took half a year for things to kick off-with the Moon Kingdom having to defend against multitudes of ninja who happily tried to infiltrate the

Kingdom to steal intelligence and technology. They got a rude surprise as scanners effortlessly picked them out and police drones were able to take them down non-lethally, then literally have them thrown out of the Moon Kingdom's borders. Unfortunately things only began to escalate from there.

One thing Jumper pushed for in the Moon Kingdom was a Standard Citizen's Augmentation Package—a series of biological and technological augmentations that Jumper wanted to have come standard for all people, but would settle for just making standard for the Moon Kingdom's citizens for now. The basic Bioframe Base, the BioSoul Plasmid, an integrated Cyberdeck rated for up to Level 3 EXPers, biological immortality, organic medical nanohive for high-speed regeneration, and full access to Biosculpt facilities where one could shift and change anything and everything about how their body looked and felt. In turn all citizens were also implanted with a special Psycho-Digital ID that ensured all governmental facilities and databases could keep track of who they were and what they did at all times; a bit Orwellian, but Gold Serenity put various checks into those databases to ensure they couldn't be used to freely violate the privacy of people and instead were only used to prevent criminal activity or the like. Jumper also made sure that the CGUS became part of the SCAP as well after putting in various checks against abuse and installing the automatic revival procedures into it—though she planned to remove it from the SCAP after leaving the Elemental Nations.

There were multitudes of other matters that surrounded the Moon Kingdom—such as specific laws, military-grade augmentation standards, matters of currency and economics, so on and so forth—but Jumper honestly found themselves utterly uninterested in those things. It was Gold Serenity's Kingdom, she admitted at one point, she just wanted to live in it. Adding to the healthcare system and leaving open her multitudes of augmentations and databanks for military and governmental use was about as far as Jumper was willing to go in the actual management of the kingdom. She MUCH preferred to just work as a doctor, tinker with her own cybernetics projects, or spend time with her wives. And boy, did she spend a LOT of time with her wives this Jump. Just, a truly absurd and entirely excessive amount of time. By the time a decade had passed, not a single one of her wives had had less than a dozen children throughout those intervening years. It became something of a genuine problem for a little bit, before Jumper figured out a simple consciousness-forking augmentation that let her and her wives take care of their children with secondary bodies while still doing their own things and having a truly excessive amount of time together...that only resulted in more children. Near the end of the last jump, Eris made a comment joking about how their children would populate an entire kingdom. At the rate things were going by the end of this one, that sounded more and more prophetic.

One thing Jumper did notice about the running of the Moon Kingdom was that quite a few people actively moved into it over time. Not just civilians, but ninjas as well—actively choosing to give up the life of deceit and violence to live a more peaceful, comfortable life. Tsunade was one of those who moved into the Moon Kingdom a few years after it was founded, getting a special pass due to Gold Serenity having struck up a nonaggression pact with Konoha and then choosing to stay after she found the conditions of the place to be truly something special. Entire clans of ninja from Kirigakure moved into the Moon Kingdom, abandoning the Bloody Mist and their mad Kage as his sanity deteriorated. A number of wandering nuke-nin joined up, tired of living lives on the run and seeking protection from whatever nation they'd run from. And there was one



rather special case...of someone who was there at the founding of the Moon Kingdom moving away after a time. Very few people chose to do it, but this one did. Her name was Hyuuga Hinata, and she had previously been kidnapped by the Hidden Cloud before they were suddenly and violently destroyed during Jumper's battle with Kaguya.

The Hidden Cloud had been intending to have Hinata raised to be a broodmare so they could get their own population of Hyuuga in their village...but with their destruction that never ended up happening. Instead Hinata was made a ward of the Moon Kingdom; she was given the best civilian cybernetics, the best education far advanced beyond anything the Elemental Nations had, the best personal physical training, incredibly luxurious living quarters even by the hyper advanced standards of the Moon Kingdom, and more. She grew up into a fine, though somewhat shy and bashful, young girl...though by the age of ten and over a series of high-level negotiations with Konoha over the fact that both Hinata and Tsunade were living in the Moon Kingdom, she was given the choice to go back to Konoha and her proper family. Hinata only had vague memories of her home at this point, instead being quite familiar with Jumper and the citizens of the Moon Kingdom. Jumper had acted as her personal physician over the years, initially interested in figuring out what the heck was up with the Byakugan, then after that mystery was cracked and simplified into a minor tweak to one's optics via an inborn Chakra Matrix, Jumper continued to visit and care for Hinata over the years almost like a surrogate mother. Hinata had developed a powerful crush on Jumper during that time, and decided in her heart-never out loud, she didn't have the confidence for that-that when she grew up she'd become one of Jumper's wives!

That said...she still wanted to try and reconnect with the family she hardly even knew-kidnapped from them from such a young age only to be saved by Jumper and the Moon Kingdom. She hoped they would be kind, remorseful; she dreamed of a future where she could invite them back to the Moon Kingdom with her. Unfortunately that future seemed to be dashed as she moved back to Konoha; the very concept of the Caged Bird Seal and the Branch House disgusted her on a fundamental level given her more enlightened education and principles from the Moon Kingdom. Her family's general mannerisms and bearing did nothing to endear them to her either, and she had a very hard time just...accepting what the people of Konoha considered as both advanced and luxurious given the technological advantage the Moon Kingdom had over literally everyone else. Still, she would at least try to make this work.

Standard immigration rules out of the Moon Kingdom required that one's SCAP be stripped of them before leaving due to security concerns-this generally ended up preventing people from moving away given just how amazing the standard cybernetics package was. Hinata was not part of the standard immigration policy and Jumper herself gave her leave to retain her SCAP while leaving...though that said, it wasn't exactly a major package. Just the standard stuff plus a few extra civilian-grade odds and ends that put her a bit above the average citizen-not a military standard package at least. Of course where she was just an above-average citizen in the Moon Kingdom thanks to getting her choice of civilian cybernetics and augments, Hinata found herself to be akin to a living goddess amongst the people of Konoha due to her unmatched physical strength, durability, inexhaustibility, effortless intellect (courtesy of an in-built Cyberdeck), greater-than-Kage level Chakra reserves, and literally perfect Chakra Control. She went on Konoha's files as saying that everything she had was just part of what was available for citizens,

though thanks to her general allowance from Jumper she'd been able to get a few upgrades beyond the SCAP. Hinata was immediately enrolled in the Academy of course, and it was found that her basic knowledge, physical capabilities, and "self-defense training" were so far in excess of what the Academy demanded of their genin graduates that it was outright comical.

Nevertheless she wasn't graduated early, due to having practically the opposite of a good mentality for a Shinobi; the laws of the Moon Kingdom had meant she'd never needed to hunt nor kill anything before, she was a pretty terrible liar, had no real skill in espionage beyond what she could work up with her EXPer System and Cyberdeck, and was emotionally a bit of a push-over. All around a rather terrible ninja, despite having the physical stats and Chakra abilities of a Kage. She ended up getting put into an apprentice program under Mitarashi Anko in hopes that Anko could find a way to "toughen up" the Moon-Touched Hyuuga, as she was called by the common citizens. This ended rather poorly for all parties involved, and led to Hinata finally snapping and deciding to just desert Konoha in favor of the Moon Kingdom. Anko tried to chase after her, but Hinata's sheer physicality was such that the elder ninja literally just couldn't keep up-though that didn't stop her from tracking the girl all the way back to the Moon Kingdom. But then she simply couldn't enter; the Moon Kingdom had installed force fields around their borders to keep foreign ninja out, and despite their nonaggression pact Anko physically couldn't enter the Moon Kingdom without an authenticated pass.

This caused what could most easily be described as a political shitstorm with Konoha, though once Hinata was back in the Moon Kingdom Gold Serenity proceeded to stonewall their attempts to retrieve the girl; they had their chance and they promptly blew it. They DID manage to get Tsunade evicted from the Moon Kingdom-though Tsunade in turn did manage to retain her own SCAP and choice of civilian mods-which would come in handy later when Naruto managed to convince Tsunade to return to Konoha, but that was a tale for another time. Hinata did still end up sending regular letters to Konoha, informing her family of her condition, her general life, and even passing on a few things to Konoha after they'd been approved by the Council of Queens. Shortly before Hinata's thirteenth birthday an announcement went out to the citizens of the Elemental Moon Kingdom, informing them that Jumper would be moving on to a new dimension in the following few months. The Moon Kingdom and all its resources would remain, but Jumper, the Queens, and the Consorts would be leaving for a time. There was also an opt-in for joining the United Lunar Empire, the greater whole that the Elemental Moon Kingdom was a part of, and moving into the Subspace Dimension that Jumper had been building up to take the whole kingdom with them if necessary. Only a few people-several of them former ninja-actually ended up caring and opting in to join the Lunar Empire. Hinata was one of them. She sent one final letter to her family informing them of her decision, and noting that by the time she returned she would be an adult. Wishing her family farewell, Hinata happily joined the Lunar Empire...and voluntarily became a Concubine, promising herself to Jumper once she was of-age.

Finally, ten years after arriving in this land, Jumper left for the next one.

## Jump 30: Library of Ruina

Starting Location: District 9

Age: 19

Gender: Female

Origin: Feather -100 CP

### Perks

- >That's That And This Is This -Free
- >Augmented: Canard -Free
- >Augment: Urban Plague -Free
- >Augmentation: Star Of The City -Free
- >EGOtistical -300 CP
- >Colorful -600 CP
- >The Expectation For The Meaning of Existence -400 CP
- >Marketable Resume -Free
- >Just Following Orders -Free
- >Taboo Hunting -100 CP
- >Atelier -200 CP
- >Combat Applications -200 CP
- >Egg Of The World (X-Corp) (Conceptual/Dimensional Layering) -600 CP

### Items

- >Theme Songs By Mili And Studio EIM -Free
- >Dime Store Weapons -Free
- >Persistent Housing -Free
- >Fixer License -Free
- >Promotions -Free
- >Singular Weapons (F & J) -300 CP

### Companion

- >Your Dearest Friend (Eris Imported) -300 CP, +1400 Eris CP
- >>Origin: Syndicate
- >>Age: 23
- >>Gender: Female
- >>That's That And This Is This -Free
- >>Augmented: Canard -Free
- >>EGOtistical -300 Eris CP
- >>Iron Lotus -Free
- >>Gutter Rat Living -Free
- >>Gimmick Gang (Chaos) -Free
- >>Paying Protections -100 Eris CP
- >>Pointing Fingers -200 Eris CP
- >>Tomorrow's Promise -200 Eris CP
- >>Then Is Heard No More -300 Eris CP
- >>From Break And Ruin -300 Eris CP

## Drawbacks

- >Book Of The Degraded Jumper +100 CP
- >A Party Overlasting +200 CP
- >Retrieval Arc +300 CP
- >Roland Did Nothing To Deserve This Suffering +300 CP
- >Angela Did Nothing To Deserve This Suffering +600 CP
- >In Hell You Live, Lament +600 CP

Basic idea: Jumper is the head of X-Corp, whose Singularity is known as "Cross Reinforcement" which used a variation of dimensional refraction and distillation to "layer" qualities onto things; from layering the durability of steel onto cloth, layering the flavor of cake onto cardboard, layering additional lifespan onto a person...it was a very flexible and potent Singularity that could even achieve somewhat conceptual effects. Jumper tries to split her focus many ways throughout this world; dealing with the Distortions released by LobCorp's fall, researching and advancing her own Singularity without feeding its addiction for blood and suffering, making the City a better place in general, fighting and destroying the Head and several other Corporations, and rescuing what little she can. While she's fighting the Head and their most powerful warriors Eris ends up betraying Jumper and nearly killing her-only for Back From The Brink to trigger and give Jumper the power she needs to take Eris down, though afterwards Eris rises up even stronger and Jumper is forced to fight a battle on multiple fronts as Eris becomes the embodiment of all the evils and cruelty of The City and brings its full power against Jumper.

At this point Eris knew for sure that she was in trouble. When Jumper had tricked her into marriage and thwarted her attempt to consume the gods back in her original world, Eris was miffed but at the same time rather excited. Here was an interesting, clever mortal who could handle playing in the big leagues! The fact that she'd be able to visit new worlds with her and cause all sorts of interesting chaos was a bonus, and that much Eris had never regretted. As long as she stuck away from where Jumper was playing around with the natives, Eris tended to get away with a massive amount of chaos and disorder. Sure it all got put back in order thanks to the Eye of Providence eventually, but the games were fun while they lasted and satisfied that /itch/ for chaos deep within her. But then Jumper got her hands on the Silver Crystal, and things began to...change, within Eris.

She'd had a few rolls in the hay before, but Jumper was an outright unmatched lover who brought her pleasure that she'd never seen matched before. If it was just that, Eris would be fine; mortal and earthly pleasures were nice, but they didn't satisfy the cravings for Chaos that lurked deep within her divine soul. But no, it was worse than that; the more she slept with her impossibly beautiful and annoyingly canny wife, the more something...disgusting, began to grow inside of her. She hadn't even known what it was at first, had never felt it before, but knew that it was antithetical to her very existence as a goddess of Chaos, Disharmony, and Destruction. It was a light and airy thing that felt as if it should be absurdly fragile, effortlessly crushed with her divine will...but it never was. It endured, and grew, and grew some more until Eris felt like something was choking her innards. This disgusting emotion called "love". She'd been able to manage things for a time by trying to keep her distance from Jumper, playing coy and doing her best to strangle the metaphorical vines of love that grew around her heart but it never stopped growing, only steadily filling her heart more and more until Eris was forced to-begrudgingly and with great pain-admit that she really did love Jumper and was willing to stand by her even without her divine promise chaining her to Jumper. She'd still kill her wife in a heartbeat if she got the chance, if only to escape the binding, but Eris knew well that Jumper could survive being killed so at this point her matricide attempts were more playful than anything.

Then a turning point came in the Elemental Nations, where Jumper decided to stop playing around in the outside world and instead focus more on her wives and personal projects. And Eris found that something deep inside of Eris began to change as well, as she lived the life of a

married woman alongside Jumper's other wives. That deep and constant craving for chaos and mayhem began to slowly and steadily wither away, as love, contentment, and pleasure filled her. And this was the one thing that Eris could not abide. She knew that she was changing now, knew that the Eris she was today was a much calmer and far less destructive woman than she'd been before marrying Jumper, and knew that if things continued this way she might just end up as a playful deity of mischief rather than the dark goddess who once threatened to destroy the entire world with her machinations. Part of her, the part of her that had been born and been growing from the nurturing of Jumper's love, said that changing this way was okay-that it was okay to be happy and in love. The other part of her, which withered each day she spent in Jumper's embrace, screamed and raged within her heart and wished to bring all of existence to ruin. If there was ever going to be a time when Eris lashed out and escaped Jumper's grasp, ever a time when she could truly bring chaos and ruin in her wake, this was it-or rather, this was the last chance she had before she wouldn't be able to bring herself to do so anymore. And hijacking the entrance into the new universe, Eris got that chance. The humanity The City granted her was a disgusting, crude thing...but she'd worked with worse before, and the power was more than enough to bring about some truly glorious Chaos.

Jumper enters this universe as the CEO of X-Corp, also known as the Union Cross corporation. Their Singularity was a unique process of identifying, extracting, and injecting various concepts and qualia to "layer" these things on top of a given subject, collectively termed "Cross Layering". The mechanisms in the Cross Layering process originally required human cognition in order to identify a given quality, and the extraction process of that quality would literally burn the concept out of a person's mind so they could no longer perceive or comprehend it. As her very first act in this City Jumper proceeded to attack this process with scientific zeal-removing the need for humans in the process at all and entirely removing the side effects of it. The efficiency of the Cross Layering extraction protocols initially dipped, but Jumper was able to adjust and innovate on the process until it not only matched but exceeded previous efficiency rates-no longer requiring "biological components" that would swiftly "burn out" in order to extract and distill concepts. Within a mere week she managed to massively increase the company's profits by outright removing the destruction of human life in the Cross Layering process...and then took further action because now X-Corp was trying to kick an entire class of people out of their Nest due to them no longer being necessary as potential "biological components". She would develop a truly deep and abiding hatred for The City over time.

Another big issue that Jumper ran into was the Waste Problem-the fundamental issue that once you extract a concept of qualia from something...that thing is fundamentally made lesser, and the more you extract from it the more lesser and strange it gets. She had refined the extraction process so that it didn't require human lives, but she hadn't even thought about the actual objects that were being extracted from-how they became less and less "real" or comprehensible as more and more of the qualities and concepts that made them up were extracted. Once you extracted enough qualia from a thing it just sorta...collapsed, into what X-Corp liked to call "Dregs"; strange matter that had no discernable qualities, no weight, no volume, no texture, no flavor, so on and so forth. These Dregs could still be rendered down and extracted further and further, but they became more and more unreal as you did so...until all that was left was the "concept of existence". Nobody was quite sure what happened once you extracted the "concept of existence" from a Dreg; nothing ever seemed to come out of that process, and nothing was ever left

afterwards. The "concept of existence" wasn't even a perceivable qualia in anything except the most absolute of Dregs-it couldn't be so much as measured or interacted with in any way except for in Dregs that lacked literally everything else. To some extent Jumper wanted to investigate this strange concept...but she had more pressing matters to deal with.

Pressing matters such as Vestiges-because if you could remove material qualia and concepts from objects, you could clearly do the same to immaterial qualia like life experiences, lifespan, or other such things from people. And everyone was willing to pay out the nose for things that other people had-like the beauty of a supermodel, the lifespan of a newborn child, the combat skills of a veteran, and so much more. And what was left over from those things were Vestiges-people who had become Dregs, becoming strange and somewhat unreal due to having had fundamental aspects of their existence extracted. Losing your memories, skills, and identity was actually the /easiest/ to recover a Vestige from-those things could "grow back" naturally with only time and effort. Removing someone's beauty would make them into a strange pale thing that lacked any discernible face or shape. Removing someone's lifespan could just outright kill them if they had too little to give, but often reduced them to a strange "half-life" that left them almost ghostly. The varieties of Vestiges were as expansive as the number of qualities that people wanted and could identify in others, but they were all fundamentally "incomplete" beings that seemed to be less real than their surroundings in a hard to define way.

Jumper couldn't entirely solve the Dregs problem-it was a fundamental issue of the fact that in order for Cross Layering to work, a concept needed to be /extracted/ from something else. What she did do was develop an "Extraction Recovery System", which used a "seed" of a given concept as well as a great deal of energy to "grow back" whatever was extracted from something. It was at minimum six times as expensive energy-wise and took four times as much time as it would be to just extract a concept and leave behind a Dreg, but it allowed for "renewable extraction" to work viably; energy was something that never really concerned Jumper in the first place, and while lost time was something of a blow to productivity it at least ensured that her Singularity wouldn't inflict irreparable damage on people or create "Vestiges" in the process of its usage. The long-term benefits vastly outweighed the short-term gains of just creating rampant waste Dregs and Vestiges...though normal Dregs actually still had a wide variety of unexpected uses so this Extraction Recovery System was only integrated into certain aspects of the Singularity.

For example; hiding under a blanket made of Dregs would make one effectively invisible-it wasn't perceivable by color, texture, shape, or any other quality so without special training to perceive the imperceptible it effectively made you invisible. Weapons with integrated Dreg coatings gained qualities that made them unpredictable; bullets coated in Dregs couldn't be seen, heard, or reacted to. A blade coated in Dregs was impossible to determine the shape of and nearly impossible to parry, dodge, or block simply because you couldn't recognize it. Hell, grenades that released Dreg smokescreens were some of the most effective flashbangs the City had ever seen due to how disorienting a cloud of unreal matter was to perceive or interact with. Dregs had loads of uses all on their own-though one had to be quite clever in how they were used due to them being frequently extremely fragile. Though-that just made them all the easier to sell and sell again. The creation of Dregs soon became one of X-Corp's staple products due to their strange LACK of qualities, much to Jumper's own surprise. But hey-if people of The City wanted

the literal waste product of her Singularity she wouldn't begrudge them it. She mostly just wanted to prevent the creation of Vestiges more than anything, and her system worked to do exactly that.

It took her about six months, but Jumper eventually cleaned up District 24-the District in which X-Corp made its home-so well that the ENTIRETY of the District was considered to be a Nest. She rebuilt entire buildings from the ground up, gave every single person free housing, food, and a monthly budget, and more. She outright crushed any Syndicates that tried to enter her District herself, fought and killed literally every single Sweeper that showed their face in District 24 with counter-waves of Chronoclones to ensure that not a single one escaped her wrath, and drafted a code of ethics and laws that were to be abided by in District 24 that were clear cut, had explanations for why they were the way they were, and came with warnings before punishments-and not every punishment meant death! Six months of work, constantly crushing criminal incursions, constantly fighting against the evils of the City, constantly rebuilding her own District, and it was finally starting to look like something that wasn't soul-crushingly hopeless. And then the Arbiters came.

There was no warning, no particular announcement or even so much as a letter. One moment there was peace in the streets, and the next utter chaos as buildings toppled over, armies of Sweepers materialized from nothing, and chaos reigned. Jumper swiftly appeared to try and combat this, prevent the destruction of District 24, but that was when the Arbiter and Claw struck; the Arbiter was using a combination of W-Corp's Reversion Singularity to forcibly revert things to a previous state and T-Corp's time manipulation technology to hard counter Jumper's known time-manipulating abilities; via the combination of W and T any and all Chrono-clones that Jumper made were reverted right out of existence and their temporal energy harvested to maintain a "precognition baffle" around the Arbiter and Claw that prevented them from being seen outside of real-time by Jumper. The Claw wielded a strange claw-arm with three injectors in it; "Serum F" which harnessed Fairy to cut through literally anything and break down anything Jumper put in its path, "Serum G" to warp gravity and allow for even more impossible strength and speed than a normal Claw had, and "Serum P" which seemed to be some form of stasis effect.

Their goal was a simple one: the Head wanted Jumper's Singularity, and didn't care for the direction that District 24 had been taking under Jumper's leadership. They were to acquire Jumper for dissection and return District 24 to the status quo. And at first, everything seemed to go perfectly according to plan. Jumper's precognition was perfectly countered, her chrono-cloning shut down entirely, every defense she hastily managed to put up effortlessly cut through, and finally a full injection of Serum P left her in an unbreakable stasis. Mission accomplished, time to lug Jumper's body back to the Head and call it another job well done. Except...suddenly Jumper shone with a blinding light and broke out of the seemingly unbreakable stasis inflicted by Serum P. For a few moments a horrible, twisting darkness and endless light flowed around Jumper...and then pulled back and Jumper re-took her normal form. She apologized for not taking them seriously at first, but hadn't realized this horrid City had such technologies available to it. She would have to work harder to fix things. Jumper manifested a single blade from her WitchDriver and re-engaged the Claw and Arbiter. And this time it was a one-sided slaughter; despite not having any precognition, Jumper effortlessly predicted and



countered their every action. Fairy utterly failed to cut through the WitchDriver, and Jumper's own Biotics countered the gravity-shifting of Serum G. In moments both Arbiter and Claw were dead, and from there Jumper drew on her Esper ability to break straight through the precognition baffle and find the Beholder who had been watching and directing the whole operation. It only took Jumper a moment of focus and will to teleport that Beholder to her and execute them as well.

But despite Jumper's efforts, that moment of weakness and confusion when she'd been blinded and caught off guard by the Arbiter and Claw was still enough for the Head to accomplish their goal; they managed to slip another team into X-Corp and steal the design data for the Cross Layering machine. Jumper hadn't yet submitted this new design for patenting and had been blackboxing it hard to prevent replicating, but a little Fairy, a little Beholder technology, and the plans themselves let the Head create their own versions...and proceed to "improve" upon them as well by re-integrating "biological components". And thanks to a certain inside helper, the Head even managed to acquire something a little bit extra during their raid on X-Corp. Thus it was that "ID Layering" began to spread throughout The City as The Head themselves happily violated their own patent rules to steal Jumper's Singularity and wield it purely to screw Jumper and X-Corp over.

ID Layering was an innovative new process, designed by the smartest scientists of The Head and given to ALL The City practically for free! All a person needed to do was step into any of the patented Layer Booths and let it scan the infinite possibilities of the multiverse to find a greater form of themselves; maybe in one reality they had become a grand Fixer, or maybe in another they had managed to become a Feather? Anything was possible with ID Layering-literally, as the machine made use of distilled Liquid Possibility to let a person attain the skills and abilities of any of their infinite alternate selves! So the Head advertised, at least. And for the most part the advertisements were genuinely honest; the Layer Booths used a combination of the Cross Layering technology and a recreation of Jumper's Liquid Possibility to scour the multiverse for alternative versions of a given customer that fit the criterion of what the customer wanted, extracted the possibility of their existence, and Layered it onto the customer to instantly give them the power, knowledge, and abilities of that version of themselves.

What the Head didn't mention were the side effects; the mental instability enforced on a person as an entire extra life's worth of memories were roughly shoved into them, the sense of dysphoria as imperfections in the process left a person feeling off-kilter as if they didn't quite fit in reality as a whole, the fact that the machine actively extracted and consumed preprogrammed sets of "possibilities" from a person to make them dance to The Head's tune as well as refuel the machine's stores of Liquid Possibility, and of course the agonizing pain that accompanied the process-purely because inflicting pain on the customers made the machine slightly more efficient and effective. About 6% or so, according to scientists in The Head. 6.2% if there was at least a 50% chance of death by pain-induced seizure. So naturally the Head made sure to go all in on grabbing that extra 0.2% efficiency-both to make these Layering Booths a little more cost effective and to better discredit/disincentivize the Layering Singularity that X-Corp still used as their backbone. All of this, after all, was to make as much trouble for Jumper as possible and get X-Corp to go under as soon as possible.

Well, if the Head was basically going to declare war against Jumper, she saw no reason not to declare war right back. She gathered up her Queens, gave them the best avatar-bodies she could possibly devise, and proceeded to declare that District 24...was no longer District 24. It was now the Crossing Moon Kingdom-governed by Jumper and her council of Queens. They proceeded to unleash every last bit of technology they had, every last trick and power they had, to remake the entire District into a paradise that far surpassed the Moon Kingdom-and then, declared war on The City as a whole. In a matter of just three months Districts 25, 14, and 15 fell and became a part of the Moon Kingdom, though they faced heavy resistance in trying to take District 23 due to a half-dozen Arbiters and Claws popping up after Jumper declared war and trying to tear apart Jumper's kingdom. Jumper was able to fight them off after a time, but was not pleased to see them wielding things like Plasmids, Chakra, Luxin, and more. They had somehow managed to access not just alternate universe-selves to augment themselves with, but powers from her own past and those universes. That was just...peachy.

By the end of the year District 23 had fallen to the Moon Kingdom, and Union Cross grew ever greater; Jumper had managed to get her hands on the Singularities of Y, N, O, and W-Corp thanks to her conquest. And Every. Single. One of those Singularities were used in utterly horrifying and disgusting ways that boggled Jumper's mind. Some of them were so disgusting that Jumper just outright locked away the records of their existence and resolved to develop alternatives to their usage. Some, like W-Corp's "existence reversion" Singularity were actually fairly benign and surprisingly easily adapted to being far less horrifying and suffering-inducing. The spatial-warping and alternate dimension Singularity W-Corp also made use of was also interesting to grab, but not something she hadn't figured out before. She only managed to get parts of T-Corp's Singularity so far; their method of capturing and packaging Time by using a conscious mind's perception of time was...well, a little bit disgusting, but Jumper was swift to apply principles she'd developed with her Cross Layering Singularity to the Time Packaging Singularity-and from there she created a simple machine that could harvest effectively limitless Time without the need for any humans to be involved in the process. Now if only she could figure out how to /use/ that harvested Time...

Of course, while she'd managed to conquer the various Corporations and move her drones into the various Districts to tear down and rebuild things into a new Moon Kingdom, that didn't solve the issues that surrounded her many new citizens. Such as the entire culture of cannibalism in District 23 that she had to dismantle from the ground up-and then unleash en-mass firing squads to keep down because these psychotics just kept trying to capture and kill people for the sake of cooking them. Or District 14's insane brainwashing measures that they enforced on all their employees and even most of the Nest, as well as the sheer trauma left behind by both the Inquisitors and Taboo Hunters. It seemed like a never-ending stream of atrocities that each Wing inflicted onto humanity with utter glee, and never was this more apparent than with the Warp Trains-which Jumper went out and demolished herself after conquering W-Corp. And with each atrocity that Jumper destroyed, each District she conquered, she only grew more and more determined to rip this entire City out from under the Head and save this world.

And all the while, the Distortion Phenomenon raged on throughout The City. It was actually surprisingly common within the Moon Kingdom, and for a reason that Jumper didn't expect; the people of The City were so used to being constantly ground down and crushed by their daily

lives that the fact that Jumper was doing everything in her power to make the Moon Kingdom a paradise where people DIDN'T suffer horribly on a daily basis was just...alien to them. Alien, disorienting, and terrifying-Union Cross and the Crossing Moon Kingdom actually seemed to CARE for them without them doing anything in return, and it was an insane psychological stress that quite a few citizens couldn't really cope with. And that stress was enough for them to crack and Distort in various ways, adding yet more chaos that Jumper had to deal with. Jumper tried to purge what she saw as corruption and madness via the Light of the Silver Crystal-but that actively made the Distortions /stronger/ than before for some reason. Trying to manifest their Star Seeds got an even more odd result-with them seeming to grow larger and crystallize while their human body became visible within them. It was as if...they were wearing their souls? But the Distorted versions of people were barely caricatures of who they normally were...

Jumper was able to use W-Corp's Reversion Singularity to revert Distortions in most cases, but not all of them-and none of them remembered what they had done or how they Distorted afterwards. Worse, those who had Distorted once before were MUCH more likely to Distort once again, practically guaranteed even. So far the longest a person who had Distorted then been Reverted had gone without returning to their Distorted state was a mere five days. For their own sake and the sake of the Moon Kingdom Jumper was forced to put "Distortionists" into temporal stasis for now-at least until she could figure out the cause and source of the Distortion Phenomenon and cure them of this insanity. And she had a clue: the White Nights and Dark Days incident was when the Distortion Phenomenon first began to appear. Clearly, then, what she needed to do was investigate whatever it was that happened with Lobotomy Corporation. She couldn't reach District 12 with the influence of the Moon Kingdom just yet...but what she could do was plunder the depths of the branch facility that was in District 23.

Deep in the heart of the branch facility Jumper found a strange artifact: a sort of golden glowing tree-cutting, a Golden Bough essentially. Jumper was very careful in actually handling the thing, but could feel a strange...resonance from it. A resonance that seemed to actively attempt to shy away from her. This required investigation. Jumper carefully moved the Golden Bough back to her own labs and proceeded to analyze and reverse-engineer it, discovering the technologies and qualities that the strange artifact was made of. It was both the final product, and the producer, of L-Corp's singularity: Cogito, a strange substance which allowed for the materialization of thoughts and emotions into material form. When used in its raw form it would form a connection to the collective unconscious of humanity and draw up an archetype, idea, concept, seething emotion-something, and incarnate that thing into an aberrant and utterly immortal creature that L-Corp knew as "Abnormalities". But the Cogito could be refined-in fact, in the Golden Bough, it HAD been refined...into a substance that was simply termed "Light". Rather than connecting to the collective unconscious the Light instead connected directly to a person's own identity, filling it with energy and drawing it forth to the surface of the conscious mind. And then...there were fluctuations in the Light. Neural pathways lit up, as if someone was whispering in a person's ear. And then suddenly said person would explode/implode into a Distortion, their ego-their very soul-materialized by the Light into an effectively reality-warping monster that sought to satisfy some strange and often contradictory desire.

There was nothing to purify there because the desires of these Distortions WERE pure-they were the very souls of the people they were formed from at their most raw, base instinct and

fundamental ego given form. That was the problem really; the desires and identities of Distortions were entirely stripped of context and the higher consciousness that actually defined a person, leaving only the most fundamental instincts to run rampant and destroy the very motive behind those instincts in an attempt to satisfy them. Studying the nature of the Light and how it was actively causing the Distortion Phenomenon Jumper was able to quickly figure out a modification to her Cross Layering Singularity to allow it to extract the Light from people without removing or even weakening their egos/psyches, but...Jumper felt like the Light was...broken, in a way. From what she'd seen and studied of it, the Light SHOULD be reinforcing not just the most base instincts and ego, but also a person's higher reasoning and self-actualization. She didn't know what the end result of that would look like once it was manifested materially, but she could literally see it almost attempting to act as something between an antidepressant, an artificial reinforcement of a person's psyche in the face of external trauma, and a desire to follow one's dreams or desires that's tempered by higher reasoning. In short, the Light seemed like it was designed to give people hope and purpose...but something was placing their thumb on the scale and actively tipping the balance between "logic" and "emotion", allowing said emotions to run rampant and consume everything else about the person.

Jumper's first thought was to just extract The Light from people and call it a bad job; even if The Light seemed pretty interesting, letting it just drive people insane and turn them into monsters wasn't worth it. Unfortunately that wasn't really a possibility; the Light was radiant and infectious. The more Light was around, the more it produced and spread-and every single person who had a bit of Light within themselves would become a font of it upon Distorting, spreading it to others as well. And trying to remove the Light from someone who has already Distorted would lead to their complete mental breakdown within just a few days, followed by their very soul shattering. It was not a pleasant thing to witness, and Jumper was only able to save that person thanks to their temporal fuckery. So she couldn't just remove the Light without actively killing her own citizens, and she couldn't just block the Light off. She needed something else, some other way of making things work.

If Jumper was going to figure out the Distortion Phenomenon, she needed a new approach; she figured out that the Light was the cause of it, but couldn't remove the Light without killing people or having it just re-infect people afterwards. She needed something to...reset the balance of it, make it so it equally supports one's emotions as well as their logic and reasoning. She needed a counterweight for the Light, suppressing emotion and strengthening one's will to overcome. She needed a way to divide the Light's power so that emotions could be confronted, faults could be accepted, and the inner strength of the subject could be cultivated without being overwhelmed by their own base instincts. She needed...the Qlippoth.

The idea hit without warning and like a bag of bricks to the face; the Qlippoth was the answer here! Re-aligning her perception of the whole Cogito and Light phenomenon, she began to understand the entire Singularity as an expression of kabbalistic principles. With this new perspective she was able to effortlessly decode the functionality of the Light and see how it was less augmenting of the mind and more a reinforcement of the Sephirot...but something was imbalancing things. Jumper analyzed each of the Sephirot and found them to be in order within the Light...but there was still a misbalance, a misalignment that was hidden within the Tree of Life. And it was in finding nothing wrong with the Sephirot that Jumper found her clue to

exactly what was going wrong: the Da'at, not a proper Sephirot but rather an alignment of all ten Sephirot in a single body just below Keter-the superconscious Will. She found the culprit-the malfunction in the Light that was causing emotion and instinct to run rampant while conscious will was suppressed.

Still, while she now knew what exactly was wrong with the Light-she didn't exactly have time to fix it. It took her months of off-and-on work to finally isolate the fundamental flaw in the Light that led to the Distortion Phenomenon, and during that time she also had to fight against The Head and their Arbiters, constantly defend the borders of the Moon Kingdom, smack down Distortions in her Kingdom and put them in temporal stasis until she had a workable cure for them, and more. Just keeping everything running was pushing Jumper's limits at this point; she hadn't been able to continue the Moon Kingdom's expansion in her rush to keep everything running while also searching for a cure for the Distortion Phenomenon. That didn't mean she was vulnerable at all though, so when the Head sent a new squad to execute her a year and a half after her entrance into the City she was more than prepared. At least, she thought so-and if she had faced normal Arbiters and Claws, perhaps she would have been correct. But this "game" had gone on for more than enough time in The Head's opinion. It was time to unleash the full might of The Head onto the Crossing Moon Kingdom.

The Head's assault began with gaping interdimensional portals ripping open over the skies of the Crossing Moon Kingdom, and literal /tides/ of eldritch abominations pouring out of said portals. Said eldritch abominations were originally human clones grown from R-Corp's Singularity, injected with absurd amounts of Plasmids stolen from alternate universes, twisted hellishly by several other Singularities to give them inhuman bodies, and cultivated for literally millions of years using a fallen Wing's dimensional technologies. They were then augmented with everything the Head could possibly throw onto them; G-Corp's gravity Singularity, mechanical brain replacements and hivemind technology, CGUS cores stolen, reproduced, and genetically engineered into the abominable tide, Luxin pushed to impossible limits as The Head didn't give a single shit about breaking the halo and instead forced them to achieve Bane-tier level abilities, and more. And these were not elites; these were legion. The Abominable Tide numbered in the /trillion/, constantly flowing from dimensional tears as a literal tide of gibbering flesh and madness that sought to destroy the Crossing Moon Kingdom. Again, this was the OPENING move.

Jumper had actually anticipated such a massive attack and had installed defenses and shields throughout the Crossing Moon Kingdom, creating a barrier that the Abominable Tide crashed into and was stopped against. Then began the war of Fairies and Locks, as thousands of Arbiters massed throughout the city wielding Angel Arms empowered by Fairy, trying to destroy the kingdom's defensive shields with dimensional shearing guns that were conceptually empowered by F-Corp's Fairy Singularity to tear through literally anything in their path. Jumper hadn't been idle in her own research though, and her kingdom's defenses were augmented with J-Corp's Locking Singularity along with several other defensive measures; shattering blasts of energy and spatial rents battered against the shields of the Crossing Moon Kingdom, but the Kingdom's shields held against the assault. But Jumper wasn't going to just stand there and take The Head's assault.

The Crossing Moon Kingdom replied in kind; turrets and drones unleashing blasts of Gridfire and dimensional shears empowered by Fairy in-turn, Micro-Black Holes consuming millions of the Abominable Tide per second and unmaking them entirely, reality bending and buckling under the strain as Yin and Yang Chakra were carefully fused and programmed to outright warp reality to fit Jumper's designs, and more. Time itself became a battleground as chrono-energy was spent like water, The Head using Time Track's Singularity to try and rewrite the chronology of the battle while Jumper countered with cruder but more powerful uses of her own achronality fueled by their Time-capturing mechanisms. Every calculation came to the same result for The Head; not even utterly unmaking the Crossing Moon Kingdom would work now as Jumper had developed mechanisms to "harden" physics with a combination of Chakra, Magitech, Culture technologies, and Lock. They could not exile the entirety of the Crossing Moon Kingdom to the Outskirts either, the same mechanisms that "hardened" physics preventing it from being uprooted and thrown into the seething void of madness that laid beyond the Outskirts. The Moon Kingdom was GOING to destroy The City one way or another...unless they could kill Jumper first.

They got their opportunity when, during this massive war between the Moon Kingdom and Jumper, a sudden bright white light burst from the ruins of Lobotomy Corporation and shot far into the skies. Light rained down onto The City, filling the hearts and souls of its citizens with an unfamiliar feeling...a feeling that might be called "hope". For Jumper though this created a problem; The Light was blocked out by the Crossing Moon Kingdom's shields like everything else was, but Jumper wasn't inside those shields when the Light emerged-she was slaughtering a dozen Arbiters and Claws at once and maintaining waves of Gridfire that was burning the Abominable Tide out of existence as they emerged from their tears. Jumper had always been exceedingly careful when manipulating the Golden Bough and had never directly exposed herself to The Light...but now she got a face full of it. And something that had been lurking within her, just waiting for the right stimulus, was about to awaken.

Jumper had possessed an EGO, a Psychoment, from the very moment she first entered The City. She had not been touched by The Light, actively and carefully avoided it even, yet she still possessed the power to manifest her own psyche into the form of a semi-spiritual armament-one that effortlessly fused with her WitchDriver for better ease of use. Despite this she had made it a point to never make use of her EGO-believing it to be ugly, actively rejecting her innermost self and locking it away in a state of pseudo-dormancy. She was much more comfortable wielding the powers of her technology and Singularity-which she'd gone to great lengths to integrate into her Frames over the past year and a half. But that very fact left a chink in her mental armor, a blindspot that she willingly though unknowingly created...one that quite a few parties were all too happy to take advantage of once the Light began to shine on the City once again.

The first of those parties was Carmen, appearing to Jumper as an inner voice both like and unlike Jumper's own. She proceeded to essentially poke at a certain fundamental contradiction that laid in the heart of Jumper's psyche: her conflict over being a ripperdoc. Jumper hated pain, hated the weakness of the human body, hated mortality, hated the very idea of people suffering or dying in general-it was what inspired her to become a doctor in the first place, so she could ease those pains and cure some of the ails that plagued humanity. She'd been hesitant about cybernetics when she was first introduced to them, but as her own intellect and skill as a doctor grew so too did her comfort in replacing parts of the body-until she fully embraced transhumanism and

entirely abandoned her original biological body for a nano-cybernetic upgrade. She even went so far as to convert her mental architecture into custom code, and then further into a higher-dimensional self-referential infomorph. And yet...as Jumper made these advancements on her own body, what did she find herself doing time and time again? Playing the ordinary medical doctor.

Sure she released a few miracle cures here, revolutionized medicine there, even did some truly incredible stuff with Plasmids, viral mutagens, and Neuromods. But she never did more than that-never stepped beyond what a setting tended to have available. And why did Jumper stay her hand and play doctor, only innovating on what was available in-universe rather than spreading the bounty of the multiverse everywhere she went? Fear. Fear of the consequences of her actions, fear of a repeat of Crysis, fear of her own power and self, fear of what she'd turned herself into. Deep, deep down...Jumper was afraid. Terrified. Not of any one thing, but of /everything/ to some degree or another. She wanted to alleviate the suffering of the world because she was afraid of suffering herself, wanted to cure death because she was afraid of death, wanted to find love with her wives because she was afraid of being alone. Carmen's voice whispered that it was okay to be afraid, to give in to her fears, to simply...shut the world away and live in peace. She could make herself a little safe place where nothing ever touched her again, where she didn't need to be scared anymore, where she could live in blissful peace for all eternity. All Jumper had to do was let it out...

And Jumper laughed in the face of that voice that poked and prodded at Jumper's deepest, darkest flaws and issues. She was afraid, yeah. She'd long since accepted that. She'd long since overcome it. She had faced her fear every day to get up, to get stronger, to reach out and help others, to connect to others, to take an uncertain leap into the future and jump from world to world. She faced her fear and built her future with her own two hands. The fear was a part of her, something that would never go away...but Jumper was okay with that, because every day that she got up and helped someone was a victory that proved her strength over it. It didn't matter how small that help was, or if she was holding back her best tech and skills-because that was still a little bit of good that wouldn't have happened had she not existed or lent a hand. She didn't need to be responsible for entire worlds, but nor did she need to shut out the world and live in a safe bubble. She would do good and help others without being consumed by the drive to help, and without giving in to the voice that said it was all too much.

And just like that Jumper could feel the influence of Carmen's voice fading away from her mind...and the sharp sting of a meter-long lance impaling her from behind. Followed by two knives through the neck and a strange drill-device carving its way through her head. Behind her, Eris laughed and gloated that she'd been waiting for this moment for so, SO long. She'd had to take a new name in entering The City with a mortal body, take over one of the Fingers, establish connections with The Head, plot out the /perfect/ moment...all so she could break free from Jumper's dominion over her. Even now she wasn't truly free-still requiring a special Fairy serum to maintain the freedom necessary to betray Jumper-but with her new Distortion-granted powers it was as close as she'd ever gotten in the past several decades and she'd take it for all it was worth. Eris's powers and the Time Track Singularity ensured Jumper couldn't escape this moment, couldn't undo or rewrite this point in history. Dimensional shears, Fairy, and Eris's powers made a blade that could pierce through even the literally unbreakable skin of Jumper's

frames and inflict unhealing damage onto the divine cyborg. A special poison devised by The Head and Eris's own Chaos seeped through the lance and knives in Jumper's body, which would consume and destroy Jumper's existence on an ontological level-destroying every last scrap of information about Jumper so that she couldn't even revive from a source of her language. Combine it all with a power boosting Singularity, Eris's own Distortion, and her Divinity...and not even Jumper's soul would remain. She'd waited so, SO long for this. Everything had been accounted for. Perfect chaos brought into perfect order, all for this singular god-killing strike.

That should have been the end of it. In the moments before her death, Jumper could see out with her precognition the very fate of this world-closing down to just a few possibilities. The Crossing Moon Kingdom would fall, forgetting they even had a ruler and her companions disbanding as they forgot why they were united in the first place. It would be torn apart under the Abominable Tide and the Tide itself exiled to the Outskirts, and the original districts rebuilt in just a matter of weeks-the status quo of The City reasserting itself as The Head was determined to erase every last trace of Jumper's memory. Abuse of the ID Layering process would allow The Head to literally decide the very fate of The City as a whole by completely destroying and consuming all possibilities they did not approve of. Eris would rule over her Finger Syndicate for years to come, but would be slain when she was declared an Impurity of the City in her own right after a few decades. A new X-Corp would rise, wielding a Singularity that literally ground people apart to get at a "blood essence" that existed only via suffering and provided potent strengthening and restorative effects. District 24 would become a hive of Blood Fiends, disguising their habits with the new X-Corp's Singularity. All that Jumper was would be erased, and The City would continue to spiral ever lower in her absence.

Jumper gazed into this absolutely certain future, knowing that no other path existed for The City should she die...and refused. Chakra spun to life in defiance of the spear sticking straight through her CGUS implant. Magic and will crackled through her body even as pure Chaos tried to suppress and unmake all that she was. Even as her very soul was poisoned by an impossible technology that sought to consume and erase the very ontological impact of her existence, it shone brighter and brighter with a Silver Light and Golden Fantasy. Impossible technology, chaotic divinity, and the Will of the Light itself tried to prevent it, but Jumper met it all with unrelenting defiance and exploded into a pillar of Light of her own. And within that pillar Jumper was healed and whole, the destruction wrought on her frame unmade and The Head's poison purged entirely. The pillar of light faded after a few moments revealing Jumper clad in her WitchDriver, Blinding Knife in one hand in the form of a grand shining claymore...and a massive clawed hand made of what looked like dripping ink or tar covering the other arm. This was her EGO, the Hungry Dark. Its power was exceedingly simple: it consumed and unmade everything that the ink touched, ripping through matter and energy like impossible acid. Everything that was consumed this way was perfectly preserved in Jumper's memory, and could be recreated by shaping the ink into new forms-but the Ink would remain composed of her own energy and willpower, making whatever she recreated nothing but an extension of her EGO. The perfect EGO for a woman like her who consumed the essence of multiple worlds and constantly remade everything in her own image, but an ugly truth she hated to acknowledge.

Wielding the powers of her WitchDriver and Ego, Jumper became an unstoppable force of destruction. But Eris was pretty damn powerful too thanks to her Distortion and the assistance of



The Head; she'd been hoping for a single alpha strike that would take Jumper down without a fight, but that didn't mean she couldn't hold her own. She effortlessly dodged through attacks from the WitchDriver, clashed with the Hungry Dark and filled it with chaotic nonsense that it couldn't consume and process fast enough, fought against galaxy-shaking strength with a strength born from psychosis that elevated her to match. She screamed and laughed and raged as Jumper fought with the skill of millennia, two gods battling in The City and shaking the very fabric of reality with their blows. The other Arbiters, parts of the Abominable Tide-they were atomized and ceased to exist as mere /side effects/ of the clashes between Jumper and Eris. Entire skyscrapers fell purely from the shockwaves of their clashes, multiple Districts destroyed entirely. It was all Jumper could do to reach out with the Hungry Dark and consume those people who would have otherwise died so she could remake them afterwards, and that distraction gave Eris opportunities during the battle to wage ever greater chaos. And the more stuff Eris destroyed and the more chaos she caused, the more powerful she grew-exponentially so, even.

Desperate to prevent more destruction to The City, Jumper ended up quite literally punching Eris into another dimension-but this was the worst possible move Jumper could have made. Dimensionally unbound, if only for a fleeting moment, Eris used her innate divinity and her distortion to connect herself to the darkness, suffering, and chaos of The City across every possible dimension. It was more than something the likes of the Manifold Goddess had achieved-Eris became an embodiment of multiversal suffering and madness for the whole of The City rather than just herself. Jumper briefly complained to herself about how this trick keeps getting pulled out against her, then proceeded to infuse her attacks with Divine Power to strike across infinite dimensions at once as she fought Eris. The two of them waged a war on a scale incomprehensible to mortals, battling each other for multiple days across an infinite number of dimensions. Jumper was able to strike down Eris after three days, only for her to rise again even stronger-becoming a living incarnation of "Darkness" which seemed to be the antithesis of Lobotomy Corporation's Light. But this gave Jumper an opening: she drew upon her domain of the Qliphoth and forced Eris to submit.

Eris screamed and struggled, but her own existence had become antithetical to the Sephiroth-in essence, a pure incarnation of Qliphoth. With pure Chaos she ripped herself away from the shell of her own bloated power, but this ripped away her hyperdimensional nature and allowed Jumper to unmake the Darkness that she had previously clad herself in. Eris found herself weakened back to the strength she started the battle with-still immense, but Jumper had only grown stronger during the battle and now Eris's own strength was far too little to defeat her. But Eris could make Jumper bleed. At the dawn of the fourth day Eris plunged down from the higher dimensions that Jumper and Eris had previously been fighting in, escaping Jumper by the barest fractions and striking down at the Crossing Moon Kingdom with pure Chaos and Disharmony. The kingdom's unbreakable shields faltered, the citizens Distorted, the drone armies glitched, and the Abominable Tide began to sweep in and destroy everything...

Until Jumper descended and grasped The City with the power of the Silver Crystal and Golden Crystal in harmony. All that Eris had attempted was unmade into naught but Fantasy, all that had died were revived, all that had Distorted restored-at least for a time. Once more Eris tried to go for a backstab while Jumper was distracted, but Jumper had kept her attention up and caught Eris's poisoned blade before it could enter her neck a second time. Even when The Head tried to

unleash a series of Singularities that would utterly unmake physics for The Crossing Moon Kingdom and reduce everything to the seething chaos beyond The Outskirts, Jumper forcibly held it back with the power of her Crystals and her divine will re-establishing the physics hardening engines within her Kingdom. Reality shuddered and twisted, but Jumper's will was stronger-and so the chaos that had been creeping in was unmade and order forcibly maintained within her Kingdom. Jumper took one final look at Eris, who even now was attempting to kill Jumper with what power she still had...and struck with the Blinding Knife.

Eris was reduced to a mortal-a true mortal, absent the powers of her Distortion, her divinity, the augments Jumper had granted her...everything. She was imprisoned within the Subspace Dimension and left to rot for now. Jumper had a City to save. Using a combination of the power of the Golden and Silver Crystal Jumper revived everyone who had died during this war against Eris, then turned her attention to The Head. Before she had a chance to just outright unmake the 1st, 2nd, and 3rd Districts an Arbiter appeared with a sign of...truce. And a switch that would actively destroy the City and kill hundreds of billions of people on the other hand. Their "truce" was simple; Jumper and the Crossing Moon could have the Western City. The Head would keep the East. If Jumper didn't play along then they'd just break the chessboard in half entirely. Sure, Jumper might be able to forcibly stabilize physics around her Kingdom...but she couldn't do the same throughout the entire City, not when The Head had prepared their most powerful weapons and were ready to turn them on themselves. But likewise, The Head couldn't take back her Kingdom...so Jumper could keep it. The Western Kingdom, and the Eastern City. They would keep their war to proxies and soldiers, with Arbiter-class soldiers used only once a year. Jumper herself would be restricted to her Kingdom, or The City is destroyed. Jumper had half a mind to discard the "treaty" entirely...but after her battle against Eris she was tired. Mentally, emotionally...her very soul was exhausted. So she accepted. For the last three days that the Light shone over the City, Jumper simply sat on top of a skyscraper and stared out to watch the Light flow. It was comforting if nothing else, she decided.

Jumper had absolutely no intention of obeying the "truce" that The Head had offered her of course-but if she wanted to save the rest of The City she'd have to bide her time and prepare her forces so she could disable the traps The Head had set without killing everyone she was attempting to save. So for a few years she ended up retreating into the Crossing Moon Kingdom, even while the Kingdom itself expanded to take over Districts 6, 7, 12, 13, and 22; F, G, L, M, and V. By the time her Kingdom had expanded to overtake District 12 the remnants of Lobotomy Corporation were entirely gone-likely sent to the Outskirts by an Arbiter of the Head. But at this point Jumper didn't really need any more data from Lobotomy Corporation; she had everything she needed to dissect The Light and finally, TRULY cure the Distortion Phenomenon-which had only gotten worse after the Week of Light.

Jumper constructed a massive machine made of mirrors, magnifying glasses, and multiple Singularities all so she could distill the essence of the Light into a very specific form-using the theory of the Sephirot that Jumper had discovered before her war against Eris and The Head. Using her own EGO as the catalyst, waves of Light poured out of her and into the machine-amplifying, splitting, distilling, and refining until an image began to form from it in the very center of the machine. The image of a woman with brown hair, red eyes, and a beautiful smile like rotten kindness. The spirit who lived within the Da'at of the Light introduced herself as

Carmen, the one who had inspired Lobotomy Corporation to form in the first place and who sought to help all of humanity embrace their true selves with the help of The Light. Jumper was direct-and questioned if she was the one who was causing the Distortion Phenomenon. Carmen confirmed it, saying that she was helping people embrace themselves. Jumper tried negotiation, but that failed entirely-Carmen was absolutely, utterly determined that Distortion was a good thing and she was saving people by Distorting them, and was insane to the point that she would never be convinced otherwise. So Jumper prepared the second function of the machine she'd created.

The machine created a series of concentric spinning rings made of Philosopher's Stones around the image of Carmen, and an incredibly complex "gripper" emerged from the floor. Using a combination of Jumper's divine domain of the Qlippoth, Luxin, thaumaturgic magitech which could interact with the soul, Divine Power, and alchemical manipulations, this gripper was designed to extract esoteric and ephemeral qualia from The Light without harming the Light's greater structure; Jumper had been fully expecting to find something odd within the Da'at and Carmen's presence was just what she'd been looking for, so now it was time to remove the imperfection within The Light and hopefully solve the distortion phenomenon. Via refined principles of Thaumaturgy and Divine Power removing the image of Carmen from this single instance of The Light would extract her from ALL The Light, even across dimensions. As the Sephirotic Extractor reached out to grasp Carmen, she noted that even removing her from The Light wouldn't end the Distortion Phenomenon. This actually made Jumper pause the procedure, and Carmen continued to explain-The Light simply gave people the power to manifest their innermost self, whether in the form of EGO or Distortion was entirely up to the person. She had been helping people embrace their true selves-Distorting-but they would still be capable of doing that all on their own. For every person who chose to ignore their true self and attain EGO, there would be others who gave in to their innermost flaws and emotions and Distorted. Removing her from The Light wouldn't change that, it was just a fundamental fact about how The Light worked.

Jumper accepted that after a moment, but decided to continue regardless-because even if the Distortion Phenomenon would still remain, it would at least be better without her pouring gasoline onto the fire. The Extractor grasped her existence and literally ripped Carmen right out of The Light, then used the Cross Layering and Lock Singularities to forcibly manifest Carmen into a physical, biological form-the form of an ordinary human. In its place a second machine-built quite similar to the Extractor-rose up and injected a highly complex working of calculated emotion, will, and qualia that would take the place of Carmen's existence as the keystone of the Da'at Sephirot; the Keystone was nonsentient and wouldn't push people towards Distortion as before, but would maintain the stability and strength of The Light rather than leaving it wounded and weakened with Carmen's absence. That was one thing that Jumper had been worried about-that her actions would risk shattering the very structure of The Light-so she'd prepared this substitute ahead of time just to be sure.

True to Carmen's words, just extracting her from The Light didn't actually solve the Distortion Phenomenon; it did nothing to fix those who had already Distorted, and people continued to Distort elsewhere in The City. But...it MASSIVELY lowered the rate at which people Distorted. By about 90% if Jumper had to judge, and people began to develop EGOs rather than Distorting

pretty often as well. It was an incomplete solution in Jumper's mind, but at the very least it was a start.

Jumper's next big break for solving the Distortion Phenomenon came from a great deal of study in Kabbalah, a great deal of innovative engineering, and working out highly limited recreations of the Golden Crystal. She called the resultant device the Thaumiel Module-an upgrade for the Witchframe, Aegis, or Ajax that used a combination of W-Corp's Reversion Singularity, a highly limited recreation of the Golden Crystal, and constant psycho-physical scanning to prevent and outright revert Distortions. The trick was that it used the Fantasy-generation powers of the Golden Crystal to forge a "Shadow Mask" around the core emotions and identity of a Distortion, containing them in a controllable package which was then shunted into higher-dimensional space via the Witchframe's armor functionality. The rest of the person's existence was captured and recreated via the Reversion Singularity and further Golden Crystal Fantasy-generation, maintaining a stable identity and continuity of consciousness while creating an artificial separation between the user and their own Distorted form. In this way it was possible to use the Witchframe to draw forth the abilities of one's Distortion-almost like EGO, but more unstable and difficult to control-without threat of fully Distorting. Again, not a perfect solution-it didn't solve the underlying mental issues that led to Distortion, nor did it actually stop Distortion from happening, but it at least prevented people from losing themselves in Distortion and allowed them the ability to live normal lives rather than be consumed by their own rampant emotions.

Spreading the usage of the Aegis throughout her Kingdom allowed her to all but "cure" the Distortion Phenomenon practically overnight; "Distortionists" were finally released from stasis and able to go back to their normal lives, most people just got a really good personal shield and communication device, and new Distortions were completely stopped by this process. Jumper also created an "EGO Development Program" for "Distortionists" that allowed those who had developed Distortions to face their own Distortion and emotions safely and try to come to terms with their own psyche to convert them into EGOS. It was slow going at first, but promising regardless. The City, of course, did NOT get Jumper's Witchframe technology-she guarded it rigorously with usage of Lock and her own blackboxing techniques. They tried to get their hands on it via Identity Layering to steal it from another dimension, but that failed as Jumper's blackboxing procedures now included usage of Divine Power to prevent multidimensional copyright infringement...which would be a silly thing if only it wasn't such a serious issue here. Jumper herself lamented that this was just outright absurd at this point, but knew that allowing ANY advantage to The City was a mistake after all she'd gone through. So The City continued to have to deal with Distortions, while the Crossing Moon Kingdom had seemingly been entirely freed from the Distortion Phenomenon.

With a certain amount of free time now afforded to her, Jumper was able to take a step back and just...breathe for practically the first time in this world. She decided to use that free time by more perfectly integrating the Singularities she'd acquired into her various Frames; Fairy, Lock, Gravity, Dimensional Shearing, and Temporal Manipulation were slowly integrated one by one until she figured out ways to make them natural functions of even her Biologia Frame. She actually had more trouble with her own Cross Layering Singularity than the others, as a great deal of its utility came from a complex process of extraction, distillation, and layering of qualia rather than the Singularity itself. Eventually Jumper was able to create a series of specialized

organs which were capable of automating the extraction, distillation, and qualia storage processes. The storage organ was the trickiest to develop, requiring a few months of effort all on its own, but a little dimensional trickery and stasis technology allowed Jumper to create a method of organizing and storing all the qualia she could ever extract.

It was funny; Jumper firmly believed that Cross Layering had more potential as a Singularity than practically every other Singularity she'd come across. The original process had a great deal of trouble with extracting qualia and grew more unstable the more something was Layered, but Jumper had been able to solve those issues over the years. At this point she could layer something like "durability" endlessly without any damage or strain on the target. She could turn a sugar-string into an unbreakable weapon with infinite cutting force, infinite inertia, the capacity to intelligently target enemies, and more-assuming she was able to extract enough "durability", "sharpness", "inertia", and "targeting" from various mechanisms at least. And thanks to her Extraction Recovery Process it only took time and energy to extract theoretically infinite amounts of those qualia from even a single subject-though it was always more effective to go for much greater and more complex targets, vastly increasing how much could be extracted at a time. Given her technological prowess it was trivial to work up the mechanisms that had the qualia she desired, extract those qualia, and then apply them elsewhere though so Dreg creation wasn't much of an issue. But Jumper had been notably avoiding Layering her own body and existence despite the obvious benefits of doing so. The reason for her to avoid doing so was both simple and rather comical: she didn't like how it added "hidden variables" to her frame's performance.

Adding Layered qualities imbued a given structure or existence with anomalous capabilities or attributes that were entirely unrelated to their actual structure. Incredibly useful from basically any standpoint, but annoying to keep track of when Jumper was constantly working to update, improve, and rebuild her Frames into greater forms-especially when the Evolutionary Algorithms that kept Jumper's Frames evolving and developing on their own were taken into account. Dealing with anomalous attributes that weren't linked to any actual process or material within her Frames was just /annoying/ more than anything, like a remainder in an otherwise perfectly balanced equation that refused to be solved for. Jumper knew it was stupid. She knew it was entirely petty of her. But she simply, utterly, refused to Layer herself for the simple reason of how much it would complicate future upgrade procedures. For the same reason she wouldn't Layer any equipment she made regular upgrades to-it would just be an annoying and difficult to track hidden factor that would nag at her to no end.

The Head never managed to muster any sort of force that could match what they unleashed a year and a half after Jumper had arrived, and within five years the Crossing Moon Kingdom would develop the weaponry and technology needed to forcibly maintain physics and reality for the whole of The City at once-even if The Head tried to plunge everything into chaos. Thus it was time for war once again-and without Eris backing them up and giving them Jumper's weaknesses, as well as Jumper's continued advancement in her Singularity technologies, The Head soon fell. They tried to prepare an escape route for themselves via their dimensional Singularity, but Jumper had been expecting that and managed to cut off The Head's escape entirely. The City was hers-and by year six was converted fully into the Crossing Moon Kingdom. The Distortion Phenomenon was "cured", The Head was destroyed, the Syndicates

and the Index were all defeated...peace finally reigned in The City, with her as its ruler. And she absolutely hated it.

Not the peace or the end of the Wings exploitations and evils-that she was okay with. No, she hated rulership. She hadn't been willing to entrust any of her companions with maintaining the Crossing Moon Kingdom while The Head still existed, wary of whatever Singularities they might pull out that may be enough to kill or torment her companions. But now that things were safe and there was no risk of Distortion, Jumper handed the keys to the kingdom off to Gold Serenity practically at superluminal speeds and proceeded to just go hide in a random place in the Kingdom, changing her identity and hiding as a Grade 9 Fixer. Fixers still existed in the Crossing Moon Kingdom, though they were more regulated and protected these days. Offices that made their money off of wetworks exclusively were almost universally dismantled, while more altruistic offices were elevated and supported. Jumper specialized her Fixer career as a medic for hire under the name "Black Lily", and without the weight of responsibility that running a whole kingdom had she was much, MUCH happier and more comfortable. Especially when she could just...help people and work as a doctor.

Jumper would eventually have a very long and rather painful discussion with Eris, the two of them working through their issues with one another. Eris had loved chaos, but hated the idea of changing-of becoming something OTHER than an incarnation of pure chaos and disharmony. The love and affection that had grown within her was a disgusting aberration in her eyes, something that never would have happened had Jumper never come into her life. Not even with Harmonia had she ever felt its like, only a pale echo of that sort of emotion. She hadn't been able to handle it, Distorting and seeking to bring about Jumper's destruction while she was still an untamed force of Chaos rather than a docile, content.../plaything/ for Jumper. That had never been what Jumper wanted for her though. Jumper hated destruction and suffering, but was altogether happy to embrace change and growth-which were part of Chaos as well. What Jumper had wanted all along was to awaken Eris to the idea of being a positive, creative force rather than a destructive one. Still a bringer of chaos, still someone who would bring trials and tribulations onto people-but one who would ultimately lead others to better, brighter futures rather than tear the whole world down for her amusement. Jumper hadn't loved Eris when they were first married, but now she was determined to help Eris become a better goddess and a better person. It took time. It took work. It took genuine care and affection. But in the end, Eris found herself accepting that love and happiness were actually /positive/ forces in her life, not the shackles and chains she'd made them out to be.

She'd still try to regularly kill Jumper though. She absolutely refused to budge on that-and it wasn't like Jumper couldn't take an assassination attempt every now and then!

Carmen was left incarcerated for life inside the Crossing Moon Kingdom, and Jumper ended up taking a small population of people from The City and having them join into the United Lunar Empire at the end of her time in this universe. Jumper ALSO made The Light a highly restricted substance that only certain people with specific licenses were allowed to wield; she could recreate it and release it on her own these days, but she still couldn't find a definitive solution to the Distortion Phenomenon that didn't involve total neural rewiring or the like. The Thaumiel Module was a required addon for all Light-wielders' personal Witchframes or WitchDrivers, but

it was still only a stopgap. More than anything else, Jumper realized that she was still...surprisingly weak, in this world. She'd been taken by surprise over, and over, and over again here, and only survived by miracles and throwing around godlike power against enemies that shouldn't have required more than her most basic abilities. She was very vulnerable to exotic effects, and needed some way to empower her soul; she had immense power with the Stellar Matrix, but even with her innate affinity for it and its complete lack of strain to use it still wore on Jumper's soul to harness and wield such spiritual energies for very long or at high intensities. Exotic defenses, spiritual power, and superior conceptual capabilities. That's what Jumper needed now, more than new technology.

Jumper left this universe with these thoughts in mind, hoping that the next world-or several worlds-would have what she was looking for.

## Jump 31: Dishonored 2

Mark: Accepted (+3 Powers) -500 CP

>Path: Protector

>>Blink -Free

>>Bend Time -1 Power

>>Possession -1 Power

>>Darkvision -1 Power

>Bonecharm Crafting -Free

>Agility -Free

>Reflexes -Free

>Strength -Free

>Blood Thirst -Free

>Shadow Kill -Free

>Vitality -Free

Origin: Natural Philosopher

Age: Continuation

Location: The Dreadful Wale, Dunwall

### Perks

>Tinker -Free

>Talent In the Arts -100 CP

>Alchemist -150 CP

>Master of Engineering -200 CP

>Scholar -100 CP

>Ritualist -300 CP

>Endless Black -300 CP

### Items

>Basic Kit -Free

>Bonecharm: Spirit Water -Free

>Whale Oil -Free

>Workshop -50 CP

### Drawbacks

>Continuation +0 CP

>The Face On Every Wall +100 CP

>Scoured +100 CP

>Too Interesting For Your Own Good +200 CP

>Statuary +300 CP

Part 2: Death of the Outsider

Timeline: Altered

### Perks



- >Light Fingers -100 CP
- >One Last Job -300 CP
- >Peering Through The Cracks -Free
- >The Deserved Fate -150 CP
- >The Ancient Alphabet -Scenario Reward

#### Items

- >The Arm Of Black Shards -Free
- >Sliver Of The Eye Of A Dead God -Free
- >The Knife (WitchDriver Imported) -Free
- >The Lonely Rat Boy, And Other Tales -Free
- >Coilgun -50 CP
- >Grand Library -200 CP

#### Drawbacks

- >Save The Whales +200 CP
- >Death To The Black-Eyed Jumper +300 CP
- >It Hungers +300 CP

Race To The Ritual Hold: His Name, Whispered

Basic idea: Jumper and the Outsider make a deal between the two of them; Jumper will create an "Artificial Outsider" to replace The Outsider himself once he is freed from The Void (one way or another), and in return The Outsider will grant Jumper his final Mark and invest the power of The Void into Jumper. Now much more viscerally connected to the Void, Jumper is finally able to develop technology and methodology for harnessing Void energies and taming the Void itself for both civilian and military usage...just in time for the Void to become hungry and chaotic as it begins to slip out of the Outsider's grasp. In-between rescuing her companions from the grasp of the Void, saving the Whales, and living a crazy life, Jumper puts together a grand clockwork mechanism that she instigates into the Void itself after the Outsider is freed. This clockwork mechanism forcefully tames the Void, rebuilding the walls between dimensions and giving Jumper super-administrative power over the Void itself.

The year was 1850 when Jumper enters this world-and as she does so she meets a strange being known as The Outsider. The two of them discussed the nature of this world that she would enter, the Void, the Outsider's own position in the world, and so many interesting things in-between. The Outsider made her an offer, noting she'd face much hardship if she accepted. Nevertheless, Jumper was far too intrigued to decline. A deal was struck in a hidden corner of the world; the raw and untamed power of the Void flowed through Jumper and marked her in ways that changed her very soul forever. An arm and an eye; that was the price that the Void extracted to allow Jumper to bind to it. Even with the Outsider doing everything in his power to mediate the connection, his slipping power over the Void showed-though he was able to replace the lost arm and eye with Void artifacts of considerable power as recompense, as well as enhance the WitchDriver with the essence of the Knife that had turned him into what he was today. Jumper would have just casually regenerated the damage, but the Void itself was keeping the wounds ripped open; she wouldn't be able to heal it until she had complete command over the Void or had left this universal hyperstructure entirely. Well, that wasn't much of an issue for Jumper-her body was a cybernetic construct in the first place after all. She'd just have to innovate on her replacements to bring them up to snuff then!

Before she could allow herself to get sucked into the familiar flow of designs and upgrades to her frames and cybernetics, Jumper had to deal with a sudden and rather terrible crisis dropped on her lap. Jumper had been entirely dismissive of the threats that Delilah, Granny Rags, and other Witches like them had represented to her-for good reason it had to be said. Jumper was powerful beyond compare in these lands, able to shatter and remake the entire world to her will if she so desired it. The powers of the witches that Granny Rags and Delilah wielded were certainly mighty...for the average citizen of this world. They were parlor tricks to her-less than that, even. After the wars against The City, Jumper hadn't expected that the people of this world could really put up much of a threat at all. And that was a mistake on her part-especially as the growing hunger and instability of the Void empowered an entirely new breed of Witches, un-Marked by the Outsider yet wielding power on par with those who were and guided by Delilah to strike at Jumper where she wasn't expecting them.

Witches throughout the world, connected by whispers carried through the Void, conducted a grand consumptive ritual. It targeted the foreign goddess who wielded limitless power, untouched by the Void. It captured that goddess in paint and ink and canvas and stone, shattering her into a thousand pieces that could be chewed up and consumed by the hungry Void-and fed

back into the Witches themselves. But the Witches didn't realize that the Outsider had granted Jumper the Eye of a Dead God and an Arm of Black Shards, tying her to the Void on a deeper and more fundamental level than even those Marked. So the ritual reached out to Jumper, then PAST her-into the pocket dimension that was connected to Jumper's soul. It reached out to the United Lunar Empire, captured Jumper's wives, children, and citizens in paint, ink, stone, and marble, and dragged them out throughout the world to countless hidden places-guarded by Witches who were annoyed they could not shatter Jumper into a thousand, thousand pieces but were still determined to consume the powers and flesh of those they DID manage to capture. The lesser gods under Jumper were still quite the meal after all.

It had to be said that Jumper was anything BUT pleased with this absurd sort of development. She had expected her mystical and technological defenses to be more than enough to fight off the efforts of frankly primitive witches...but, well, she hadn't adjusted her technology or defenses to take the Void into account. And the Void was a place that was not a place, an existence that was not an existence-an absence more than a presence. Jumper had defended against everything that existed, but had nothing to defend against that which didn't exist. So the magic of the Witches slipped right through her countless defenses and stole her companions away before she even realized it. And Jumper realized she'd been underestimating this place. Again, considering just how powerful she was and how far she'd come with both her technological and mystical abilities, it was understandable. But she wouldn't make the same mistake twice.

Scanning through the world with her normal highband sensors SHOULD have swiftly revealed her companions and servants. It did not though-they were cloaked by the Void, and the instability of the Void and its lashing hunger as it spread through cracks in the world ensured that her previous methods of simply searching for concentrations of Void energies didn't work. But Jumper was nothing if not inventive. She swiftly moved herself into a bubble of Hyperspace, accelerating herself and her consciousness to have more time to work. The world seemed to freeze underneath her sight, but the Void-what she could detect of it-continued to flow...though differently. Did it have FTL properties? Or achronal properties? Something to investigate.

Normally Jumper liked to take her time with the innovation and invention process, allowing inspiration to come to her naturally over time and moving at a slow but steady pace with her upgrades. With her loved ones on the line, she tossed that slow and steady attitude aside entirely. Millions of different sensors, analytics programs, and countless computational cycles were dedicated towards the energies of the Void that she now possessed an innate connection with via her Arm of Black Shards and Eye of A Dead God. Void-Essence was extracted and condensed into Voidrite, a physical manifestation of the Void's influence. She studied the powers that played over her fingertips, seeing it through eyes which could perceive infinite timelines and seeing how it would effortlessly cross over and "leak" between timelines. Unbound by gravity or time, unbound by physicality and space. She began to develop a theory of Void Metamechanics.

Jumper carved a gear out of Voidrite, and split it across a Hollow-across time itself. The gear began to twist and interface with itself, its own teeth in one timeline pushing and twisting it in another. Jumper split and rewound it, and one became four. Then one became eight. Then one became sixteen. The gears existed across times that never were and spaces that didn't exist, and acted in perfect concert with each other despite all being the exact same gear. Observing the

superpositional mechanism with achronal eyes that pierced through multiple dimensions, Jumper tore it apart and rendered it back to a single quantum-collapsed gear. But the Void remembered, and when she waved the gear in the air again it reassembled itself with hardly a moment's prompting. The Void was not self-structuring, but it was RE-constructive. Jumper's theory of Void Metamechanics grew further.

Now the moment of truth. Following a strange twist of logic that was born from a highly refined model of Karmatron Dynamics, countless calculations, and a certain degree of simple spiritual intuition, Jumper allowed her consciousness to flow into the Voidrite of her Arm of Black Shards. Then she pushed it further, directly into the Void itself. Her mind began to open, blacks and grays and impossible colors beginning to contaminate her ego-layer, but Jumper isolated those eldritch influences and purged the memetic hazards before they had a chance to damage her neural network-instead, she focused on structure. Just as she had built a gear out of Voidrite, Jumper began to restructure the energies of the Void that her consciousness was temporarily inhabiting with nothing but sheer will. Psychic energy was not involved, just her own consciousness touching upon the Void. Molecule by molecule Jumper rebuilt her Generabilis Frame purely from Voidrite and willpower, a black stone mirror to her currently existing self. When Jumper opened her eyes, another set of eyes opened as well-one which glowed with purest black. A will that was and was not her own echoed through her-the Void itself melded with her mind and soul as she restructured herself out of its existence yet apart from it. An intermediary step to...whatever the Outsider was, Jumper recognized. She reached a physical hand out to her Void-crafted hand, and her Void-self reached back. It melted into her, and she became two-in-one. Her theory was proven.

With a flex of semi-psychic spiritual will, Jumper's Arm of Black Shards shattered and rebuilt itself from the ground up. Voidrite Picomachines assembled from nothing, cores of twisting unlight assembling molecules of impossibility and stretching across dozens of timelines to reinforce itself achronally in a distorted mirror of how Jumper would normally construct a 4D gravitationally self-supporting structure. Voidrite crawled along Jumper's frames and twisted through cracks in reality as her Eye of a Dead God was similarly restructured, matching her other non-Void granted eye yet peering into a layer of reality that underlies the very concepts of time and energy. Jumper had refined her sensors now-she could see into the Void, process and understand the input of the impossible pseudo-dimension. She could see into the flow of reality and unreality, of forgotten histories and impossible futures. Most importantly...she could see where the witches had hidden her loved ones.

She was in no mood to play around with the lives of her loved ones; she could happily risk her own given her defenses against true death, but with her much more fragile companions contending against the forces of the Void...no, she would not delay. Dozens, then hundreds, then thousands of locations marked their places in her mind's eye, shining like stars in the Void. She flexed her will, her Voidrite Arm stretching through a direction that was not a direction, and took a step forward. When she emerged into reality she did not emerge as one; she emerged as legion. Her will was divided across countless possibilities and the Void complied with her desires, granting her thousands of bodies as she superpositioned herself in thousands of places at once. Something of an evolution of chrono-cloning; instead of traveling backwards through time to act as her own backup, she simply drew upon herself from an alternate timeline and manifested it

into this timeline through the universal medium of the Void. Only one of these thousands of clones was "real", each and every other one simply manifestations of impossibilities that existed within the Void...but as long as her will inhabited them, they were real /enough/.

Though she had dropped out of Hyperspace once she manifested herself back into material reality, Jumper didn't drop out of FTL-speeds; she maintained a hyper-accelerated consciousness and continued to act at speeds which should have set the atmosphere on fire or destroyed the planet around her simply due to her sheer inertia. That wasn't an issue for her of course-a casual flex of her D-Ripper and Sunshower systems allowed her to modulate her impact on the world around her without reducing herself back to sub-light speeds. Had it been just mere minutes in real time earlier she might have been both shocked and disturbed by how nimbuses of Void-energies cloaked the Witches who had kidnapped her loved ones and they began to twist, writhe, and then break into the same plane of superluminal speed she was operating on...but with a developed understanding of Void Metamechanics she knew exactly what they were doing and how it was achieved. She couldn't STOP it, mind, but then again she didn't really need to. The witches were harnessing the achronal nature of the Void to slip into Jumper's personal "time-stream" and act at the same relativistic speed as her; as long as she continued to move at such speeds, so would they.

But underneath the powers of Void, the twisting of false stone and animate paint, the witches were still just humans. Jumper wasn't human, and hadn't been for centuries at this point. With the witches using a strange variation of Bend Time to move at the same relativistic speed as Jumper they should all have moved at equal speeds...but that wasn't what the various witches saw. She didn't necessarily move any faster than the witches could, but she moved with inhuman elegance and perfect economy of motion. She outright danced past lances of energy, lashes of paint, spikes of stone, and more. Nearly invisible threads spilled from her fingers, imbued with the power of the WitchDriver, and she tore through Gravehounds, animate statues, summoned dryads, and lesser witch flesh alike. Nothing stopped her, nothing slowed her, nothing even remotely seemed to affect her. And when she reached one of the witches holding her loved ones hostage, a large black spike would emerge from Jumper's hand. Almost lovingly she would impale the leading witch with this spike.

These witches were powerful, clever, and had methods of immortality. Some, like Delilah, had hidden their spirits in the Void. Some had created phylacteries like Vera Moray once had, tying their powers to the physical world. Some had tied their life to their own disciples, ensuring they could shirk the sting of death onto an unsuspecting sacrifice. Some had gone so far as to tie their lives to more intangible things-to the land itself, to the wind, to the waves, and more. The Blinding Knife cared not for their efforts, especially now that it was melded with the powers of the Void. They died all the same.

Several thousand witches had worked together, guided lightly by Delilah, to try and divvy up Jumper's divinity between them and instead ended up attaining Jumper's companions thanks to Jumper having tied their soul to the Void mere hours before. Jumper's wrath was swift and unrelenting; the world seemed to tremble as the very Void itself twisted and screamed with her rage. She manifested in a thousand places at once, slew a thousand witches, and rescued that which was stolen from her for just the briefest moment. The souls of the witches who had

transgressed against Jumper were not allowed to pass on easily; she held them in her thrall with the power of the Blinding Knife. For a long, long moment Jumper considered these thousands of souls and wondered if she would rend them down to Soulfire to create the mechanisms that she had agreed to forge for the Outsider so he may be free.

Her hand was stopped by Rebecca, her first companion. Freshly freed from paint and ink, Rebecca placed a hand on Jumper's arm and told her that this wasn't her-this wasn't who she wanted to be. Jumper stepped back, let her rage cool, and let the souls freely move on into reincarnation-stripped of their memories and power. She wasn't going to give them whole new lives like she did Vera Moray-she just didn't want to put in that sort of effort for them. Just letting them back into the natural cycle of life and death was enough. She didn't think of it as penance...but Jumper wanted to do /something/ constructive after that whole experience. Something that would add to the world rather than subtract from it. Jumper eventually decided on whales; they were endangered and going extinct in this world thanks to overhunting and usage of their oils as a powersource. She had dozens of far superior power sources to whale oil, and despite their rather intimidating appearance there was nothing wrong with bringing the whales back. They were one of the few biological species that had a natural tie to the Void-however slight-even, so it would help a bit with her technological advances there as well! Regardless of how far she'd forcibly advanced her basic theory of Void Metamechanics, she could still innovate new applications.

There was just one last thing she had to take care of before she could truly allow herself to relax and work on these sorts of projects: Delilah Copperspoon herself, who had set these events into motion.

Jumper appeared in the court of Duke Luca Abele in broad daylight, the Heretic's Brand burnt into her face and the Mark of the Outsider all but glowing on her hand. Blasts of gale winds conjured from the Void destroyed the clockwork soldiers protecting the Duke as Jumper walked casually through the palace...though she did not kill anyone. Those mortal soldiers who tried to arrest or stop her were put to sleep with a short sting from a glowing dart manifested from one of her fingers. Walking at an ever leisurely pace, she was nevertheless utterly unstoppable as she made her way through the Duke's palace until she reached the grand hall where Delilah had set herself to begin her grand and final battle against Jumper. But Jumper had no intentions of making this a battle.

Delilah had prepared a special painting for Jumper; she had fought against Jumper's Blinding Knife countless times before, and only escaped true death thanks to her connection to the Void. The blood of her death and the ripples of the Void had been distilled into ink, and that ink had made a painting of a knife which could part the Void and the world alike. With corrupt and pure Runes alike Delilah manifested an impossibility and drew forth this painted knife, hoping for a weapon with an edge specifically designed to cut through the Blinding Knife and Jumper's powers. But that knife was created with the assumption that Jumper was a foreign goddess disconnected from the Void entirely; it sharpened nonexistence and impossibility into a fine point on the edge of a painted blade, but Delilah was horrified to find it horribly brittle to the powers of the Void that Jumper could now command.

One strike with a black-clad arm was all it took to destroy Delilah's painted knife. A second strike shattered pillars of stone summoned in a panic, and a third ripped apart trees that Delilah commanded to hold Jumper back. Black and white light spilled from the WitchDriver on Jumper's arm and formed into a long, shining blade: the Blinding Knife, alloyed with Voidrite so that it would now be capable of truly destroying a Void-tied soul like Delilah. It wasn't particularly refined or complex-Jumper hadn't had time to refine it just yet-but for now...it would do. Delilah desperately tried to flee through the Void, but found that Jumper had thickened the dimensional walls and made translocations impossible. There was no escape, no power Delilah could summon to stop Jumper...so she turned to the most powerful and deadly weapon in her arsenal: her tongue. She begged for her life.

Power would not sway Jumper, nor would money or status. Delilah offered the one thing she knew would stop Jumper in her tracks: Delilah's own pain. She spoke of how she was born to fleeting nobility only for it to be ripped away from her as her mother and her were cast out on the streets. She spoke of how she had clawed and grasped for power, eventually rising to grand heights and almost claiming the throne once again. She spoke of how she didn't want just the throne though-she wanted to remake the world into a more fair, a more beautiful place. A place where a child and her mother would not be thrown out on the streets, where she ruled over a happy and prosperous empire. And there she accused Jumper-asking why she DIDN'T remake the world into a perfect place, remake it "as it ought to be", with the overwhelming might she possessed.

Jumper countered that she had done so before. She had tried and failed, tried and succeeded, and her ultimate conclusion was that she could spend an infinite amount of time trying to save every world yet never make a difference-for there were a million, million worlds she would never see still suffering. She did what she wanted, found her own slice of joy, and left each world she came to just a little bit better off; that was more than enough. And the truth was...what Delilah saw as "the world as it ought to be" was nowhere near what Jumper perceived. They both desired worlds without suffering, but Delilah's was a self-serving and egotistical one where all the world worshiped and supplicated before her. Delilah accused Jumper of being just the same-of using the world as her own plaything. Jumper couldn't truly disagree.

The Blinding Knife flashed, and Delilah gasped in pain...but not in death. Clean through Delilah's hand the Blinding Knife went, ripping away the Outsider's Mark and Delilah's powers. Through her all of her Witches lost their strength, becoming mortal once again. Jumper twisted the knife, and dark liquid dripped down the blade and into Delilah's body...forming into a WitchDriver. She would give Delilah a chance to live, she decided. With her D-Ripper and Divine Power Jumper cut open a portal to a different world-one where Delilah had died in the Void under Daud's knife, where Daud died under Corvo's knife, where Corvo had carved his way through Dunwall and left the world in terrible shambles. Delilah could have this world, Jumper had declared-for the Emily Kaldwin of this world was cruel and hateful, the world suffering and dark. Delilah and her Witches had been stripped of the powers of the Void, but Jumper had granted her a WitchDriver in turn and an integrated EXPer System that had self-replication systems installed. It would be more than enough to conquer this world. If Delilah wanted the world as it ought to be, then Jumper would grant her the power to make it that way and a world

for her to mold to her will. This was the extent of Jumper's mercy towards the Brigmore Witches. And this way she could not wield the power against her again.

Delilah and her witches were banished to another world, and the godlike heretic that was Jumper disappeared from Duke Abele's palace like she had never been there. Despite that, without the support of the Witches Duke Abele was overthrown within half a year. The Dust District would slowly begin to recover, especially with the help of a strange plague doctor who had appeared one day and simply offered her services freely and without discrimination. Karnaca began to recover, though still somewhat torn by the gangs and Overseers battling and Jindosh's mechanical works only adding fuel to the fire.

Considering the state of things...though she was loath to do it after how much danger they had been in due to unknown variables, Jumper eventually decided to leave things to Eris to solve. With the help of the Eye of Providence she could bring a sort of "uplifting chaos" to the world, causing mayhem and madness that resulted in no permanent deaths and ended up making things better overall once the dust settled. In the meanwhile Jumper worked with downtrodden, fearful, and weak-collaborating with one Doctor Hypatia at times. She even provided a cure to Hypatia's elixir-induced madness, saving her a great deal of heartache and preventing the Crown Killer from ever truly surfacing. And in this pseudo-downtime Jumper finally got to go back over her new powers, the Void Metamechanics she'd worked out, and her own enhanced abilities, and finally do a comprehensive update on her frames once again.

Now, it has to be said: punch cards don't exactly hold a whole lot of information. If you had a highly efficient setup, you might be able to store somewhere around 80-100 bytes of data. That's...an extremely small amount, barely enough to have a few lines of code if you compress things really hard, let alone a full program. It went without saying that storing entire audio logs onto individual punch cards, especially ones that had extremely large holes and only four columns for punches-which would be nowhere near enough to hold even 80 bytes-was NOT something normally possible with a punch card. And yet somehow the people of this world had managed that, creating a system where a single individual poorly optimized punch card could hold upwards of several minutes of audio. It was tempting to blame the Void for this absolute bullshit, but Jumper could tell through her Eye that it had absolutely no influence on this particular process. No, this was just human ingenuity stumbling ass backwards into something truly absurd. Like it often does.

And this wasn't a one-off phenomenon that the people of this world had stumbled into-it was all encompassing. From smart-targeting electric pylons that could be calibrated to shut down a person's nervous system without lasting or permanent damage, stable and complex clockwork automata, the entire absurdity that was whale-oil based electricity generation, and more. None of the technology was more advanced than what Jumper already had, it had to be said, but the fundamental mode of thought that inspired that technology was so utterly divergent that it was alien to her. None of the local technology was worth integrating. The way that technology was created and how they got such absurd efficiency out of it...that was worth integrating.

It took a while to "decode" the methodologies behind such data-encoding techniques...but it was certainly not beyond her capabilities, and soon enough she found it effortless to encode more



than twenty thousand times the amount of data in the exact same amount of hardware as before. That one change alone rippled throughout the entirety of Jumper's technological database-massively compressing algorithms, simplifying multitudes of complex systems, and even refining her personal coding languages and memetic techniques. Entirely by accident she ended up effortlessly translating this information compression methodology into an advancement in her fundamental picomachine structuring; in an instant she went from having individual picomachine molecules to...something entirely new. A sort of semi-stable confluence of fundamental forces and strange matter that was only about three picometers in diameter, compared to the 300 picometer molecules she used to work with.

It wasn't quite an atom. It was still multitudes of times larger than a proton or a neutron, but it held enough power and stability in its structure to crack atoms into individual subatomic particles and rearrange them freely. It was an entirely novel form of matter, custom-designed from the ground up and stabilized through its own quantum mechanisms. It was the beginning of true smart matter. That said, it wasn't fully stable on its own-it was more stabilized and powerful when put together into "atoms" of 10-creating a self reinforcing structure 30 picometers in diameter-and reached a higher island of stability in "molecules" of 100-or ten sets of ten. Deciding to commemorate its creation, Jumper dubbed the strange new particle a Karmic Void Particle, a cluster of ten of them a Karmic Void Atom, and a full molecule simply a Karmic Void Molecule-from how they were born from a legacy of Karmatron Dynamics and how the Void of this world had helped inspire her to create this breakthrough. Thanks to the nature of KVPs she was able to very swiftly and easily restructure her various frames to run off of them; the only exceptions were the Qlippothic Frame, the Biologia Frame, and the Mechanica Frame-all for different reasons.

The Biologia Frame was the easiest to adjust of the three "problem" frames; she just wanted to ensure it remained perfectly biological rather than cybernetic, and mostly she just spent a bit of time thinking about if there was any sort of way KVPs could count as biological. Eventually she decided no-there was no way these could count as a form of bioware. KVPs could only really arise via a very specific combination of forces and manipulations to allow for a sort of programmable smart matter to arise from multitudes of entangling mechanisms. Stable once it came into existence, sure, but impossible to call a natural or biological process. As a sort of consolation Jumper decided that if she could scale down she could scale upwards as well-and proceeded to design a whole new bit of bioware for her Biologia Frame.

Using multitudes of biologically derived exotics and sciences, she created an "atomic forge" organ which did on a macroscale what the KVPs did on a micro-scale; it ripped molecules and atoms apart and restructured them into new forms as needed. In theory this would basically let the Biologia frame have the same versatility as any of her other frames while still maintaining pure bioware...in practice though it was basically just an upgraded stomach that let her eat ANYTHING. She already had anti-entropics cracked as a science, so all this really did was simplify the process of creating matter out of nothing as a biological process.

The Mechanicus Frame ended up having a very similar solution; the entire point of KVPs was lost for the purely mechanical frame, so Jumper just ended up designing a whole new mechanical atomic forge so the solid-state frame could be as versatile and capable of fabrication as other

frames. It wasn't really much of an upgrade to be honest, not with everything else the frame was already capable of, but it was certainly something. Unsatisfied with this state of affairs, Jumper decided to design an extra upgrade for the Mechanicus frame as well. What this frame really needed...was density. It was a bit counterintuitive, but this frame was actually one of the lightest frames she had-due to it being purely mechanically structured rather than being crammed to the gills with hyperdense pico machines. Owing to the usage of Esper abilities and other exotic reality manipulations Jumper could just crank her inertia up and down as much or as little as she liked-literally becoming an unstoppable force on demand...but she wanted more than that.

Her solution came in the form of a novel manipulation of both Divine Power and the D-Ripper, utilizing the Mechanicus's solid-state frame to "layer" itself...over itself. Different compared to the Cross-Layering Singularity as it didn't grab conceptual qualities, but instead literally, PHYSICALLY, overlapped multiple instances of her own body over herself-multiplying her strength, speed, durability, mass, so on and so forth the more it was layered. It was VASTLY more difficult to do this with frames that used pico machines due to their "grainy" structure compared to the much more solid structure of the Mechanicus frame-though of course not impossible given her sheer skill and capability with multidimensional manipulations. And it was entirely temporary compared to the much more permanent enhancements of Cross-Layering, lasting only as long as Jumper maintained the technique then fading harmlessly.

The Qlippothic Frame was, of course, the most difficult of the frames to adapt to the KVP framework. Mostly on account of how it didn't even use standard Karmatron Cells in the first place. Qlippothic Cells were an entirely different beast compared to the much more scientific and rational frames that Jumper normally operated-in point of fact that could be said for basically every bit of cyberware used in the Qlippothic Frame. That was only to be expected given how the entire frame's functionality was based around divine will and mystical might, even beyond the degree of the Esoterica Frame.

The fundamental principles for the functionality of the Qlippothic Frame only had the most fleeting resemblance to actual physical principles. Jumper had to rebuild the basic structure of the Qlippothic Cell from the ground up to take into account the Qlippothic Frame's Divine Domains and mystical existence. And honestly...she wasn't entirely sure how. Deciding to relax and indulge herself for once she decided to sleep the night away-a rarity for her these days given she entirely lacked the need to sleep and only did so for pleasure-only to be visited by the Outsider in her dreams. It was altogether common for The Outsider to visit the minds of greater thinkers and inventors of an era to whisper inspiration into their ears, the Outsider explained to Jumper. Of course it had to be said that the mechanism that Jumper was working to develop was unlike anything The Outsider had ever seen before...but with the Void's interest and will that didn't truly matter.

In infinite possibilities of nothingness, an answer could EVENTUALLY be found. And so The Outsider whispered a simple question to Jumper and provided that answer: what makes the Void so different from the nothingness that Jumper creates within their Divine Body? The void of logic and physics which Jumper's Qlippothic Frame generates to operate the Trees of Life and Death was...a void. A Void, in fact. And Jumper had just gained a new understanding of the metamechanics of manipulating the Void. She could work with this.

Before she could truly begin to explore the clockwork mechanisms that underlie reality and begin developing a whole new species of Qlippothic Cell which blended the Divine Light of Existence and the Void together in brand new ways, Jumper found that it was time to fulfill her part of the bargain to the Outsider. That is-the seams of reality began to truly crack and fall apart as the Void began to rage out of control. Using a combination of the Lock Singularity, magitech, and advanced clockwork engineering that let her interface with the fundamental structures of reality Jumper began to erect clockwork "keystones" in critical areas-suppressing the Void's influence and redirecting it to help strengthen reality. It wasn't enough however; there needed to be a fundamentally change in how the Void manifested if this world was to last.

Enter Billie Lurk and Daud, two people blessed-or perhaps cursed-with knowledge of how to kill the Outsider. Daud would not live to see the end of this quest, but he was okay with that-actively refusing healing and life extension as he had lived long enough in his own eyes. Billie thrummed with the weight of time and destinies unfulfilled, reality screeching underneath her footfalls. She was the one who would decide the fate of the Outsider, Jumper could tell-it was written into the very Void itself. Jumper could usurp it, could choose to save or end the Outsider herself if she wanted to. But she didn't. She would simply assist Billie on her quest.

And so the two traveled through Karnaka, Billie getting closer and closer to deciding the Outsider's ultimate fate while Jumper did her best to prevent reality from collapsing wholesale-and to save the whales as well. That was a small side-project she had running. Wasn't a very difficult thing; just a little ADAM, some careful selective breeding, a little magical blessing of health and fertility, and voila. Whales saved. But that was something that was indeed happening in the background. It was also where Jumper ended up getting a ludicrous amount of Whale Bone to experiment with and study how to develop her own Charms. It wasn't a skill that she thought very highly of to be honest, but it was a skill she practiced to perfection regardless.

Billie and Jumper passed through the mountains, into the Eye of a Dead God, through the Void, and finally found themselves before the living corpse of the Outsider-trapped in the moment of his ascension for all eternity. Or at least, for the next five minutes. It was here that Billie Lurk was forced to make her choice-a choice that would echo throughout the Void forevermore. The choice that Billie Lurk made...was mercy. She convinced the shade of Daud's spirit to whisper the Name of the Outsider into his still-living corpse, and with the name spoken The Outsider's connection to the Void was shattered-freeing the Void to rage out of control entirely even as the Outsider was freed to live as a mortal man once again. Billie Lurk decided to abandon that name and take the life of a sailor in truth, living in peace...but Jumper's own work had only just begun.

With the Outsider cut free from the void, there was now an empty space in the space defined by nonexistence...an empty space that needed to be filled before the rampant energies of the Void tore the world apart. Jumper personally wouldn't fill it-she didn't want to be tied to this world for all eternity, as she knew doing so would make her. Instead she would BUILD something to fill that empty space. She would create the next God of the Void from clockwork and mathematics, devising a mechanism which would corral the powers of the Void into mathematical stability. She had already figured out the process for creating such clockwork; now she needed only to devise the mechanism itself.

Once more she gathered up the energies of the Void and condensed them into Voidrite, then carefully split that Voidrite apart into emulations of fundamental particles. Using her achronal perception and knowledge of higher dimensions she began to develop a mechanism that was tileable across not just space, not just time, but across multiple dimensions as well. From the very fundamental particles up she created a structure of mathematical perfection that looped around and through itself in a perfect sequence, growing exponentially in complexity as its structure built up into larger and larger megastructures of itself. All the while she carefully programmed it, guiding its evolution and installing safeties, protections, and contingencies. The work of creating a Void God from clockwork and mathematics could have taken a thousand years. It could have taken a million. It could have taken only a single second.

It was not born all at once though-no, it was born slowly, then faster and faster. At some point it hit a tipping point, and Jumper's hands ceased to be the source of its growth-instead, it began to build itself. Void Energies rushed into the exponentially growing structure like a vortex, stretching across space and time in fractal symmetry that realigned the very boundaries of the void itself with its gears. Floating currents of darkness and stray rocks of Voidrite were broken down and rebuilt into shining pipes and metallic teeth; the loose spirits and dead corpses that floated in the nothingness were gathered into hallowed shrines where they were given proper rest and care.

The world shuddered under the birth of a new Void God, but did not crack and break-on the contrary, the fractures in reality that had been becoming more and more common found themselves closing with remarkable speed. And as the physical world began to recover, massive sweeping changes overtook the metaphysical realm of the Void. Jumper wasn't content to just leave the Void as it had been before, bucking and straining under the Outsider's command. No, she would remake it wholesale. Her clockwork Void God rebuilt the very way the Void interacted with physical reality, streamlining communications and instituting a wide variety of checks and balances into the process. She wasn't going to cut the Void away from the material realm entirely...no, in fact she was going to tie it closer together than ever before. Just with far more control inherent in the process. It was an altogether simple process to input various values, goals, and directives into the clockwork Void God, put in a number of error-checking mechanisms, and finally just...let it spin up.

She was a past master in programming AI-even clockwork ones like the one she had made. The fact that it was made out of self-constructing Voidrite and distributed across several spatial and temporal dimensions didn't change that fact. The Void God she created was one under her perfect control, even as it was fully sapient and capable of adapting to any given situation. Jumper didn't like the idea of creating life enslaved to her will...but in this one case, where she had no intention of actually exercising that will at all and with the very fabric of reality on the line, she could endure it.

To the others who were in the Void with Jumper at the time, it appeared as if she waved her hands and a thousand, thousand black and white gears exploded into existence, consuming the entirety of the void...before crashing together to form a new being. A surprisingly handsome man wearing a black and white suit and a tophat decorated with ticking gears, eyes of darkest black as

the Outsider's had been, and wielding a cane of gears and Voidrite. He bowed to Jumper-his creator-before opening a way out of the Void with a wave of his hand. And that was how Jumper had upended the natural order and made a way out of the Void for herself, Billie Lurk, and the mortal man who had once been the Outsider.

Even after all these decades Jumper was a doctor, first and foremost. Thus after the Outsider had gotten to stand under the midday sun for the first time in millennia...she immediately pulled him into her personal clinic to give the poor man a full checkup and basic medical care. Being trapped on the edge of life and death for thousands of years absolutely was NOT healthy for the human body, and that wasn't even mentioning the lifetime of malnutrition he previously endured and all the drugs those ancient cultists who had turned him into the Outsider had stuffed him with before he was sacrificed to the Void. She held back on giving him a few things she thought of as "standard" for now-like a Cyberdeck and various general augments-as the Outsider was very determined that he wanted to live as a human for a while. She did still manage to sneak in a genetic tuneup and bio-immortality, which she didn't just consider standard but basic fundamental right for sophonts.

On that note, a number of changes would be trickling through the world over the next few decades. Some were started by Jumper herself-leaving recipes for "elixir of life" in letters which would find their way to prominent doctors which would allow a person to extend their life indefinitely, creating machines to do easy farming and clean up waste or pollution and sending the designs to a number of inventors-and other changes would be propagated by the Void itself-or rather Jumper's personally designed Void God. Every person who has ever lived and would ever live would find a record of their existence and all possible futures they could reach somewhere in the Void; the Void God would reach out to certain places and people where it would grant certain chosen few its power at pivotal points in history to help push things towards brighter and more complex outcomes. Yet even with frugal choice this Void God would be massively more generous with handing out the powers of the Void to the masses-giving out power freely in accordance with certain set rituals and offerings.

Jumper-and the Void God she had designed-would uplift this entire universe and create a wonder out of it. Jumper herself wouldn't be around this place long enough to see the end results of that work, but she was able to simulate the end results just fine thanks to her absurd computation and simulation abilities...and what she simulated, she liked. It was a good testbed for a design she wanted to start using in future settings, at least. If the chance came for it.

Jumper was just about ready to leave this world behind. Before she did so however, she wanted to finish one final upgrade to her arsenal: the Qlippothic Frame and its own Qlippothic Cells. She hadn't managed to actually upgrade it yet due to still having trouble with the Void metamechanics involved...but with the assistance of the Void God she had created, she had something she could work with here. The trick was ever so simple but hellishly complex at the same time; it was simply integrating the nature of Voidrite-the Void itself, absence-into the Qlippothic Cells so they were superpositional. Both existent and nonexistent at the same time. She'd already done it once before, but had dismissed the Void Construct as being nothing but a temporary tool before. No longer. She once more reconstructed herself from Voidrite, drew it into her Qlippothic Frame, and in a process that defied words allowed the two to meld into one. Her

Trees of Life and Death spun up and drew Void energies into them, breaking nothing apart...and generating Light. And her very Qliphothic Cells lit from within as she drank in the spark of divine Light she had created.

Jumper wasn't entirely sure what she had done there-what the ramifications of her action would be, or even what that divine Light she created-similar, but different from what she normally created with the Trees of Light and Death-but she knew that this was important. And she knew that her Qliphothic Frame was significantly more powerful than before. That was good enough for her...for now. She'd figure out all the details later; maybe she'd stumble her way into a setting that would answer the questions for her?

Before she left, she met with the Outsider one final time and offered to take him with her along her journey throughout the multiverse-to see new sights, to live new lives, and more. The man who had been the Outsider was mortal now, but still...touched by the Void. His eyes flickered to pitch black sometimes, and he always knew strange and uncanny things about just about everything he looked at-though it often didn't come immediately to his mind. And...he felt tired of this world. He had seen its history, and held a feeling that he knew where it was heading. He wanted to /leave/, to see something new. He didn't want power-he just wanted freedom. And so he took Jumper's hand and joined the Lunar Empire. Not as anyone important-just another citizen-but that was his way.

Finally, Jumper moved on to the next world.

## Jump 32: Slave Harem In The Labyrinth Of The Other World

Origin: Explorer

Age: 20

Gender: Female

Race: Human

### The Job Market

>Alchemist -100 CP

>Grand Wizard -100 CP

>Great Hero -100 CP

>Pirate -Free

>Sekigan -100 CP

>Sex Maniac -Free

### Perks

>Delicious Food -200 CP

>Navigator -Free

>Enemy Radar -100 CP

>Mule -200 CP

>Rare Finder -300 CP

>Drop Dead Gorgeous -100 CP

>Cheater -400 CP

### Items

>Basic Supplies -Free

>Information Card -100 CP

>Black Magic Crystal -Free

### Drawbacks

>Aesthetics +0 CP

>Monster Magnet +200 CP

>Outlaw (Pirate) +600 CP

Basic idea: Jumper enters this world with the Pirate class firmly locked in onto them, and decides that she'll have fun leaning into it once again. She proceeds to gather up her crew from back in Sinbad-along with several of her newer companions-and proceeds to create a flying magical boat which she uses to be a Pirate both in the sea and on "land" via flying over the lands. Using her Magic Crystals and the Crystallization Upgrade bonus skill she accumulates a hilariously vast quantity of treasure literally worth trillions of Nars, makes all sorts of amazing magical artifacts worth billions of Nars in their own right, and brags about it to the whole world showing off her treasures practically wherever she and her pirate crew go. Then at the end of the decade, purely for fun, she proceeds to stash all her accumulated treasures behind a single locked island hidden deep in the oceans behind multitudes of traps, trials, and tribulations and announces to the world just before she leaves that she left all her riches behind in one piece.

Entering this world actually served to provide Jumper with something she had been sorely lacking up to this point: a character sheet. Well, not quite-but the strange mystical card in her hand let her flip through a simple summarized list of her various capabilities and enhancements quite nicely. There was a section purely for cybernetics, one for magics, one for Cross Layerings, one for Void Influences, one for Esper Abilities, one for Plasmids, so on and so forth. Jumper's normal diagnostic systems would have normally kept track of most of this quite easily, but the spiritual, Void, and Layering ones in particular were quite difficult for her to track mechanically so the Information Card ended up being extremely useful to her. Too bad it came with enforcing the Pirate class onto her as well-though it handily kept track of her Active Bounty too. To be honest that was basically the only downside of this whole system in her mind; everything else was nothing but upsides!

Especially her Bonus Points and Bonus Skills system-that one was particularly fun. Setting up her first set of Bonus Skills was simple enough; thirty one points to XP Multiplier for x20, thirty one to XP Requirement Reduction for 1/20th, thirty one to Job Setting for five additional active jobs at a time (Alchemist, Grand Wizard, Great Hero, Sekigan, Sex Maniac), one point for Level Limit Removal applied to her Pirate Class-she'd have to buy Level Limit Removal for each class individually, though it never grew beyond one point in cost-one point for Damage Limit Removal, three points for Incantation Omission so she could use Skills and Magic without any chants, and one final point to grab Character Reset in case she ever wanted to redistribute her Bonus Points-and that was all 99 Bonus Points spent! Jumper would have been perfectly content if that was all the Bonus Points she ever got, but she was greatly surprised and excited to find that-after killing a single fish and getting several levels for it-she attained many more Bonus Points as well. These she swiftly put towards Level Limit Removing all her Jobs, and then...decided to do something a little bit silly. She wasn't just going to be a Pirate, she decided. No...she was going to be the Pirate Queen!

It didn't take Jumper more than a month of monster hunting on the high seas to both acquire a great deal of materials, as well as level up to 75 and get the BP necessary to get the "Crystallization Upgrade" Bonus Skill maxed out. She wanted to max that skill out specifically because she wanted to build up a hoard of treasure-and having a million White Mana Crystals sounded like a good start to such a hoard. But if she wanted to acquire such riches in any reasonable timeframe she'd need to fill up her Magic Crystals FAST-and thus the Crystallization Upgrade. Combined with her supply of double-speed Magic Crystals-coming up to x90 growth



speed for the crystals, rather than 176, since the multipliers stacked additively rather than multiplicatively-and she had a nice setup to BEGIN her grindfest. But oh, the work certainly didn't stop there. No, she had many, MANY plans in place to become as absurd a Pirate Queen as possible. It was time to gather up her old crew and sail the seas once again.

Together with her crew of wives, Jumper once again built a ship from local parts and proceeded to terrorize the seas purely for the fun of it-always taking care to never actually kill anyone in her piracy, but stealing, looting, and raiding all sorts of ships and coastal towns throughout the world. She fought countless sea monsters with her crew-they seemed to be attracted to her-and this was actually a good thing in her mind as it helped her fill up her coffers full of Magic Crystals and rare materials, with which she used her crafting classes and mechanical skills to craft strange and incredible treasures. Some were simply pretty ornaments, some were incredible artifacts of power, all were absurdly valuable and made of incredibly rare and priceless treasures in their own right. Over the years Jumper accumulated a wealth that vastly outshined the wealth of the entirety of the world, held wholly in the coffers of her own ship. And she wasn't shy about showing it off either.

The entirety of her ship was positively encrusted with White Magic Crystals and created from incredibly rare materials and treasures in its own right. The ship itself was a massive thing, larger than any other ship currently sailing the seas, and had strange bone-like "wing" attachments on the sides that could extend and form shimmering wings that let the ship take off from the seas and into the skies at will. Every member of Jumper's crew were bedecked with outfits, weapons, and trinkets full of incredible magical properties and White Magic Crystals, literally flaunting the wealth that Jumper accumulated with her monster hunting habits and overwhelming might. She had enchanted her ship's Treasury to be larger on the inside than on the outside, just so she could host her literal small mountain of white crystals-and was happy to show off the Treasury to all those she robbed or looted.

Wealth was a fairly immaterial concept for Jumper at this point-she'd long since mastered energy to matter conversion as well as free energy generation, so she could literally fabricate whatever she wanted from nothing with the right infrastructure. That said, she took some pride in the wealth that her crew and her had managed to acquire-from generating magic crystals, forging grand artifacts, stealing and pillaging various villages (in ways that would, in the long run, lead to those targets being benefitted vastly by her actions rather than harmed)...she built up a wealth that was utterly absurd, and she was proud of that work. And besides that, she was also proud of the BOUNTY she'd managed to accumulate-becoming the literal most wanted woman in the world. It was no mean feat and required making an enemy of literally every single nation and people out there-as well as a whole lot of flaunting.

And flaunt she did-showing off her absurd wealth wherever she went. With her hilariously and uselessly encrusted boat, her absurdly enchanted equipment and bejeweled crew, and her casual creation and discarding of incredible enchanted artifacts it was obvious to all just how hilariously wealthy she was. But she didn't stop there-she held "events" and "festivals". She would sail into some town, hold the officials hostage, and throw grand parties-paid for by her coin and stocked on her fund-that would be grand events of absurd scope. Wines and drink would flow like water, lavish feasts were held for all to eat at, and strange and incredible games and sights were brought

to the people. Despite the merriment her coming would bring she also ended up being well hated by just about every military and governmental administration-and so that bounty of hers continued to grow with each "festival" she held.

There weren't exactly a lot of things for Jumper to do in this world beyond just having her fun, developing her stats and levels, and relaxing. Her mandatory Job as Pirate made it so she couldn't be a doctor like she normally enjoyed being, and to be honest this world didn't really...interest her very much. The things it granted her-the Information Card and the powers it granted her via the Job Leveling system-those were interesting...but the world itself didn't really captivate her very much. So she simply enjoyed herself, sailing, leveling, crafting, and even playing music from time to time.

The Job Levelling System, as she had come to call it, was a pretty interesting thing in and of itself. It was a strange sort of energy-not quite the magic that she was used to, or the Void Energy she had recently become acquainted with, but something very similar to both. It threaded itself throughout her being as gossamer-light strands, penetrating deep into her soul, and anchored itself into her being in such a way that it didn't actually change anything about her. From there it generated a sort of...cloak, or mantle, on and around her being. This "mantle" was the "statistics" of the Job Leveling system; it was the Health, MP, Strength, Endurance, and so on and so forth. This "Static Mantle" as she came to call it was a distinct aura separate from her actual body...and it changed how she interacted with the world around her in a wide variety of ways. From adding kinetic energy to her actions, reducing incoming energy values that were above a certain threshold, so on and so forth.

At first she had believed the Static Mantle was a thin thing that only existed a few bare femtometers ahead of her body, but further investigation proved that wrong-it was a tripartite system. The first part of that system was an internal system that interacted with the "anchoring roots" that she identified before-the gossamer-light strands of local magic that threaded into her very being. These anchoring roots continued to grow and evolve over time, developing entire sets of pseudo-organs primarily in and around her soul-mostly to carry magic and seemingly to provide greater computational ability. This would be how stats like Intelligence and Spirit were developed by the Static Mantle. The second level was the skintight mantle she had originally identified, modifying how she interacted with the world around her in real time in accordance with her stats. The final layer was what looked like an endless web of local magic extending from her body in all directions, gently nudging individual subatomic particles and drawing in small amounts of energy; this was how things like Luck was influenced.

Now, it was within her power to set up a system like this-maybe not exactly like it, but she could definitely set up an augmentative mantle much like this if she wanted to. But this system was a local one, and absolutely none of the locals had anywhere near the capability to set up something like this. So of course she went to great lengths to investigate and all but dissect the Job Leveling system, pouring her nigh-unlimited computational power into the problem to pull it apart atom by atom. And what she found...was that this system was a gift by a set of higher beings. "Gods" who watched over this world and played with it for their own amusement. She couldn't directly interact with these gods-they didn't seem to be watching the world at the moment-but she could see their traces in the system once she had sufficiently pulled it apart with her own magic and

Fairy Singularity. Now-maybe if she was younger she would have thought this was particularly nefarious or tried to free the world from the influence of these gods...

But honestly, she couldn't be bothered at this point. It wasn't actually harmful to the people who received it except from a cultural perspective, and Jumper was working with Eris to totally revolutionize the culture of this land anyways. Of far greater concern to her was the fact that this Job Leveling System was...sloppy, really. That wasn't to say it was a bad system by any means-whoever designed it did an honestly incredible job for what they had on hand, but a very inefficient job when taking into account Jumper's advanced intellect and perspective. It took a great deal of time and effort to crack the system in the first place, and a good deal more to set up the machinery needed to do what was the mystical equivalent of open-heart surgery on the system...but she prided herself on her coding skills. She took great joy in the optimization and restructuring of the Job Levelling System.

She only ended up "fixing" her own System and the Systems of her companions and citizens, not wanting to invest so much time into the locals when there was no real point in doing so. It would just be a hassle mostly and may even end up getting her on the bad side of the local deities-nobody likes being told their work is shoddy, after all. Her changes were fundamentally structural in nature; the Job Leveling system was a surprisingly elegant system on the surface...but "under the hood" it was a metaphorical mess. It was a self-contained and self-sufficient system that was, fundamentally, composed of about six different "parts". The Anchoring Roots, the Static Mantle, the Environmental Influence Web, and three hidden parts that were nested superpositionally within the System itself. Those three parts were an energy generation, storage, and distribution network, a calculation engine, and the Bonus Points system-which in truth was a sort of mix between maintenance and upgrade system that could dynamically modify sections of the rest of the system.

Again, a surprisingly elegant system...but poorly optimized from her perspective. The Anchoring Roots were very much like organic roots as the name implied, and grew very randomly into the host with only a few checks to ensure they didn't "grow" into anything that would inflict harm onto the host or into a place that wouldn't properly anchor them. Writing up a proper growth and development algorithm that could take into account literally any variety of mental, physical, or spiritual layout-at least, as far as Jumper could currently simulate-was the work of minutes. The Static Mantle was thin and surprisingly strong, but that design was only really possible because it was constantly being emanated from "pores" in the user's spirit from their Anchoring Roots-so it was less of a skintight shield and more of a feather-thin random emanation of energies. Jumper was able to shift it so it was instead structured as a series of interlocking lattices that were generated from and connected to a set of primary "pillars" in one's Anchoring Roots, massively strengthening it structurally while also making it manifold times more efficient as it was no longer constantly radiating itself out. This did thicken it up...to about fifty femtometers. Not too much of an imposition, Jumper decided.

The Environmental Influence Web was...well frankly it was almost entirely useless in its current form. The uses it did have were entirely from secondary uses of its structure rather than its base form; mostly it allowed the user to interface with certain premade systems in this world-like other's Systems or distant places when one was attempting to teleport-and its primary usage as a

luck-manipulation system seemed entirely nonfunctional. Whoever designed this system seemed to have realized that because Jumper had never seen a "Luck" stat as part of her Information Card or anyone else's for that matter, but the system remained as a somewhat useful outgrowth of the attempt regardless. Jumper MASSIVELY trimmed back the Influence Web to a series of "Interface Tendrils" that would only pop out to interact with other Systems or reach for certain things-like teleportation locations. This cut out a massive chunk of the System as a whole, making the whole thing vastly more efficient in both size and resources.

The energy-the local magic of this system-seemed to have a great deal in common with Ki though was "lighter", more easily superpositioned and easily influencing things on a quantum scale through raw brute force. It had different phases and interacted differently with itself depending on differing phases, which was why this system could exist at all without devolving into an undifferentiated soup of energy. It only took Jumper a few weeks to figure out how the energy worked on a fundamental level, then she was able to restructure the energy generation and storage mechanisms from the ground up to integrate some of her previously developed anti-entropic systems. Then it was just a matter of simple algorithmic optimization to rebuild and restructure the distribution channels to better accommodate the whole system. The calculation engine Jumper just ripped out entirely and rebuilt from the ground up, integrating her own vastly superior OS and simulation algorithms to allow the System to calculate and redistribute energies on a vastly superior level.

Finally was the BP System, which needed another grounds-up overhaul to really optimize. Now it had to be said-what Jumper said before about the System not being malicious seemed to hold true. But there were certain factors that were...restrictive. Like the Level Cap and Damage Cap; this limited exactly how strong a person could become with the System and how much damage they could inflict upon the world or an enemy at a given time. It was an understandable restriction even from a safety perspective; not everyone was cut out to handle unlimited power, and preventing wide scale destruction just made sense. It also made sense from a systemic perspective; the system was built with certain tolerances in mind, but would buckle and strain if pushed way beyond those tolerances. Excessive leveling could cripple the system by dedicating too many resources to the Static Mantle without providing enough energy generation to offset the process; excessive damage could blow out the Anchoring Roots or, again, drain the System in one go.

Jumper had happily solved those problems, but could see the reasoning behind them-so she put in modified limitations to the System to prevent such eventualities from affecting her version. Energy distribution algorithms, maintenance cycles, evolutionary algorithms, self-corrections, so on and so forth; she put in the works and kept going afterwards. When she was done with that she put the System back together and coded in a number of limitations, checks, and precautions just to be safe.

Her version of the Job Levelling System was manifold times more efficient, more powerful, and more robust-but she had ensured that it retained certain limitations. She could have used its integrated anti-entropic generation to effectively give herself "Free EXP" and leveled herself up to infinity, but she didn't want to do that. That would have just been boring for her. Instead the System used its previous constant monitoring of her activity via its Anchoring Roots to judge her

experiences and personal growth over time, and assigned a constant "EXP Income". No need to kill things to level her System-though that helped a good deal, it was just as effective to live an interesting life and experience new things. She could still only develop Jobs that she currently had equipped, but now she could unlock new Job Slots with EXP rather than BP. And there was an EXP penalty for having multiple Jobs equipped at once, lowering EXP income by a percentage depending on how many Jobs were equipped. It never went all the way to zero, but after about five Jobs it became worse to equip more at an exponential rate.

She'd rebuilt the Level System from the ground up, instating a hard 10 level levelcap for all Jobs...but in turn, adding a "prestige" system where upon "maxing out" a Job its bonuses and stats could be stripped from the Job and integrated into the person directly as a permanent upgrade to their Static Mantle while simultaneously evolving the Job into a more powerful and versatile form. Thus Jobs that one used frequently would become an integral part of the user, while Jobs with more niche uses could be equipped and unequipped as needed-or simply equipped and developed until they were integrated so that one didn't need to have them equipped to get the benefits anymore. It also solved the problem of excessive leveling and a niche issue of swapping from low level Jobs to high level Jobs that could short out the System in extremely rare cases.

The Damage Cap was actually something Jumper was intensely interested in keeping-it was a simple and easy way to modify how she interacted with her surroundings and allowed her to massively limit how much damage her weapons or abilities could do in emergency situations. Useful in a wide variety of situations really. So she simply linked it to a toggle and put in a number of dials and inputs to allow for various exceptions or unique situations.

All of that work and developing her system into a wholly unique homebrewed version that was manifold times all-around better in every way...and Jumper didn't even bother giving herself much of an upgrade from it. She could have used the massively reworked efficiency and upgrades to energy generation to give herself a boost in her stats, or given herself loads of unique and impossible powers directly integrated into her System. Hell, she could have just unlocked her System so she didn't have Pirate as one of her required Classes. She didn't do that, because she just wanted to have fun with this thing more than anything. It was a matter of professional pride and personal enjoyment to optimize the Job Leveling system to her homebrewed version, and she was having plenty of fun being a pirate. There weren't any real upsides to giving herself loads of cheated advantages, and no real downsides to continuing to play around as a pirate. The only real benefit that unlocking the Pirate class from her System would have done would have been to open up the chance to take slaves...which she didn't want in the first place.

In point of fact she went on something of a crusade AGAINST slavery-making great usage of Fairy to forcibly unlock various slave's Information Cards and forcibly change them so they were no longer slaves. She did this while being a pirate, and it was one of her main "crimes" during her piracy; she'd sail into various ports or towns, destroy businesses, throw a festival, free all of the slaves, and sail off with a haul of former slaves. Then she'd equip them with a wide variety of tools and treasures so they wouldn't be enslaved again, locked their Cards so they conceptually couldn't be enslaved again, and set them on their merry way. Many of them became pirates just

like her, and she watched with some degree of pride as she kicked off a bit of an age of piracy with her actions. But there was just one more thing missing from her fun little adventure...

As her decade in this land was closing up and she had her fill of fun, Jumper decided to do one last big thing here. She used her local magics to conjure up an entire island from the sea, calling forth an eternal hurricane storm to swirl around it. There she beached her boat for a final time and placed her trillions of Nars worth of Magic Crystals, her trillions of Nars of enchanted artifacts and strange treasures, and loads of incredible goodies...and crafted a paradise on the island with her riches as the centerpiece. The island would constantly shine in the sunlight and be a beautiful tropical paradise, but it would be surrounded by hellish snares, hurricanes, sea monsters, deadly traps, and more. It would be impossible to approach by air-she ensured it with a mystical forcefield. It couldn't be approached underground; she used Lock and a few other measures to make the ground of the island utterly unbreakable. The only way to approach it was by sea-requiring skill and immense mystical might to break through all the defenses she created.

She threw one final festival for all the world, projecting her decadence into the night sky for literally everyone across the world to see via magic. And she announced that she would leave behind all her grand treasures before traveling to a new land. Anyone was free to take them...if they could find it. They'd find it in the heart of the ocean, she promised them, but only a Pirate Queen like herself would ever brave the dangers. She'd leave all of it...in one piece. Thus began a grand age of piracy, and this world would never be the same.

And with her piece said, she decided this particular vacation was done and left for the next world.

## Jump 33: Jobless Isekai

Age: 16

Gender: Female

Race: Mini-Hume

Origin: Otherworld Native

### Perks

- >Classes & Jobs -200 CP
- >Lifestyle Magic -Free
- >Status Forgery -100 CP
- >Good Fortune -200 CP
- >Jobless -300 CP
- >Limit Breaker -300 CP
- >x20 Experience -300 CP
- >1/20th Experience -300 CP
- >Blessing of Medicine -300 CP

### Items (+200 Item CP)

- >Beginner Equipment -Free
- >Rare Medal -Free
- >The Dungeon -200 Item CP

### Drawbacks

- >Bandits +100 CP
- >Church Attention +300 CP
- >Blessed With Suck +300 CP
- >Target Of The Demon Lord +300 CP

Basic idea: Jumper finds herself entering a world almost identical in structure to the previous world she played around in, and doesn't feel too interested in just going with the flow once again. She proceeds to powerlevel her way out of the Temptress Class in a matter of bare weeks, then goes about upgrading her classes, acquiring interesting classes, and stealing a few classes via her Blinding Knife-which was capable of doing that as well. After grinding for a solid year and integrating the new power ups into her arsenal, Jumper proceeds to open up a new branch of the Lunar Empire and let her wives expand across the land while she herself begins to design a new superweapon. Adventurers and even the local protagonist rise up to try and fight the Moon Kingdom, but ultimately fall against Jumper's forces. Jumper's new superweapon turns out to be a song to share her emotions with the world, which ends up allowing the Lunar Empire to peacefully conquer the rest of the world and bring about a revolution in health and wellness for everyone. Afterwards Jumper moves on, having had little interest in this land from beginning to end but still wanting to help people and thus content to have made this world a better place.

The first thing that Jumper discovers as she enters this land is that it's...remarkably similar to the previous world, practically built out of the same mold even. On further inspection this makes a remarkable amount of sense as it effectively is; it was a "toy box world" like the previous one where a number of deities had empowered the people of the land with a game-like system and watched over the world in anticipation of various narratives. To some degree Jumper could sympathize with the boredom of immortal and extremely powerful beings...but at the same time she held far more sympathy for the mortals that got caught in the games of divine beings than those divinities. Her entire profession was dedicated to helping and healing people, after all.

Before she could go about helping the mortals though, Jumper would have to deal with her own matters first. The first Job Leveling system that she acquired was interesting and novel-it wasn't something she'd encountered before and it made use of interesting mechanisms to achieve its effects. She still innovated on it as she would any other mechanism as she more perfectly integrated it into herself, but it was fun and interesting for her to do so. The second one was built almost in the exact same mold as the first, and was significantly less interesting for her. Even if this version was strictly more powerful than the previous one-and it was, to a significant degree even-it was still far less interesting for her to tear apart and integrate into her own customized Job Leveling System...

But there were certain parts of it that she couldn't quite touch or effect. The same was true of the previous System; these were the parts that the Ascension Engine had directly implanted into her ontological makeup, deeper even than her soul. The strange machine in her Warehouse which facilitated her chain locked in certain aspects of her existence, oftentimes boosting her powers and abilities in incredible ways-it was how she had grown in intelligence and power over the course of centuries, how she'd become different in so many ways, and how she had initially gained access to the Job Leveling system at all. And yet those powers-those perks, if you will-were entirely blackboxed to her despite her incredible intellect and mystical abilities. Not always, but quite often these little black boxes would show up...and they showed up again here, with a few specific bits of the Job Leveling system. Specifically the "XP Multiplier" and "Required XP Divider" qualities. No matter how she tried to analyze them they remained mysteries to her; no matter how she poked and prodded them she could not tear out their secrets. And yet...they worked.



Her first Job Leveling system blackboxed those to max out at a x40 XP Multiplier and a 1/40th Required XP Divider, combining to make it so that each of her Jobs grew at 1600 times the rate they normally should have. It was an absurd number, and contributed quite a bit to how she could level up so swiftly and so effortlessly as well as grow in power compared to natives. This world provided a similar bonus; x20 XP Multiplier and 1/20th Required XP. These bonuses simply...added to the previous ones, changing them to a total x60 XP Multiplier and 1/60th Required XP Divider-and thus equalling 3600 times the normal growth rate. More than double her previous development rate...though it still greatly annoyed Jumper that this entire system was wholly blackboxed. She could see its results, trace the fact that it was connected to her System at a deeper level than anything else, even realize its origin...but couldn't interact with or manipulate it. It just /was/.

In the end Jumper was simply forced to admit defeat, as she always had when dealing with the strange blackboxed empowerments that the Ascension Engine had provided her. She was a supergenius infomorph who could redefine reality as she pleased...and still, the Ascension Engine was a flat mystery to her that operated on levels that Jumper could not yet even begin to fathom. Glitches and all-which she was currently dealing with in the form of the enforced Temptress class. Not exactly a problem with a x3600 leveling rate-it took her less than a week to max out the Temptress class and remove it-but it was still notable that for all the things the Ascension Engine provided it was a distinctly imperfect machine. But again-she could see its results, observe its structure, yet could not understand its workings in the slightest. One day, perhaps.

For now Jumper would simply focus on things that WERE within her control-her own body, her personal edition of the Job Leveling System, and her own powers. Last world she had focused on simply relaxing and having fun; this time she'd actually work towards acquiring significant amounts of power via the System. Her own native capabilities generally utterly outstripped everything that the local power system could offer, sure, but that didn't mean she couldn't find some benefit from harnessing said local powers to improve herself. And that wasn't even mentioning that she hadn't even bothered to take advantage of the simplified Cross Layering method that the Info Card she gained last world allowed her.

But first things first: native classes and leveling up. As she said before, leveling up the Temptress class was just a matter of weeks thanks to her growth multipliers, and from there she proceeded to unlock, equip, and max out a slew of new classes. Though, "max out" had a different meaning for her than it did for almost anyone else; thanks to yet another one of those strange abilities granted to her by the Ascension Engine she could reach ten times the level class as anyone else. And hold ten times the number of classes a normal Jobless could hold. These two things alone wouldn't have really made Jumper realize just how special this strange ability was for her; it was when she suddenly began to develop a second, NATURAL Esper ability that she began to realize what was going on.

It wasn't a straightforward multiplier like her experience booster was. Instead it was...like an uncapper. It took every numeric limitation she had, and added a zero at the end-without just giving her the end results of that. Instead of one natural Esper power, she could develop ten.

Instead of five active classes, she could have fifty. It didn't actually give her the resources to FILL that sudden opening, nor did it make it any easier to develop those classes-but that was what the XP multiplier was for she supposed. Though that didn't seem to multiply her growth as an Esper; maybe it needed a discrete support system like the Job Leveling System to apply?

That did, in fact, turn out to be the issue-and it wasn't an easily fixable one either. There were multiple factors that surrounded the whole problem; first was the fact that the Information Card couldn't seem to parse Esper abilities properly. It had something to do with the fact that Esper abilities were based around the development of Personal Realities and it couldn't really numerically judge the development of such a thing for some reason. This was an issue that Jumper could solve though-it'd just require her to modify her Information Card a bit. It only took her a matter of hours to design, program, and prepare an "update" for the Information Card then directly infuse said update into the Card via the Cross Layering Singularity. Jumper was the foremost expert in Esper neurology and Personal Realities both in Academy City and across multiple worlds; she could easily compile the information for quantifying Personal Realities into a series of statistics that could integrate into her Job Leveling System. From there it just took a bit of energy and a little time for the Information Card to "reboot" and process the information that had been directly integrated into it.

This at least allowed the Information Card to accurately display statistics about Jumper's Esper abilities...but then she ran into another limitation of both the system and the EXP multiplier. The Information Card was able to select and display Jumper's Esper Abilities, and rated them on a series of five statistics: "PR Complexity" which calculated the complexity of the divergent physical laws of a given Personal Reality, "PR Stability" which tracked the overall strength and stability of the Personal Reality, "Calculation Support" which tracked how much the Personal Reality was actively supporting mathematical processing, "EM Strength" which judged how completely one could override local physics via the application of one's Personal Reality, and finally "EM Reach" which judged the spatiotemporal reach of one's Personal Reality. These five statistics could loosely define the development and potency of any given Esper ability-though not its actual effects of course. The problem was...Jumper couldn't actually develop these statistics directly. The Job Leveling System was a JOB leveling system, not a Skill or Statistic Leveling system after all. It had no mechanism for the direct development of statistics, and could only grow through overall leveling of a Job. In order to actually apply her Experience Multipliers to her Esper Abilities in any appreciable fashion, she'd need to tie it to some form of level system.

This one took a bit more time, but ultimately Jumper was able to engineer a solution: the Esper Job, which she set to have a Max Level of 100 and start at 0. Each Level of the Esper Job would grant an Esper Point (EP) which could be invested into one of the five statistics, with early caps. You could only invest one EP into a statistic until you hit Level 5, forcing you to gain at least one EP in all Esper abilities and thus become a proper Rank 1 Esper-a Level 1 as Academy City would call it, but swapped to "Rank" since the Esper Job used Levels to grow and it was just simpler this way. The statistics of the Esper Job would grow from Tier 1 to 5-again, called tier simply because it was easier than using "level" repeatedly-but cost more EP each Tier you grew; going from 0 to 1 only needed 1 EP, but then went to 2, 4, 6, and 7 to reach Tier 2, 3, 4, and finally 5. Thus it'd require 20 Levels to gain the EP needed to max out one Statistic-and thus

Level 25 was the earliest point that a person could reach a limited aspect of Rank 5 Esper abilities. Such lopsided development would be highly situational of course, but it was possible.

It was a fairly elegant system that utilized mystic energy shaped into calculation and simulation modules that would steadily develop one's Esper abilities no matter how one wished to focus them or how they manifested, and Jumper felt she could be proud of the development of a unique Job like that. The problem was that it didn't take into account Esper abilities beyond Rank 5-and Jumper knew that the scale went up to at least 7. Once more though Jumper's perks-those strange black boxed abilities-intervened to do something a little...strange. Due to Jumper's "uncapper" that allowed any numerical limit she had to go ten times greater, her various Statistics were each able to go up to Tier 50...with an increased EP cost of course. Going beyond Tier 5 didn't make her into what she had previously documented as a "Level 6" Esper-instead it simply seemed to increase her range, strength, and versatility in various Esper abilities multiplicatively. Her already existing Level 6 Esper abilities were reclassified as "Ascended Esper Rank 2", which...Jumper honestly didn't know what to make of. Its statistics were blurred out and it didn't seem to have a Level at all-which was strange to Jumper as she was fairly sure she thoroughly understood the nature of Espers and Personal Realities. But apparently she was missing quite a bit of critical information when it came to Level 6 and above? Where did her Information Card even come up with "Rank 2" for that anyways?

Regardless, she could now develop nine extra natural Esper abilities, all of which could reach Rank 50...but each would require a whopping /2450/ Levels to achieve that absurd number regardless. Ranks 0-5 went 1, 2, 4, 6, and 7 EP, but at 6 it ticked over to 11 EP and continued the 1-2-4-6-7 pattern from there-increasing to the next multiple of ten every five levels. To reach Rank 50 in all statistics would require a total of 12,250 EP-a frankly ridiculous number...but not impossible for Jumper, thanks to her EXP multipliers. Still-it wasn't something she wanted to bother with to be honest. Even if she spent hours upon hours of her time training and grinding out Esper levels per day, it would still take her decades to fully "max out" even a single Esper ability. And given her already absurd breadth and depth of Esper abilities-thanks not only to her EXPer system and advanced cybernetics, but also her original Esper ability which she'd been able to integrate the Personal Realities of several thousands other Espers into via her Language and constant study-she honestly just didn't see the point of doing so regardless. So it just ended up becoming a curiosity for her that she'd toss in some folder in the back of her mind to play with another day.

For now Jumper turned her attention back to the present-grinding her levels and building up a powerbase. Well, the former much more than the latter, but it had been some decades since she'd let her companions come out to play and Gold Serenity wanted to build a new branch of the Lunar Empire. And Eris hadn't gotten a chance to get up to some chaos in a good while now-she was itching to have some fun. Jumper didn't really have to do anything to help them beyond just opening a portal between her own sub-dimension and the greater world for them to begin establishing the Moon Kingdom in this world once again, though she did offer to help out if they needed it. For the most part though Jumper just wanted to push herself and see how strong she could actually develop herself within the bounds of this newest system she'd attained. Not just physical strength or the like-if she wanted she could use her Esper abilities to modify physics in her local vicinity to give herself limitless physical durability and might, but that wouldn't do a

thing against esoteric forms of attack or other such abilities as she'd seen multiple times in the past. Her technology gave her an incredible starting point, body, and absurd capabilities-but she knew technology alone could not bring one to the heights of power.

Luckily for her this world was beyond generous in providing her the means to attain great power. From the monster-attracting qualities of the Temptress class, the configurable Dungeon that had attached itself to her Warehouse, the compounding experience boosters and increases in her max levels...this world was generous with its gifts to her, and she happily used those gifts for all they were worth. After maxing out the Temptress class and her experiments with developing the Esper Job-which, again, only took her a few weeks-she proceeded to go on a spree of unlocking and maxing out local classes. The low hanging fruit of Hunter, Logger, Farmer, so on and so forth were quick and easy to attain-then there were bigger and better things. Smith, Swordsman, Magician, Assassin, so on and so forth. Many of them she just sort of stumbled her way into, an odd quality of preternatural luck allowing her to fulfill the requirements without wholly realizing what she was doing-but some she went out of her way to steal. Using the Blinding Knife she could extract a Class from someone, replicate it into her own Status via White Luxim, and return that Class with no harm done. It only took her a little bit to get the trick to doing it down quickly and easily, AND she even figured out how to copy those classes at Level 1 so she could be "fair" about things and develop them on her own...not like it was hard with her absurd experience multipliers.

Nevertheless her actions didn't really endear her to the local kingdoms, monsters, or clergy-all of whom were disturbed by her sudden existence, constant attraction of monsters, absurd growth in power, and capacity to steal classes that she so casually revealed and utilized. It was no wonder the Church called the local Hero to try and reign her in...though all that ended up doing was delivering the Hero class to her on a silver platter, and she actually got along fairly well with the local Hero. She would also end up battling the local Demon Lord-though apparently they were a recent successor who didn't actually have the Demon Lord class? Nevertheless it was a rather short and one-sided fight. Jumper wasn't exactly weak, after all.

After a whole year of running around like this and accumulating as much power as she could within the bounds of this system she'd attained...she wasn't noticeably stronger than when she started. To be fair, she was already absurdly overpowered to begin with. The boons of power and capability this system granted her were considerable...for anyone who wasn't a reality-warping hypertechnology goddess like her. But she WAS a hypertechnology goddess, so all the fairly considerable power gained through the system was just a drop in the ocean for her. Jumper was, at great length, forced to admit that this had been something of a waste of time. A fun waste of time to some degree-she'd enjoyed playing around as a crazy adventurer hobo woman and fighting to become as strong as possible for a year-but it hadn't really improved her in any meaningful way. Her already existing magics and abilities still hilariously outclassed the local system-granted power boosts to the point that the local system may as well have done nothing at all for her...but hey-it added new growth vectors for her other abilities, so that was something. She could probably work on that...but she'd just spent a whole year running around like a lunatic, and wanted to settle down with something familiar once again.

A year was plenty of time for the Serenities and other companions to get a whole branch of the Lunar Empire up and running, so Jumper just set up her clinic in the newly formed Moon Kingdom and decided to relax by engaging in what was probably one of the most stressful and emotionally draining professions ever invented: being a doctor. She loved it regardless and it was emotionally fulfilling for her-especially as she'd come so far to the point that there was literally nothing she couldn't cure, and she didn't even need to charge her patients anything! She could just...freely help people, heal them and make them /better/ if they wanted. That was what she truly wanted-to help and heal people, to make the world a better place. She could have exerted her psychic might and rewrote the world into a safer and kinder place...but no, that wouldn't be right. She believed in free will, and enforcing her reality onto the world would be violating that free will entirely. Offering her help to those who needed it? Much simpler, cleaner, and easier.

To be honest this world wasn't particularly notable to Jumper-not in the ten years she was here at least. She spent a year at the beginning running around as an adventuring hobo and trying to grow as strong as possible, gave it up as a bad job in the end, and spent the rest just relaxing and being a doctor-because that's what she did to relax. The Serenities forged a grand and luxurious kingdom full of prosperity, advanced magitech, and cybernetic evolution that would eventually end up joining the greater Lunar Empire in her subspace dimension at the end of their decade. Eris got up to some chaos, collapsed a kingdom, and helped raise up a hero-king...who apparently married his own sister? But things worked out to no loss of sapient life and a glorious kingdom that would one day grow to rival the local Moon Kingdom's current state...thousands of years in the future. It was more impressive than it sounded.

Nevertheless, it was a quiet decade for Jumper, and she was more than ready to move on to the next world at the end of it.

## Jump 34: Mushi-Shi

Age: 19

Gender: Female

Origin: Wandering Master

### Perks

- >Misshapen Ones -Free
- >Youshitsu -Free
- >The Light Of The Eyelids -Free
- >The Sore Feet Song -Free
- >The Place Closest To Your Heart -100 CP
- >A Strange Quality -Free
- >The Home Called The World -100 CP
- >Irreplaceable Water Of Life -200 CP
- >The Cure That Lies Within The Curse -300 CP
- >Stories Without Killing -100 CP

### Items (+200 Item CP)

- >Clothes That Embrace The Mountain -Free
- >Kouki Maximized -200 Item CP
- >Mushi Medicine Maximized -200 CP
- >Mushi Pins -50 CP
- >Mushi Cigarettes -50 CP
- >Suimitsu-Tou -100 CP
- >The Thread Of Light -100 CP
- >Uro Passageway -100 CP

### Drawbacks

- >Bringer of Disaster +100 CP
- >Uro +300 CP

Basic Idea: Jumper decides to embrace her roots as a traditional healer by becoming an itinerant Mushi-shi, but also decides to pick up collecting Mushi on the side. This leads to her opening up something of a Mushi-zoo, where she keeps Mushi she's collected in perfectly safe and comfortable environments for them. She does this in-between her wanderings across spacetime as she travels through the Uro Caves, healing people of all sorts of illnesses, Mushi-related and not, and simply enjoying the world around her. Her companions come in and wander around as well, but she doesn't really join them very much-instead fully committing to the role of itinerant Mushi-shi and Mushi collector. And really that's all there is to it-no greater overarching plot or issues solved here, just wandering, healing, and collection of Mushi.

Jumper enters this world in the bowels of an Uro cavern, and swiftly catalogs the very strange and interesting properties of the location-how it exists outside of local spacetime, how it slowly consumes memories, so on and so forth. She's able to ward off the negative effects of lingering in the cavern by simple expedient of copy-pasting her own memories repeatedly to insulate her core consciousness from the effects of the Uro cavern, but still doesn't tarry too long; the effects of the Uro cavern seem to grow exponentially the longer she lingers, and while she could definitely keep up with its consumption it would simply get mentally exhausting after a time.

Stepping out of the Uro caverns and into spacetime proper, Jumper finds herself swiftly caught up in a Mushi banquet held in her honor. The Rule of Life-that is, the collective will of the Mushi-were familiar with her, and desired to become a part of her-or for her to become a part of it. They offered her the capacity to become one with life itself-even deeper than the way she had intertwined herself with her own language-and to be able to help and heal all things. Unlike all other participants of Mushi Banquets in the past, Jumper was able to decline and refuse the Kouki given to her. She poured it upon the ground and decided she would find her own way to mastery of this world-and protection of humanity-rather than by becoming part of the Mushi. The Mushi of the banquet fled from her, but it was already far too late-for now, she could close her second eyelid and see the Koumyaku. She could see the way the Kouki flowed endlessly beneath...and if she could see it, she could grasp it.

She could have used her psychic abilities to simply will the Koumyaku to shift its course, to surface and give her an endless river of Kouki. She could have simply reached down with mystical strength and pulled up handfuls of Kouki as needed. She did neither of these things. There were simpler methods, and with eyes that were immune to being burnt by the Koumyaku she was able to simply chart its path and draw up simple architectural plans. It took her nothing but a few weeks, some specially treated stakes in just the right places to manually divert a very tiny portion of the Koumyaku, and a very simple oven to bake bricks with to dig a well at just the right spot, in just the right way, to create her first strange artifact in this world. A Golden Well, which did not pull up water but instead drew Kouki from deep beneath the earth. Just a few weeks and she'd already attained something that Mushi Masters of ages past would consider an impossibly valuable treasure: an endless supply of Kouki, reliable and easily attained. And she hadn't used anything but what was available to an average human of these lands!

But of course, she wasn't content there. No, she was in this for the long haul. With an abundant supply of Kouki on hand, she proceeded to study and dissect the fundamental basis of Mushi-and of life itself-in this universe. It was abundantly clear after just a few initial tests that Kouki

wasn't wholly physical-as in obeying the laws of physics, not even mentioning that it was capable of passing through certain physical materials like it wasn't even there-existence and operated on more fundamentally conceptual laws. It was the liquid essence of Life itself, endlessly variable as life itself and acting as both the foundation and seed for all things that could be said to Live-and many, many things that one might not think of as living at all. Nothing more directly demonstrated the latter point than her accidental creation of a Kouda.

Truthfully the creation of a Kouda was a bit of an accident on her part; she'd been moving a bit of equipment around-fashioned from wood and stone using local resources, because she was taking some small amount of pride in doing what she could as a "normal human" here-and tripped over a hole that had suddenly opened thanks to some Uro which had been gathering. She knew they would end up dragging her back to the Uro Caverns sooner or later so she wasn't concerned, but ended up sending some water and a few drops of Kouki flying through the air in a spray that created a short-lived rainbow...which promptly inverted and flew away like a snake. It was such a bemusing sight that Jumper just HAD to recreate it just to see what the fuck was going on. A few more experimental tests let her figure out the trick to creating her own Kouda, and from there she began to draft up a blueprint. Something to not only create a Kouda, but to capture one and maintain its health.

A few more weeks-and the Uro were gathering in truly absurd numbers now-and she finished creating a contraption of glass, gears, and stone. It looked a lot like a crystal ball set into a stone pedestal, empty for the moment but having a few discreet openings on the bottom. All she had to do was pour in a cup of water and a single drop of Kouki into specific slots on the bottom of the pedestal, wind up a gear, and the little machine got to work. A spray of water formed in the crystal ball, which suddenly shone with all the colors of the rainbow...though inverted in order. A Kouda suddenly formed within the ball, small but stable-and this time it didn't just fly through the glass and off into the world. Instead it simply spun, twirled, and twisted inside the crystal sphere-as if dancing to a tune only it could hear.

A Rainbow Jar, she called the contraption in the end. Truthfully it was nothing more than an entertaining little toy she'd ended up making-remarkable in functionality certainly, but not actually particularly useful in any meaningful way. It cleverly used gears, mirrors, filters, and other mechanisms to perfectly generate a small rainbow inside the treated glass environment of the sphere, mixed with a miniscule amount of Kouki to feed life into that little rainbow. The glass habitat was maintained by clockwork mechanisms that would perfectly maintain the resultant Kouda while simultaneously preventing it from escaping, letting one admire the living rainbow as long as they liked without worry that it would disappear one day. Jumper's engineering was good; even without her unique ability to create mechanisms that would last unto eternity, the design was stable and robust enough that it wouldn't need any maintenance for hundreds or even thousands of years. The Kouda itself would require regular watering to maintain...though there was a mechanical alarm built into the Rainbow Jar's base set to go off when the Kouda needed water, approximately once a month.

A pretty glass sphere that would contain a living rainbow...and didn't really do much else. It wouldn't even work to contain other Mushi; it was specialized for containing KOUDA and Kouda alone, and there were plenty of Mushi that could slip right through its glass walls without



effort. It was a toy, plain and simple. A living rainbow to admire and keep on a shelf, like a pet goldfish. Nevertheless Jumper felt a great deal of happiness in having created the Rainbow Jar, and then and there realized what she wanted to do in this world. She would go across the world and tame the Mushi-capturing them in jars, domesticating them, whatever was needed-and bring joy to the world with toys and tools made via tamed Mushi. Jumper gathered up her things and let herself fall into the nearest Uro-hole, moving on to wherever the Uro would lead her next.

When she emerged into reality again she found herself on the edge of a small village...that was in the process of being destroyed by a tsunami. She hadn't developed any local powers or gained any Mushi that could counter such a disaster, but that wasn't going to stop Jumper from helping regardless. A flex of telekinetic might saw the waves calmed, the houses rebuilt, the world around her restored. Jumper could quite literally feel how the local Koumyaku strained under the unnatural calming, but frankly she didn't give a damn. The people of the village had no idea what had happened-all they knew was that one moment the village was drowning, and a second later it all faded away as if it was just a dream. Jumper didn't even need to reveal herself-her telekinetic might could reach out across star systems, let alone a few miles, so it was simply serendipitous when she showed up in the village a few hours later offering her services as a doctor.

She had been in time to prevent any actual deaths-though there were plenty of injuries and illnesses brought by the aborted flooding where her skills as a doctor would be in high demand. She shared those skills almost entirely freely-asking only for rumors of unusual phenomenon or strange happenings. This inevitably led her to one father-who's daughter had nearly drowned under the waves were it not for Jumper's timely intervention. The girl pulled through and grew healthy once again under Jumper's ministrations, and the father-a man named Jin-was altogether happy to inform her of the strange nature of his prophetic dreams. He also informed her of how a Mushi-shi had visited some months back to give him medicine to deal with the dreams, though confided that he was worried that taking that medicine had been why he hadn't predicted this tsunami.

Jumper did her own diagnosis of Jin and found that his soul-his dreams-were infected with...strange bird-like parasites. Rather than predicting the future though, she observed as these bird-like creatures would escape out of his dreams through his pillow and then begin enacting changes on the world around him-literally turning his dreams into reality. Unfortunately the way she found this out was by observing how Jin had a nightmare of Maya-his daughter-slipping into a puddle and disappearing, and seeing how that almost became reality. If it wasn't for Jumper's intervention to pull Maya out of the Mushi-warped puddle, she would have died then and there. After that Jin became all too aware of the fact that his dreams weren't prophetic-but instead warping the world around him. And when Jumper proposed ridding him of the dream-Mushi, he was quite happy to accept her ministrations.

It took three days for Jumper to fully figure out a cure for Jin-the first day spent just trying to figure out how to extract the dream Mushi without hurting or killing Jin, the second spent on how to do so without hurting the /Mushi/, and the third spent putting everything together in such a way that the problem wouldn't recur when she was gone. The solution could be found with the Mushi itself, Jumper found-by inducing a state of hypnotic suggestion in Jin, she could use his own subconscious to influence the dream Mushi. This wouldn't actually influence all the dream

Mushi-but it let Jumper establish a connection between her own dreams and Jin. And her own mind was much more advanced than a human's. With an opening like that, it only took her a little bit of mental effort to drag the dream Mushi out of Jin and into her own mind. From there she simply gave Jin a new pillow-specially treated to repel the dream Mushi so he wouldn't get infected again.

As for herself-she was an infomorphic being. She could literally just will the dream Mushi out of her mind at will, or isolate them to properly experiment on. She left the village before she did that though-only staying long enough to sell Jin one of her Rainbow Jars as a toy to remember her by. Maya seemed to love it at least. Once she was on her way again, Jumper experimented some with the dream Mushi, eventually figuring out how they worked, how they bred, how they spread, and so on. She even ended up discovering an entirely new Mushi-related phenomenon of strange "channels" that existed between conscious minds, and a species of Mushi that lived within these channels. She didn't mess with that though, more interested in the dream Mushi for the time being and already possessing plenty of methods of telepathy. Instead she simply designed an artificial environment that could hold the dream Mushi safely, extracted them from her own mind, and added them to her budding Mushi collection.

Her second big case-after wandering through yet another Uro cavern-was a tragedy long in the making; the phenomenon known as the One Night Bridge. Jumper arrived just a year after Hana had fallen into the ravine and came back as a tani-modori. Interested in her case, Jumper offered to examine her and see if she could cure the woman. It didn't take her long to discover the fact that not only was Hana actually dead, but her corpse was being puppeted by a strange thread-like Mushi which consumed sunlight. The obvious solution would have been to simply remove the Mushi from her body-possibly surgically-and then use something like ADAM to simply revive the girl...but Jumper thought she could do better than that. She found a source of the strange thread-like Mushi and, after a few days of study, was sure of it: she could use the Mushi itself to save Hana.

The operation itself wouldn't be straightforward or easy by any means. Hana had been dead for a full year at this point, and the only reason that this operation was possible at all was because of how the string-like Mushi manipulated the bodies of the dead it inhabited. The Mushi really didn't want to expend more effort than it absolutely had to in order to gain sunlight-and keeping the body from rotting and falling apart would have been vastly more effort than it wanted to expend. The Mushi's solution was to repair the body in one short burst at first then stay inside the nervous system, piloting the comatose body via its own natural processes. When it exited the body it took back the energy it expended to restore its host to life-instantly and painlessly killing it. But Jumper could take advantage of this. She just had to be a bit careful with the extraction of the Mushi.

It wasn't the extraction of the Mushi's lifeforce that killed the host, in the end-it was the SHOCK of that extraction that did the trick. Jumper's plan was simple; she would induce a torpor state in the Mushi by keeping Hana in pitch darkness for a time, then operate on her while still in that pitch blackness. Using the string-like Mushi's own composition she would grab a "thread" of it near the base of the neck, then use a metal rod to wind it around and literally just pull it right out of her body. This had to be done over the course of hours-but it should be fairly safe. The

trickiest part would simply be to carefully find a "thread" of the Mushi while operating in the dark without nicking a vein or artery-with the Mushi in torpor and thus unable to save Hana from any such accidents, Jumper would only get the one chance to save the girl.

It sounded like an impossible task-and maybe for others it would be. But Jumper was the greatest Doctor who ever lived across dozens of worlds-in multiple galaxies. It was trivial for her to calculate exactly how long Hana had to stay in darkness, down to the nanosecond. The operation itself was child's play. When Hana emerged from the sealed shed where she'd been operated upon by Jumper, it was with new life shining in her eyes. She would later describe the experience of being possessed by the Mushi as something like being trapped in a dream, only to slowly fall asleep and wake up as Jumper pulled the last of it out of her. She would never quite be the same afterwards-still having a deep love to sit around in the sun, and getting into a bit of a row with Zen about the fact that she'd kinda been dead for a year-but she would live a long and happy life afterwards with Zen as her husband. And Jumper left that village with a spool of glowing thread wrapped around a wooden stick, a new Mushi to add to her collection.

In this way Jumper found herself wandering throughout the land, chasing after strange and interesting rumors or simply just stumbling upon odd and mysterious circumstances. Each time she would come across some tragedy or situation that would lead to such she would do her absolute best to prevent that tragedy-and most of the time she was quite successful. Sometimes she arrived too late to do anything, but even then she would find ways to heal the spirits of those who still remained-even if only in small ways. And as she wandered she would collect Mushi, gathering them up into little exhibits that she began to organize into a sort of Mushi-zoo in her personal realm. Most of those Mushi were nothing of major consequence, more interesting and playful than useful or harmful in any meaningful way. Some of them were outright malicious, and Jumper decided to exterminate them when she came across them-such as the Kagedama.

Some Mushi were not just interesting or playful, but genuinely quite useful-such as the curious case of the Ganpuku Mushi. A curious parasitic Mushi that infects the eyeballs of a host for developing its young; as the Mushi matures it grants greater and greater sight to its host-going from granting vision to the blind, to immense farsight, to seeing through physical objects, to seeing the future. Once it reaches full maturity the eyeballs of the host simply fall out and the mature Ganpuku bursts free of the eyeballs. While somewhat grim, it was a truly remarkable specimen-especially for how it massively improved the host's vision as it developed and even granted varying supernatural sight capabilities.

Jumper studied the Ganpuku in extreme detail-from its life cycle to its anatomy-and ended up developing a low-tech cybernetic which integrated the Ganpuku into a specialized glass eye using only local technology. Through a series of very careful procedures Jumper would half-kill the Ganpuku in the glass eye, allowing it to grow to a specific point then paralyzing and crippling it so it could no longer grow or reproduce; this allowed the host to have the enhanced sight of the Ganpuku without the ever-impending risk of one's eyes falling out as the Ganpuku reaches full maturity. Jumper even managed to develop a specialized farm for Ganpuku, where she could grow and cultivate them to specific levels of maturity before integrating them into glass eyes as needed or desired-allowing her to have a plentiful stock.

It was as she discovered the Ganpuku and was helping a young girl with an infestation of them in her eyes that Jumper met a rather intriguing man who called himself Ginko. On the other hand, it was not the first time Ginko had met Jumper-in the future, or what was the past for Ginko, the two of them would encounter each other on a few different occasions. Always Jumper would choose a route that Ginko would find somewhat distasteful due to her disrespect for Mushi, but always Ginko would acknowledge that her way wasn't necessarily inferior despite that. Jumper cared for the Mushi as well as humanity, but it was a distant care-her love for sapient life came far ahead of her love for life in general, and Mushi were quite often pests rather than integral to life. She didn't often play exterminator...but with how she would dominate, domesticate, and even dissect various Mushi at times, Ginko kind of wished she played exterminator more often. It would be kinder in some ways.

Jumper, being an achronal being, could perceive all her interactions with Ginko past and future-both from her subjective perspective and from the objective perspective of the greater universe. So despite this being Jumper's first meeting with Ginko from her own perspective, she greeted him familiarly. The two of them collaborated loosely on the Ganpuku case, and Ginko once again expressed his displeasure for the way Jumper used and abused Mushi to her own ends, but in the end agreed that having superior Ganpuku-enhanced glass eyes that wouldn't fall out was better than leaving the girl blind. Jumper left Ginko a pair of Ganpuku Eyes as a parting gift, and the two of them went their separate ways once more-two lives that only briefly touched one another, made a little richer for the interaction, but never meant to become entwined.

Another remarkable case Jumper came across in her wanderings was the case of the Nazaru Seed-a remarkable bit of forbidden Mushi-shi lore which took advantage of the properties of Kouki to create a grain of rice filled with pure distilled life. All it required was a single drop of Kouki and a grain of rice, treated in just the right way, to create a Nazaru Seed. Planting this seed into the ground would stir the local Koumyaku into surging for a few months, creating a bumper crop...but as the surge faded it would create a "vacuum" effect that would pull upon the lifeforce of those in the area. If that was all then a wave of death would have spread afterwards-but no, this was where the most remarkable trick of the Nazaru Seed came into play. As soon as a sufficiently powerful life was snuffed out by the vacuum effect-generally a weak human being, as there was an element of sapience required for this to work-the Nazaru Seed long buried in the earth would "combust" and create a /secondary/ surge, pushing the life right back into the host. This didn't fix the death, but it did normalize the flow of the Koumyaku...and create a new Nazaru Seed inside the host's body.

Thus the Nazaru Seed ensured that, with the sacrifice of the weakest member of a community, an incredible bumper crop could be grown for a season with no other ill-effects beyond the sacrifice itself-and the seed could be re-harvested for use later on. At least, this was the primary usage of the Nazaru Seed-the creation of the "Parting Harvest". Interesting mechanically, but utterly useless to Jumper; she could genetically engineer vastly superior solutions to such mundane issues as /crop shortages/ in her sleep. But the Nazaru Seed had another trick up its sleeve, one that was MUCH more interesting to Jumper than the Parting Harvest.

By consuming the Nazaru Seed, the Kouki-impregnated rice would integrate into the host and lie dormant in them...right up until they died. Then it would awaken, and cause the local Koumyaku

to surge upwards as if trying to bring about a Parting Harvest...but it was held within the body of a human, not the earth. All the life force that would feed into the land for a season instead fed directly into the human corpse, reviving and revitalizing it in an instant. The sudden shock of revival would instantly catalyze the Nazaru Seed's secondary surge-but the Nazaru Seed's secondary surge was designed to counteract a "vacuum" in the Koumyaku, not an immense surge focused into a single body. The surge would rip a "strand" of the Koumyaku right out of the river and into the host, stabilized by the surging pull of the combusting Nazaru Seed into a loop in the host's body-creating a tiny loop of limitless life within them. Through this the host attained immortality, sustained by the miniscule recreation of the Koumyaku that formed within them.

The loop wasn't perfect-it leaked and destabilized over time. Truthfully the immortality would fade away after a few thousand years or so, though that could be extended somewhat by drinking Kouki to renew the miniature River of Light within the host. Not indefinitely, the loop would eventually destabilize fully and break apart one day...but it was a remarkable bit of Mushi-shi lore done with just a single drop of Kouki and a grain of rice. One that Jumper was eager to study, refine, and integrate into her own systems. This Koumyaku Cycle could feed directly into her Ki, allowing her to grow her life force to unprecedented levels and achieve a whole new anti-entropic cycle! Ki had been seeming more and more like a dead end for her for the past couple hundred years, but this revived her interest; Jumper wondered just how far she could push this...Nazaru Loop.

Jumper didn't end up encountering Ginko during this particular case, though he would have been remarkably distraught to see just how deeply Jumper coveted the power and benefits of the Nazaru Seed. But of course-Jumper was a doctor, so once she had worked out and refined the formula for the creation of Nazaru Seeds she began to happily sell them at absurdly low prices as well-prescribing them as medication against mortality amongst many other illnesses. The Nazaru Loop prevented various natural illnesses from affecting the host as well, so really it only made sense to offer it as a cure to a wide variety of ails. It even became a part of the SCAP in the United Lunar Empire; the limitless life force of the Nazaru Loop was just an immense quality-of-life upgrade there, but Jumper was still determined to grant it to everyone she could. You could never have enough layers of immortality in Jumper's mind.

Thinking about it, it had been a long time since Jumper had actively innovated on her Ki technologies; she'd simply refined what cybernetics she'd adapted out of her Asura cursed form over time, steadily iterating on them with greater efficiency, potency, and stability mostly. Which was useful in and of itself; these days she had dedicated nanostructures that allowed for nigh-limitless generation of Ki on demand and shaping of that Ki into absurdly potent and precise forms that she never would have imagined was possible when she had first started this endless journey. But besides routine refinement and iteration of her technologies and techniques, Jumper hadn't actually expanded on her Ki technologies in...hmm, centuries at this point. The Nazaru Cycle wasn't perfect, but it was something /new/-something interesting that Jumper could pick and prod at for inspiration. It wasn't currently better than what she fundamentally had with her existing Ki tech, but it represented a whole new developmental path-and that was priceless for her.

This phenomenon alone was potent enough that Jumper was almost convinced to call off her aimless wanderings and just dedicate her time to studying the Kouki, Koumyaku, Nazaru Seeds, and Ki in general for the rest of her time in this world. Almost. But, for as far as she'd come through science and technology, she wasn't a scientist at heart. She was a doctor. And after many experiences with overreaching and breaking both herself and the world around her with obsession, she knew better than to simply drop everything and focus on the newest strange phenomenon. Jumper continued to wander as a Mushi-shi, studying things at her own relaxed pace in her own time rather than abandoning the world to focus on discovery. It was thanks to this that she ended up discovering a wide variety of useful Mushi-such as the Un and Ah, which eat sound and silence respectively, the Uminaoshi which could be harnessed to rewind a person back to an embryonic state, or the Kaori Mushi-which can unwind the time one has lived and loop them backwards in time.

That particular Mushi was rather tricky to capture and domesticate; most humans didn't have achronal senses after all, and thus having their timeline unwound by the Mushi would cause them to forget that time save for some faint senses of nostalgia and occasionally loose recollections. It didn't help that the more the Kaori consumed a person's timeline, the more they integrated into the Mushi itself-until eventually they simply lost temporal cohesion and became one with the time-consuming Mushi. Dangerous and tricky to deal with...for someone who was bound to the normal flow of time. Jumper wasn't. She could effortlessly wander right into the maw of the Kaori without it being able to so much as scratch at her personal timeline due to her achronal nature, and from there it was simple to gather it up and render it down into a more physical and mobile form. But that just let her gather it up; she needed some way to make use of it now...ah, she had just the thing.

She'd never quite found a use for the Nise-Kazura-the Mushi which takes over corpses to travel to sunny places and forms the One Night Bridge...until today, that is. But she had a clever little trick in mind that would take advantage of the Nise-Kazura and the Kaori in concert. Jumper harnessed spools of Nise-Kazura to create thread, and from that thread weaved together a braided talisman. Within the center of that talisman was an infantile Kaori mushi, slumbering and bound to the Nise-Kazura. By braiding the threads of the Nise-Kazura in just the right way it was prevented from naturally absorbing sunlight, and was thus forced to draw on the Kaori for sustenance. The infant Kaori in turn was forced to consume its Nise-Kazura cocoon's timeline for sustenance, but due to the way Jumper had braided the talisman it only served to prevent the Nise-Kazura from degrading over time and couldn't even begin to unwind the Mushi. The two were symbiotic...but not comfortably. Just a sort of stasis.

This all changed when the talisman was held by a human host. The Nise-Kazura talisman would connect to a host's nervous system but could not enter the body fully-tied up as it was in the braid. But through the connection made by the Nise-Kazura, the host would be connected to the Kaori within the talisman and could harness its temporal capabilities for their own. It would take a period of time to acclimate to its new host and master, but the Kaori Talisman could be harnessed for incredible things-the simplest of which was to simply "save" and "load". The Kaori would mark a point that the host selects, and then upon the host's death or their will they would consume their host's timeline all the way back to the "savepoint". The Nise-Kazura would save the memories of the consumed timeline ensuring the host forgot nothing, and thus the host would

gain a second chance to achieve anything they set out to do. This could only be done a limited number of times of course-excessive "loading" would cause the Kaori to outgrow the Talisman, though Jumper had threaded things so that the Nise-Kazura would grow with the Kaori and keep it tame as long as the host allowed it some time to feed off of the temporal Mushi. It would take some truly excessive abuse of saving and loading to cause the Kaori Talisman to fail-and even if it did, it was threaded to fail safely by strangling the Kaori as it burst forth thus killing it and preventing it from consuming the host wholesale.

Jumper had vastly superior achronal capabilities natively...but this was a remarkable little system that used nothing but a couple of Mushi and some clever needlework. And it had untapped potential yet; perhaps the host could learn to tap the powers of the Kaori to consume their progression through time, "pausing" the world as it was, or learn to direct the Kaori's hunger outwards and towards their opponents in some manner? It was intriguing to attain such a low-tech temporal mechanism. Jumper would later on refine the Kaori Talisman into a Kaori Module for the United Lunar Empire, refining it with advanced technology that prevented any chance of Kaori overgrowth, allowed for unlimited saving and loading, and vastly superior fidelity of control over the Kaori. This she made part of the Standard Military Augmentation Package. The SCAP got a stripped down and limited version that was still far refined from her analog creations in the world of Mushi-shi. But that was later.

Jumper collected countless Mushi, made incredible technologies out of completely analog systems, and helped thousands of people personally with Mushi problems...and she had fun doing it. Her Mushi Zoo became rather popular amongst the United Lunar Empire, and the Mushi-themed cybernetics were a surprising hit on the civilian market of her empire. As for the world of Mushi-shi, she would remain something of a mystery; a strange wandering Mushi-shi who sold countless treasures and incredible marvels formed from the Mushi themselves, who held that humanity should stand atop the natural world, and who left behind countless plans, diagrams, and blueprints for simple technologies that harnessed Mushi in a wide variety of incredible ways. Jumper had ensured that her actions would lead towards humanity's ascendance over the world in due time-hundreds, thousands of years in the future, but it would happen.

Jumper left this world happy with her accomplishments, simply wandering into a dark cave one day and emerging in a whole new world.

## Jump 35: Tifa Lockhart - Agent of Avalanche

Origin: Goon

Gender: Female

Age: 19

Scenario: City of Slaves (City of Dreams)

### Perks

- >Level One -Free
- >Flower of Midgar -Free
- >Thuganomics 101 -Free
- >Kinks In The Armor -Free
- >Faceless Goon -Free
- >Grand Theft Midgar -100 CP
- >Sucker Punch -200 CP
- >Whore Lord -200 CP
- >Lingering Taint -300 CP
- >Punish And Enslave -100 CP
- >Shinra Loves You -200 CP
- >Super SOLDIER -400 CP
- >Depraved Genius -600 CP

### Items (+300 Item CP)

- >Materia Spring -100 Item CP
- >Intelligence Dossier -Free
- >Crime Lord's Collection -Free
- >Conveniently-Placed Trap Door -Free
- >Fallen Angel Beauty Spa -100 Item CP
- >Bigger Stick (WitchDriver Imported) -100 Item CP

### Drawbacks

- >Monster Baiter +100 CP
- >Fine, I'll Do It Myself +200 CP
- >Mirror Image +200 CP
- >Right In The Crosshairs +300 CP
- >Mama's Boy +300 CP



Basic idea: Due to drawbacks and extremely poor advice from Eris, Jumper just kinda snaps and decides to start up her own criminal empire in Midgar. Not a horrible and degrading one at least-one that is primarily focused on pushing out crime from the city-but a criminal empire nevertheless. And she finds that she's /good/ at it-wheeling, dealing, bribing, blackmailing, until she's basically standing atop the city as the Queen of Crime. She eventually gets to the point of pushing all other crime besides hers out of the city and takes down Shinra with her own startup company, but she finds that she had an absolute fucking blast being the "bad girl" even if she wasn't exactly evil. Also she ends up saving Tifa, Aerith, Yuffie, and enslaving both Sephiroth and Jenova basically as part of a side plot. In the end the city of Midgar is left as a shining jewel of life, technological advancement, and Jumper's fetishes as she molds the city to her will underneath it all.

The very moment that Jumper enters this world she finds her mind under psychic assault from an alien consciousness, one which has...rather base urges, actually. It's a psychic assault that Jumper would normally have absolutely no trouble repelling, but the fact that it's coming from within her own body makes it slightly trickier-nothing she can't handle, but trickier regardless. Really, the most troubling thing about this psychic assault was that it was attempting to subvert her will and enslave her to a man named "Sephiroth"...odd name, but she simply didn't care for it. If Sephiroth was unaware or outright against this strange effect, she'd leave him be. If he was complicit in it...hmm. She didn't want to just execute him, truthfully. She'd been trying to cut back on killing her enemies in recent decades. Eh, she'd figure something out.

Truthfully, within the very first few seconds of her assault, Jenova could sense that there was absolutely no hope of subverting Jumper's will. Even if she were to put the full force of her psychic abilities on Jumper, even if Jenova was complete and had consumed the entire planet to empower her, Jumper would still brush Jenova aside like a gnat. The sheer difference in might was incalculable...but that very fact left Jumper open for more subtle manipulations. Jenova threw the vast majority of her power into an effort to subvert Jumper's will to serve Sephiroth, and it was effortlessly brushed aside as expected. A few tendrils of psychic influence, however, dug deeper into Jumper. Deeper and deeper still...until they reached something that Jumper had been ignoring for some time. Her Divine Domains-the domains of Pleasure, of Seduction, of Temptation, of defilement and darkness that was the Qliphoth. With Jumper believing her full force was dedicated to enslaving her to Sephiroth a few hidden tendrils could stir up Jumper's own repressed desires, her own darker tendencies. And where Jenova could never hope to subvert her, Jumper would have a far more difficult time dealing with /herself/.

With the subtle coaxing of Jenova-hidden by the much more overt effort to try and enslave Jumper to Sephiroth which Jumper was able to effortlessly counter-to stir up Jumper's own Divine Domains, it really didn't take all too long for Jumper's otherwise solid morals to start slipping. This mostly took the form of rather...salacious research projects. It didn't take Jumper very long to notice the strange nature of life force in this universe-the Life Stream-and from there it was only a little bit of observation and experimentation to confirm that extreme emotions could cause surging growth of Mako. Especially emotions that were tied with the creation of new life. It took less than an hour for Jumper to design and build a small "Lifebreeder" device, within which she placed a single lab rat. The "Lifebreeder" would...stimulate, the rat excessively, extract excess Mako from its body, and capture that energy in specialized batteries.

The device was an absolutely overwhelming success, so much so that Jumper was frankly astonished. With such overwhelmingly positive results she couldn't exactly stop there now could she? Jumper iterated on the Lifebreeder, vastly improving efficiency, speed of Mako extraction, enhancing peaks and stability of "stimulation", designing specialized adaptive Mako storage tanks...one major innovation Jumper made was based off her own enhanced physiology granted to her in this world: the SOLDIER program, which infused Mako directly into a subject in order to strengthen said subject to superhuman heights. This could potentially solve one major issue that Jumper had been running into with her Lifebreeder design: the subject would fundamentally hardcap the Mako generation rate, and required a great deal of care and recovery after a Lifebreeding session. This...maybe this could fix things.

Actively injecting Mako back into a subject in a way that would empower them in the long term rather than inflict horrible suffering and kill them was a vastly more difficult process than simply extracting Mako from the subject, but this did not deter Jumper. She had centuries of experience with biology at this point, and was a past master of manipulating lifeforce in multitudes of forms; it only took her a little bit of work to figure out how to safely and effectively infuse Mako directly into a given subject to empower it without mutating it or damaging it. From there she just needed to close the loop and streamline the process of extracting Mako from a subject, purifying it, infusing a calculated amount back in, and storing the excess in an ever-escalating loop of perpetual energy. Sure it needed a bit of dummy AI help integrated into the Lifebreeder to help calculate and adjust for the continued growth of the subject over time, but that was easy to integrate-and Jumper had perfected the coding of this to the point that she could quite literally put such an AI on a /punchcard/. Still one of the most amusing pieces of technology she'd gained from the Dishonored universe, she thought to herself.

After all was said and done, the Lifebreeder Reactor was a remarkable piece of technology that could generate limitless Mako from a living being placed within it, perfectly sustaining the being placed within and constantly self-adjusting its own generation and storage to escalate to meet any arbitrary demand. The fact that it trapped a living being in an eternal and ever-escalating orgasm hell was secondary to the fact that it generated infinite clean and renewable energy that could be harnessed as a source of pure life essence, in Jumper's mind. And it made for an excellent jumping-off point into researching something unique to this world: Materia. With an endless supply of Mako on hand, Jumper could take the time to figure out how to synthesize all sorts of Materia without having to worry about wasting resources. And those experiments taught Jumper quite a bit about the nature of Mako and the Lifestream itself; before then she hadn't even realized that a purification step was actually necessary in the Lifebreeder Reactor. But she figured that out quickly when she synthesized her first handful of Pink Materia.

The problem was plain to see when one thought about it long enough. Mako was the very physical substance of life essence, the distilled life experiences and emotions of an organism in material form. And Jumper's Lifebreeder Reactor was generating that life essence via /ceaselessly/ and /endlessly breeding/ a given subject. The distilled life essence generated by infinite unceasing pleasure was, quite naturally, infused with that very concept. And thus the first batch of Materia Jumper synthesized with her Lifebreeder Reactor's output came out pink-harnessing and inciting the lusts of the user to unleash their abilities, and having a strong

sexual leaning regardless. Jumper was quick to figure out a solution and integrate a purification step into the final Lifebreeder Reactor design, but...that didn't mean there wasn't any value in the creation of Pink Materia. And it DID end up being a rather potent jumping off point for further research into the synthesizing of various custom Materia...and hey, if she was using lewd emotions and experiences to create Materia anyways, why not create some for her own enjoyment?

Even with her own divine domains beginning to press on her conscience and her own moral limitations beginning to strain, Jumper was a very reserved and restrained individual. She didn't want to go out on a sexual rampage or the like-just experiment with some fun and pleasurable tools as well as create some interesting new methods of infinite energy generation. Things changed when Doctor Jump-Her appeared. Jumper had been working as a back-alley doctor in the slums of Midgar as she tends towards, doing her personal experiments on the side...when an altogether insulting imitation of her appeared. A mad scientist who shared her appearance and voice yet held nothing of her morals, experimenting on people and driving them insane in the pursuit of "ultimate pleasure". Doctor Jump-Her stained Jumper's reputation by her very existence, causing people to fear that Jumper was secretly just Jump-Her and would implant horrible things in them to twist their minds and bodies to her will. She COULD do that, but she would never! So obviously Jumper had to go deal with this imitator.

Jumper found Jump-Her's base fairly quickly, though it was staffed and guarded by mutated hentai monsters-well, that's the best descriptor Jumper could provide for the things. Jumper effortlessly defeated the mindless monsters without killing them; she wanted to see if she could rehabilitate them once she had Jump-Her defeated. As for the madwoman herself, she harnessed gauntlets studded with Pink Materia and unleashed powers that effortlessly surpassed all but the greatest of local SOLDIERS...but Jumper was a posthuman superintelligence. There was literally no contest. All that said...Jumper didn't want to kill her. If this world was more civilized she would have just handed her to the authorities and gone on her way, but the lawful authorities of Midgar...weren't. And besides, something in her whispered, didn't she just invent something that could take a living being and put them to good use for the betterment of all? If Jump-Her wanted to experience "ultimate pleasure"...well, Jumper could provide.

Jump-Her's base was rebuilt into Jumper's own clinic, with a full-scale Lifebreeder Reactor built into the basement...within which was Jump-Her. For her in particular Jumper ended up excluding the Mako Purification system that ensured lust and lewdity didn't infect the Mako being infused back into the subject as they were empowered. Thanks to this, Jump-Her's body, mind, and very soul were constantly being infused with lust-saturated Mako, twisting her as if she was constantly being put under the effects of the world's most powerful "bimbofication" Materia that only grew stronger and more permanent over time. Every single cell of her body was impregnated with pure distilled lust, her body twisting until it was a parody of a fertility goddess and her mind endlessly drowning in unstoppable pleasure. The further this went the more potent the lust-saturated Mako she generated was, and the more potent it became the more her body was twisted in the grips of her own lust. If she still had any sanity, Jump-Her would have approved wholeheartedly.

If Jumper had been thinking more clearly, she would have realized that taking over Jump-Her's base of operations and turning it into a medical clinic for her own use was perhaps not the wisest idea. There were still many out there who believed that Jumper and Jump-Her were the same being, and even after Jump-Her was defeated a rumor started going about how Jump-Her was just a rogue split personality of Jumper acting out due to excessive Pink Materia usage. The fact that Jumper so easily reorganized Jump-Her's base into a clinic made many people believe that rumor, not realizing that Jumper had the telekinetic capability to effortlessly reshape molecular bonds and could thus literally transform things effectively at will. No, it simply made far more sense that the building was a clinic all along and Jump-Her was just Jumper's own repressed lust running amok. Thus there was still a great deal of distrust surrounding Jumper even with Jump-Her defeated in a surprisingly timely manner.

On the flipside of that, though, were those who figured they could harness Jumper's evident mental instability for their own ends. Runners from various gangs were sent, negotiations were made, and a deal was struck. Normally Jumper wouldn't have made deals at all with these criminals...but, it wasn't like there was any better authority down her in Midgar. And she didn't want to bring in her companions to make yet another branch of the United Lunar Empire. Truthfully they'd already started carving out their own little kingdom elsewhere-off in some place called Wutai or something-and left Jumper to handle things in Midgar. Jumper didn't want to call in her wives to just handle things for her /now/ after she'd already started getting established...so she'd struck some deals with the local criminal elements, with an eye towards eventually taking over. It wasn't like they were asking much anyways, they just wanted a selection of Pink Materia and first dibs on medical services. Nothing too serious.

And this would actually be rather useful for Jumper, when she thought about it. Jumper's current purification process used a great deal of complicated steps to carefully neutralize the lust-elements in the Mako her Lifebreeder Reactor generated, though this process ended up reducing the final output by nearly 50% as it outright destroyed portions of the tainted energy. If she were to instead /filtrate/ it, pulling out and distilling the lust essence rather than destroying it wholesale, the final output would rise to nearly 98%-with a byproduct of regularly generating absurdly dense Pink Materia. Yes, she could work with this-and hey, if she wanted to she could just do a bit more refinement and just include a Materia destruction step so she could maintain the 98% output WITHOUT any byproducts. That would make sense...for later. Right now those Pink Materia byproducts were rather /useful/ for her.

With the beginnings of criminal contacts established Jumper began to develop her first series of Pink Materia. The simplest and most straightforward ones to create were Heat, Surge, Shatter, and Swell. Heat was the by-far easiest Materia to produce, being nothing more than distilled lust and crystallized Mako without any refinement, and served to greatly increase the arousal of a given target. Surge was a "lustful healing" Materia; it reset refractory periods, strengthened genitalia, and of course caused a "surge" of sexual fluids to build up in the target. Shatter was "instant orgasm", stunning a target with a sudden and violent orgasm that would briefly "mind break" them, though consequently had a much greater lust-backlash on the user as well. And Swell was the "sexual growth" Materia, allowing one to quite literally "swell" their genitalia; tits, ass, cock, balls, you name it, Swell could grow it. These were the simplest Pink Materia Jumper could make-and she made most of them quite literally by accident as she was experimenting with

Materia Synthesis. Heat and Shatter were just the base products of the Lifebreeder Reactor, whereas Surge and Swell only took a little bit of injection of other emotions beyond pure lust-joy in the case of Surge, and desire in the case of Swell.

But Jumper would swiftly master the basics of Materia synthesis and begin developing more complex and sophisticated synthesis equipment and recipes. Desire, empty-headed bliss, and vanity created a Bimbofication Materia; jealousy, desire, and greed created an Asset Theft Materia. Maternal instincts and comfort created a Fertility Materia, whereas disdain and ecstasy created a Sterility Materia-though that particular Materia was notably temperamental and rather short lasting. Some of these Materia Jumper would sell through her criminal contacts, though most of them she would simply note the recipes down and lock away the samples she'd created. Emotional qualia infusement was a very effective method of guiding Materia synthesis-though all her Materia so far were Pink, simply due to relying on a core of endless Lust to build off of thanks to her Lifebreeder Reactor. Part of her felt like she should really get around to making Materia without Lust as the base...but another part of her was much more interested in seeing just how far she could push Pink Materia.

It was around now that Jumper decided it was time to start moving up from simply the supplier to the dealer. She already made her own Materia, she'd investigated the "markets" the various gangs were moving in, and she knew the "customers". With her precognition and achronal nature she could be exactly where she needed to be, exactly WHEN she needed to be, to start breaking into the Materia blackmarket. And from there she began to offer other services there; genuine medical services were primary of course, but she could also quite easily "prescribe" various "medicines" that she personally cooked up that could get a person high as a kite or sharp as a knife. From medicine to Materia to outright drugs, she began to truly sink into the criminal underworld. And when others realized she was actually digging into this, well, she always had a use for fresh bodies of low-life gangsters that nobody would miss. It was about time she expanded her Lifebreeder after all.

It seemed like every week there was a new crisis that needed to be managed by Jumper and Jumper alone, and she could never quite get any competent underlings...but that was okay. Jumper could easily handle that. Precognition makes up for a multitude of sins; she was always exactly where she needed to be to nip things in the bud, always saw every assassination and trap coming, was never caught off guard, and could account for outright random luck and more. To an outside Jumper seemed to effortlessly move through the world, perfectly handling anything and everything that came her way in a way that boggled the mind. It didn't take her more than a year to oust Corneo and take up the role as Midgar's Queen of Crime. She was a very hands-on Queen, willing to meet with even the lowliest mugger...but that didn't make anyone comfortable about it. You couldn't so much as jaywalk without Jumper knowing about it, so they whispered, and very few things were quite as terrifying as finding Jumper in a dark alley just after you'd trailed a mark.

She was everywhere in Midgar, or so it seemed to the criminal element, and you couldn't do a single thing without her say-so. Luckily it was actually rather easy to get that approval, so long as you abided by The Rules. Rule number one: don't fuck with Jumper. Rule number two: do NOT fuck with Jumper. Rule number three: if Jumper tells you to jump, you JUMP. Very simple

rules. Anyone who had questions were to refer to rules one and two, and anyone who broke them...disappeared.

It was around this time, after having dealt with a second rather annoying imposter, that Jumper decided she'd open a brothel. She had more than enough bodies to run her Lifebreeder Reactors at this point-multiple, because she simply had that many bodies. Her Reactors could power the entirety of Midgar for millennia to come and only grow MORE productive over time, and she had a veritable flood of Pink Materia to harvest regularly. Frankly at this point she had way more bodies than she needed...but she couldn't exactly let the criminals she'd used for her Lifebreeder Reactors go. They had all invariably become absurdly sexualized women-mostly by Jumper's preference-and if there was a single one of them who wasn't utterly mindbroken and sex-addicted Jumper couldn't find them. Might as well use all these slutified flesh dolls for SOMETHING that could contribute back to society. It only took a little work really; stick a civilian Cyberdeck into them so Jumper could puppet them directly, fork a process for maintaining and managing the flesh dolls, do a little touch-up work to appeal to a wider customer base, and voila. The Coral Caresse and her girls were open for business.

Now, Jumper expected the Coral Caresse to be popular. She had all but engineered the flesh dolls she was staffing the brothel with for maximal sexual appeal and she personally had so much sexual skill that-even acting through proxies as she was here-she could blow a person's mind so hard that they became fundamentally addicted to her touch. Her precognition showed her exactly what her clients would want and how, and her sheer skill ensured that she could blow their minds and keep them coming back for more. No, she wasn't surprised that the Coral Caresse was popular. What she WAS surprised about was the number of girls who actively wanted to JOIN the Coral Caresse and become a whore under her employ.

It wasn't like she was offering her employees incredible benefits or anything; they were just biologically enhanced on every level via constant infusion of Mako in the Lifebreeder Reactor to the point that they made full-grown SOLDIERS look like small infants, had their genomes adjusted for biological immortality (a basic necessity in Jumper's eyes), were aesthetically perfected via Jumper's bioengineering, and had integrated healthcare systems that dealt with any and every possible malady that could inflict them effortlessly. It was basically nothing in Jumper's eyes, not even the Standard Civilian Augmentation Package she offered the least of her citizens...but considering what the people of this world actually had available, well, it suddenly made a lot more sense. Well, if the people wanted, then Jumper could provide.

Jumper integrated a full Lifebreeder Reactor into the brothel itself-though one that lacked any biological generators installed in it. She then opened its usage to the public, advertising a wide variety of usages for the thing. Want some free Pink Materia? Want to enhance your body? Want a discount on any of Jumper's services? The Lifebreeder could provide; she gave 50% of the Mako generated by a subject right back to them in the form of Mako Tokens, which could be exchanged for custom Materia, drugs, time with the women of the Coral Caresse, and more. Biological augmentation came STANDARD as part of one's time in the Lifebreeder, with a special ID card that tracked just how much "Mako Infusion" one had undergone. It only took one hundred hours of Lifebreeder time to get biologically enhanced as First Class Soldier Sephiroth himself! And if you were dissatisfied with your natural growth from undergoing Lifebreeder

time, you could always trade your Mako Tokens for a wide variety of bioware or cyberware that Jumper made available for the public as part of a medical catalog. Of course, what Jumper didn't mention was the wide variety of side effects that time in the Lifebreeder would introduce in a subject.

Increased libido was the very least of them-making a person crave more sex, more Pink Materia, more /pleasure/. A growing tolerance for Pink Materia and pleasure in general would make a person more and more addicted to the usage of said Pink Materia and crave more time in the Lifebreeder-which always adjusted to provide maximal pleasure for a given person. The "mental stimulation" visors that the Lifebreeder restraints included onto each subject undergoing Lifebreeder time ensured a slow but steady molding of a person's subconscious to any direction Jumper chose-with the base programs simply inducing greater loyalty to Jumper, greater desire to fulfill Jumper's will, and greater submission to Jumper. Add in a little adjustment to the Mako Infusion program to ensure that subjects would steadily feminize and soften in just the right ways to fulfill Jumper's aesthetic ideals, and by the time a person actually managed to reach a level of saturation to equal Sephiroth's recorded strength they would practically be extensions of Jumper's will. And once they hit that point Jumper was happy to open the "exclusive catalog" of goods and services to them, such as a custom Cyberdeck that would connect them to Jumper's thoughts, ADAM-based augmentations, Skillshards to become grandmasters in whatever skills they (or rather Jumper) wanted (for them), and exclusive job offerings in the Coral Caresse...or other businesses that Jumper began opening.

It was around this time that a certain eco-terrorist got a bright idea in her head. The not-quite violent takeover of organized crime in the slums of Midgar had been rather good for Avalanche, actually; there were no more roaming thugs, no more shakedowns or protection fees, and certainly no more Corneo. Corneo himself seemed to just kinda...disappear one day, leaving only Jumper as the ruler of crime in Midgar's underworld. But this also meant a vast drop in the price of medicines and goods, with Materia-Pink Materia specifically-becoming so common that Tifa could pick up a dozen for the same price ONE Materia was before Jumper came along. Everywhere in the slums things were getting better under Jumper's regime...and more depraved, as the tendrils of Jumper's sexual influence grew by the day. But even with all this, Avalanche still needed more support if they were going to take on Shinra. And in fact...Jumper might be the very best person to provide that support.

Tifa wasn't blind to the fundamental faults that Avalanche faced as an organization. They were disorganized, weak, barely had a plan for how to take down Shinra at all-and barely had an idea of what to do if they WON. It wasn't like Midgar was going to just stop needing power altogether if Avalanche somehow managed to destroy all the Mako Reactors and stop Shinra from ever making more-they needed an alternative, and coal, solar, or wind wasn't going to cut it compared to the sheer efficiency and output of Mako. Of course all that wasn't even mentioning how they were literally less than a dozen people with only moderate training facing off against a literal fucking army staffed with absurd super SOLDIERS; if Avalanche wanted even a HOPE of success, they needed something to even the odds. And Jumper, quite clearly, had that very something. Materia? Jumper could mass produce it. Medicine? Jumper was the best doctor who had ever graced the slums and perhaps the best in Midgar. SOLDIERS? Jumper had a literal army

of augmented individuals at her beck and call. Money? Jumper ruled the criminal underworld and literally invented a new currency for what seemed like shits and giggles.

More than anything else, it was that new currency-Mako Tokens-that made Tifa think that Jumper might have the most important piece of all: a solution for what to do when the Mako Reactors were gone. Tifa wasn't an idiot after all; with how they could freely synthesize Materia and sell it in absurd quantities Jumper was clearly getting Mako from SOMEWHERE, and it wasn't tapping into the planet the same way that Shinra was doing. Shinra wouldn't have stood for someone trying to muscle in on their monopoly, so the fact that Jumper was still producing Mako meant that she was doing so in a way Shinra had absolutely no clue about. The most reasonable assumption-based on everything Tifa was able to learn via a little personal investigation-made it seem likely that those "Lifebreeder Rooms" might be actively generating Mako from the people who used them. That was a source that Shinra couldn't track-and would neatly explain where exactly Jumper was getting her Mako. It was a stretch; the idea that PEOPLE could be milked for Mako via those Lifebreeder rooms was absurd on the surface of it. But...if Tifa was right, then Jumper had a miracle on her hands. A miracle that might just be the silver bullet Avalanche needed to take Shinra down once and for all. Tifa needed to get Jumper on her side, on AVALANCHE'S side. The question was how to do that.

Considering just what sort of forces Jumper had available to her-that Tifa knew of, at least-and Tifa's own capabilities...she eventually decided that a direct approach was the best bet she could hope for. Trying to infiltrate Jumper's organization was right out-she had seen what those Lifebreeder Rooms did to people who used them too much, and didn't want to end up that way-and Tifa knew she wasn't strong enough to fight her way through dozens of SOLDIER equivalents. That narrowed her options down to two things: either she avoid Jumper altogether-not really an option at all if Avalanche wanted to successfully defeat Shinra...or she just openly approach Jumper in hopes of that alliance. Given her available options, Tifa decided to just go for it-booking an appointment with Jumper was surprisingly easy, and within a couple of days she was sitting before Jumper in a beautiful though surprisingly small office in the Coral Caresse.

Jumper hadn't actually cared all that much about Avalanche or Tifa prior to this point-instead she was much more focused on dealing with inquiries from Shinra and hiding her own operations from the Turks. Ever since she'd taken over the underworld and deposed Don Corneo she'd had to deal with these chucklefucks basically walking in like they owned the place-and to be fair, if it was literally anyone else in the entirety of Midgar, they may as well have been correct. Shinra had an existing "deal" with Don Corneo, and the fact that Jumper had deposed him meant that in Shinra's eyes she'd either have to take up Corneo's deal in turn or...be replaced herself. Jumper didn't like that all too much, but she wasn't exactly ready to overthrow the entirety of Shinra just yet so she pretended to play ball while hiding her own Mako generation schemes. Shinra was, of course, suspicious of where she was getting her Pink Mako and other supplies, but Jumper was both clever and precognitive; she could easily deflect suspicion when she put her mind to it.

So Tifa scheduling an outright appointment with Jumper actually came entirely out of left field for her. She wasn't exactly caught off-guard mind you-precognition and achronal consciousness-she just hadn't really been paying attention to those series of events at the time.



That said, she was absolutely ready to all but pounce on the opportunity this represented. Jumper had just been looking for an excuse to take Shinra off the board somehow, and Avalanche-well, Tifa representing Avalanche-would be just that excuse. That didn't mean that Jumper would just GIVE Avalanche what they wanted though-she could negotiate things here to not just get what she wanted, but much, much more as well. Thus it was that by the time Tifa found herself sitting in Jumper's office, Jumper had already drafted up a whole plan for taking down Shinra, installing herself as the ruler of Midgar, and taking a few.../extra/ things along the way.

To Jumper this entire meeting was merely a formality-it was trivial for her to choreograph the entire thing via her achronal nature to ensure that Tifa thought exactly what Jumper wanted her to think, acted exactly as Jumper expected her to act, and came to the exact conclusions Jumper wanted her to come to. For Tifa, this meeting was tense. Jumper hardly seemed interested in helping Avalanche at all-but was willing to confirm that she had developed her own variant Mako Reactors that she was hiding from Shinra right now. Jumper had the resources that Tifa wanted, the technology, the manpower-but what did Avalanche have to offer JUMPER? Nothing but a hope of "saving the planet" and all those fuzzy feelings that came with it-which, Jumper was quick to remind Tifa, she didn't really give a damn about. What she did give a damn about was Shinra muscling in on her territory and trying to control her own affairs, Tifa was quick to remind Jumper, so working with Avalanche wouldn't just be good for the planet-it would also be good for Jumper's business. To that Jumper asked Tifa why she would bother working with Avalanche at all? Jumper has all the cards here after all...what was Avalanche providing that Jumper didn't already have in spades?

Tifa came to the conclusion that Jumper had oh so carefully led her to, and offered the one unique thing that she believed Avalanche could offer: herself.

With that agreement forged and a great deal of "fun" had between Tifa and Jumper, Jumper decided to begin properly setting down the plans for how to take down Shinra with minimal loss of life. She mapped out energy junctures that needed to be captured and taken before the operation could even begin properly, so that when the Mako Reactors failed the rest of Midgar would be just fine as they switched to a new powersource. Jumper drafted up Emergency Reactors to install on the junctions-temporary Lifebreeder Reactors that would hijack the city's energy grid in key places to feed it energy once the primary Mako Reactors were kaput. They were small and used basic forms of life like rodents rather than full human beings so they'd only be good for about a week, but that should theoretically be all the time Jumper needed to set up some new PROPER Lifebreeder Reactors. Via a combination of precognition and scouting Jumper drafted up plans of each and every Mako Reactor and sub-Reactor that needed to be hit, as well as the forces protecting them. These targets were what Avalanche was going to hit.

Jumper would be aiming higher: Shinra itself. Mapping and scouting out Shinra's forces, tracking down their employees and resources, plotting out their infrastructure-Jumper took all of this on as her own task, and took to it with zeal. As a personal challenge to herself Jumper decided to orchestrate all of this with nothing but her precognition, her achronal nature, and her local abilities. It certainly wasn't because her personal Cybersoul was blaring into the back of her mind about ego drift and locking her out of many of her own abilities-that would be ridiculous. The truth was there though-Jumper had fallen deep into the sway of her own Divine domains,

Qliphoth greatest of all. The darkness which occludes divinity occluded Jumper from her own declining status, but also incidentally smothered Jenova's influence; Jenova had even LESS sway over Jumper than before. But she hardly even needed to nudge Jumper deeper into madness at this point. Jumper was already spiraling deeper and deeper into darkness all on her own-and because it was from her own rampant powers, Jumper's normal systems for preventing mental contamination or outside influence could do nothing but lock down Jumper's most destructive capabilities while she reveled in her own hedonism.

After a few months of preparation and a great deal of planning, Jumper, Avalanche, and Jumper's criminal organization struck simultaneously. On a synchronized switch every single Mako Reactor was detonated, staining the skies black with smoke and killing thousands as the edifices of corporate greed all but shattered in on themselves. Concurrent with that a bright white light lanced out from Shinra HQ-though few knew what exactly happened that night, it would be known that both President Shinra and his son Rufus Shinra were executed by Jumper, along with an immense number of Shinra personnel such as Doctor Hojo. There would be rumors of what exactly went down in Shinra HQ that night for years-such as a climactic battle between Jumper and Sephiroth who had seemingly appeared out of nowhere, but those rumors would never quite go anywhere. What WAS known was what happened after that lance of white light...The Great Fall, where some mechanism was triggered and every single support strut in the entirety of Midgar holding up the Plate blew simultaneously.

Jumper had a backup plan of course-or rather, Jumper had simply never told Avalanche that she had long since accounted for this "step" in the plan. Towers of flowing pink light shot up from multitudes of points throughout the entirety of Midgar's slums and even in the surrounding perimeter of Midgar, lashing out like snakes into the falling Plate before it could fall more than a few feet. There would have still been wide shock and suffering or even deaths with such a fall...but the flowing light was no light at all, but lust-infused Mako refined in such a way as to make it much safer and easier to breathe in. It washed over the entirety of Midgar, healing the citizens and strengthening them in the same movement...though also consequently instigating a massive baby boom in the following years. The light of the Mako flowed for seven full days, slowly crystallizing until it fully solidified into exactly one hundred and sixty one pillars of shining pink light-one hundred and sixty one shining Pink Materia pillars, born from one hundred and sixty one emergency reactors set into key junctions of the city's energy grid which Jumper had carefully built and buried long before the operation itself. How Jumper had managed to arrange such a thing would remain a mystery for years afterwards.

The emergency Lifebreeder Reactors quite literally kept Midgar up and stable for the week Jumper needed to construct a new set of primary Mako Reactors for Midgar. Jumper decided on a set of nine reactors-one for each of the cardinal points on Midgar. Each of the reactors could run emergency services with 100 permanent "Mako Terminals", and could commercially maintain Midgar as a whole with 10,000 people running 12 day shifts every day. Jumper, of course, offered it as a high-paying job for Midgar's citizens-and easily had one hundred thousand employees "working" in each Lifebreeder Reactor for eight hours a day. For the eight Cardinal Lifebreeder Reactors, that meant eight hundred thousand Midgar citizens acting as "Mako Terminals" for the Reactors-and it became an extremely prestigious and envied job throughout the city...

But that wasn't mentioning the Ninth Lifebreeder Reactor, sitting at the heart of Midgar where Shinra HQ once sat. On paper, that particular Lifebreeder Reactor was not actually in use-it was an "emergency Reactor" that would make up shortfalls in any of the other reactors. It primarily acted as the new seat of Jumper's power, holding the expanded and massively improved Coral Caresse-offering multitudes of new services, expanded facilities, and more. Public swimming pools! A whole music stadium! All sorts of amazing things that made it practically its own self-contained amusement park, all under Jumper's command. But there was an underside to the whole facility-the underground Ninth "emergency" Reactor...and an integrated laboratory for all of Jumper's work in studying Mako. As well as a number of interesting specimens. Some wild dragons, other monsters...Sephiroth, and a strange being that had been held in Shinra HQ, known only as "Jenova".

Jumper had encountered both of them while she had been taking down Shinra HQ-the former of course giving her much, much more trouble than the latter. Despite that though, even with just a normal human's capabilities-which she was far beyond even with just standard SOLDIER enhancement-her Achronal nature meant that she had effortlessly defeated the premier Shinra supersoldier and...proceeded to take him captive. She was curious about what exactly made Sephiroth so different from other beings, and why exactly Jenova was so desperate to enslave her to his will. She'd trapped him in a special pod deep underground in the Ninth Reactor, where she could study him and Jenova to her leisure. But that would be a project for later. She'd just finished taking over the entirety of Midgar. Now was the time to party! Now was the time to enjoy herself and have as much fun as she wanted!

Jumper reveled and partied in a way that she honestly can't say she ever had before, so taken with Temptation and Qlipth. She drank, she feasted, she fucked, she danced, she snorted, she injected, she got higher than high and lower than low. Of course she wasn't content to just keep her partying personal to her-the more the merrier in her eyes. She brought the entire city of Midgar under the sway of her absurd revelry; wine and drink of every stripe all but flowed through the streets in rivers. Meats and sweets were provided to every man, woman, and child in such abundance that even the most gluttonous could feel momentarily satisfied. The whores of the Coral Caresse roamed the streets as sexual predators, providing mind blowing pleasure to the citizens of Midgar whether they wanted it or not. A pink, lustful haze emanated from each of the Lifebreeder Reactors-pure lust vented into the atmosphere, bringing forth a constant perpetual orgy around them. Midgar had truly become a City of Sin.

Literally just for shits and kicks she built a giant robot and stuck a random fucker who had an absurd sexual fetish inside of it as a living Lifebreeder Reactor core and pilot. It wasn't a very good giant robot mind you-even with all her experience, technology, and sciences, Jumper had yet to find a way to make giant robots truly effective. More's the pity, but it was a funny as hell mini-project and that one giant robot fetishist was absolutely stoked so everything was great.

Any seeming of inhibition was utterly lost on her as she celebrated her absolute dominion over the corrupted megacity of Midgar. If she had any semblance of her normal rational thought she'd wonder why she was partying over such a small achievement-Midgar isn't a planet, Shinra isn't a galactic empire she'd conquered. It was one tiny electric company ruling one tiny megacity, and

she reveled like she had conquered the universe. That was the thing of course-Jumper wouldn't have been celebrating like this if she was in her right mind. She wouldn't have conquered Midgar the way she did if she was in her right mind. She was deep in the thrall of her own divinity, lost in darkness in a way that Lilith would have been proud of but which would have utterly shamed Jumper if she was rational. All of this was possible because Jumper had fundamentally misunderstood the nature of Divine Domains.

She had believed that a Divine Domain was some spiritual or magical organ-or perhaps quality-intrinsic to her form as Lilith. Her Qliphothic Frame should have thus acted as both a focus and seal for her divinity, allowing her to don her Divine powers as needed then simply put them away when she was done. They were not. They were so much deeper than that, and Jumper had only barely scratched upon the surface of what Divinity even meant at all. Her powers had acted in accordance with her desires for a time, for she WAS the goddess who ruled over her domains. But not forever, and with Jenova's influence they began swaying Jumper's thoughts until suddenly it was not her who ruled her domains, but her domains who ruled her. Beauty, Pleasure, Temptation, Rebellion, Qliphoth. As the divine first child of Yahweh, she held dominion over these five concepts. Now that she had lost herself in her own divinity, her Domains began to rule over the entirety of Midgar.

Beauty: with the advances in cybernetics, medical technology, and the infusion of Pink Mako and Materia into the city, the people of Midgar were growing more beautiful by the day. Curves softened and flourished, blemishes shrunk and faded away, scars became cosmetic...it was hardly noticeable day by day, but after a week, a month? The people of Midgar were almost universally supermodels or pornstars in aesthetics. And at this point, there was ever so little distinction between the two.

Pleasure: There was endless pleasure around every corner for the citizens of Midgar. Drugs more fantastical and absurd than anything the world had ever seen before; with a jab of a needle you could experience what it was like to be a different gender, a different species, hallucinate being in space, LITERALLY gain the capacity to fly through the skies, throw lightning from your fingertips, shoot lightning straight into your spine for a high unlike any other. You could sign up to work at a Lifebreeder Reactor or head to the Coral Caresse to experience sexual pleasures so absurd that it was utterly unmatched by anything any biological being could hope to achieve. Food and drink were utterly endless, allowing depths of greed and gluttony that were incomprehensible to Midgar's citizens even just two years back.

Temptation was just the other side of those pleasures-why would you ever WANT to avoid them after all, when there were no downsides? Jumper provided cures for each and every malady that could possibly affect a person, even those maladies that she herself caused with her strange drugs. It didn't matter how low you fell after taking a Plasmi-Pop or how the world itself felt raw and rough after stepping out of the Lifebreeder. Another Plasmi-Pop would pick you right up from your lows, and a quick jolt of Neuro-Jog (a strange little medicine that was provided free for service in a Lifebreeder Reactor) would reset your tolerances and senses so that the world no longer felt raw and each high could be experienced like it was your first one all over again. Pleasure was around every corner, and each pleasure was provided with custom-made cures that

ensured there was absolutely no reason NOT to indulge. Why would you ever try to resist the temptation?

Qlippoth was the most insidious of Jumper's Domains, as it slowly and steadily occluded all sanity and divinity within the city of Midgar. As Jumper reveled and fell deeper into her own darkness, so too did the citizens of Midgar-becoming more hedonistic by the day, more lost in their own hungers and pleasures, more belligerent, more maddened and lost in the haze of sin. If anyone had the ears to hear it they might have heard the very soul of the planet crying out with shock and horror as Midgar became a whirling nexus of darkness, self-contained for now but growing steadily deeper. Soon enough the endless force of sin-stained Mako that the Lifebreeder Reactors and city generated would stab deep into the heart of the planet itself, changing all life on Gaia forever. Nobody could hear Gaia's voice though, so nobody cared.

...Nobody, except Aerith. Aerith heard. Aerith cared. And there was one divine domain that remained unaccounted for, one spark of hope provided by Jumper herself that she was unaware of. Aerith listened to the voice of the planet, a wooden guitar on her back, and journeyed out to one of the pillars of Pink Materia holding the Plate up. She listened to the screams of lust and madness that echoed from within the pink pillar, pulled out the guitar on her back, and began to play a song. The song was slow and haltering at first-but the strums of music called out to something that Jumper herself had lost sight of in her revelry. But Jumper's divine domains hadn't. Her Rebellion hadn't. Divine power and the will of the planet intermixed, and a ray of green light shot forth from the earth-shifting the pillar of Pink Materia into a purified Green which flowed with light, life, and Rebellion.

Bathed in that green light Aerith found herself changed, insulated against the lust-madness of the city of Midgar. Spiked green shackles formed on her wrists and ankles, bright green light shining in her eyes. She could hear a beat now, beating ever present in her heart and in the planet itself. It spoke of defiance, of a will to overcome. It was the Rhythm of Rebellion, and as long as Aerith followed that rhythm she knew she couldn't be stopped-couldn't be held back or chained down in any way. Her humble wooden guitar was shattered and reformed in green crystal, strings of pure flowing Mako running down the neck and singing exactly the song she wanted it to sing when she needed it. Raising her guitar, Aerith vowed that she would take this city back from Jumper and free its people from the grips of lust and madness that Jumper had brought upon them-one rock concert at a time!

If, at any point, Jumper had taken the time to realize what was going on she could have stopped this Rebellion right in its tracks. Ultimately it was still HER Domain empowering Aerith after all-if Jumper wanted to she could take it right back in an instant. But that was the thing-she was far, far too lost in her own revelry and darkness to realize what was going on. It was a perfect storm of circumstances that allowed Aerith to rise on wings of Rebellion; none of Jumper's minions or her criminal empire were particularly competent without Jumper herself actively directing and controlling them, so Aerith had absolutely no problem beating them down with her crystal guitar and growing stronger by the day. Every day that passed let Aerith grow stronger, her Heartbeat of Rebellion growing steadier, and her musical revolution spreading wider; if Jumper had taken notice or cared she could have stopped it early, but now it was snowballing and becoming greater and greater.

Now, it can't be said that Aerith was a musician of any particular note before she began her journey to free Midgar from Jumper's clutches. She'd played a few ditties on her mother's guitar for fun before-but there was a difference between having basic capacity and genuine talent. Luckily for her, the skills and talents of the greatest musicians who had ever lived flowed through the Lifestream-and with her Cetra heritage and her Rhythm of Rebellion backing her, she could freely call out to the Lifestream itself to provide music to fight to. Her Materia Guitar ended up being more of a sword or a club in her hands than an instrument as she smashed, rocked, and bashed her way through waves of Jumper's minions, monsters, and more. When she reached one of the Pink Materia pillars she just needed to call upon the Lifestream and let the Rhythm of Rebellion flow through her to play a truly supernal song that purged the pillar of Lust and linked it back up to the flow of the Lifestream proper. Each time she did this she grew significantly stronger, her connection to Gaia deepened, and she even developed a new unique Spell or Skill that she didn't need any Materia to cast or maintain!

As powerful as those Pink Materia pillars were, she needed to do more if she wanted to free Midgar from Jumper's grasp. The Materia Pillars were like anchors for Jumper's influence, Gaia whispered to her-but they weren't the active fonts of lust and depravity that the Lifebreeder Reactors were. If she wanted to save the city then Aerith was going to have to follow in Avalanche's footsteps and take those Reactors down. Which was going to be rather difficult; she didn't have Avalanche's weapons, Jumper's armies, any particular funds-all she had was the will of the planet, a crystal guitar, and a Rhythm of Rebellion. It would have to be enough; she wouldn't compromise her principles and look for some backer like Tifa had-she could see how far Tifa had fallen from her time leading Avalanche to now being Jumper's wife. Instead she'd trust in Gaia-and the Crystal Pillars. Aerith purified every single Materia Pillar surrounding one of the Reactors, growing in strength all the while...and when she was finished a grand wave of green light shot from the pillars and impacted the Lifebreeder Reactor-taking down a shield that Aerith hadn't even realized was there. Or was that just weakening the aura of lust to make traversing the Reactor safe for her? Either way, it was time to make her first REAL strike against Jumper.

Aerith took on the first Lifebreeder Reactor the same way she had been taking on every other challenge she faced lately: head on, bashing goons in with her crystal guitar and flinging spells from her fingertips fueled by the surging of the Lifestream within her as she fought to the Rhythm of Rebellion. Even with her attacks on the Materia Pillars this factory was unprepared for Aerith's assault-and why would they be? Nobody had dared to attack the Lifebreeder Reactors after Jumper set them up; she'd staffed armies of bioengineered supersoldiers, robots, laser defenses, and all sorts of other things in the Reactors just for safety's sake, but nobody in Midgar was dumb enough to try and take down the golden geese that were the Lifebreeders. Nobody except Aerith. And against all odds Aerith was doing absurdly well; she dodged lasers as if she could see them coming a mile away, bashed her way through robots and soldiers alike, ran and jumped her way across the defensive maze configuration that should've kept her far from the Reactor's heart, and literally blew her way into the core through reinforced vault doors with a rock solo that sent green shockwaves blasting the door apart.

[lost steam writing this section; come back to later. Super short summary time]

- >Fights giant robot in the center of the reactor, defeats it
- >Entire reactor blows up with her inside it, unleashing a godlike stream of Lust Mako directly at Aerith
- >Divine Domain of Rebellion lets Aerith resist and purify the whole thing in one go, getting a massive powerboost and dumping a stupid amount of purified Mako back into the planet
- >Rinse and repeat seven more times; purify 20 pillars per Reactor, fight a midboss at the end, reactor explodes, Aerith purifies it all, and gains a ridiculous powerboost
- >Second boss is a crazy wrestling-obsessed muscle amazon woman; Aerith KOs her with her guitar and a piledriver
- >Third boss is a crazy Jojo cosplayer who has ALL the Summon Materia; Aerith uses her Cetra and Rebellion powers to free the Summons from the Jojo cosplayer and make them turn on him
- >Fourth boss is a super rich guy who cybernetically enhanced himself into a furry; Aerith just beats him up over and over again
- >Fifth boss is a crossdressing Cloud Strife; Aerith doesn't fight him directly and manages to-after a parry-based battle-convince Cloud to join her quest
- >Sixth boss is thirteen Koalas in a Koala suit, enhanced by Mako to be a genuine threat; Aerith destroys the Koala suit and post-purification they just become cute pets
- >Seventh boss is a Tonberry chef who orchestrates a giant kitchen-themed maze that Aerith is forced to navigate, then just gives up once Aerith reaches him
- >Eight boss is The Greatest Virgin, who has fought for his virginity throughout Jumper's lust-obsessed Midgar to the very end; he puts up the greatest fight, but loses at the end to Stupid Sexy Cloud
- >While Aerith fights her way through the Lifebreeder Reactors she gets a few allies on her side; Barret, Cloud (in a dress), Red 13, and Tonberry Chef
- >At the end, with the whole city purified except for the core, they all go to storm Jumper's Ninth Reactor
- >Up to this point Jumper had been entirely unaware of the rebellion that Aerith had been leading through Midgar
- >She'd been too busy partying and lewding Tifa in all sorts of depraved ways, completely lost in her hedonism
- >The fact that Aerith and her crew barged into Jumper's building to take her down came as a total surprise to her-especially with how powerful Aerith was
- >Jumper still casually defeated all of them without even really trying very hard, using her Achronal nature and absurd physical capabilities
- >But before she could take down Aerith once and for all her Rebellion surges one final time-releasing Sephiroth from where he'd been trapped below
- >Sephiroth promptly absorbs all the stored Lust Mako of the entire city, ascending into an alien goddess of pure depravity
- >It is at this moment that Jumper finally realizes that they had fucked up REAL fucking hard by underestimating Jenova and getting drawn into her Divine Domains
- >Jumper and Aerith work together and defeat Sephiroth, purging the last of the Lust-Mako from Midgar and freeing the city from Jumper
- >Jumper promises to not build any more lust-based Lifebreeder Reactors and helps fix up the city from how it got fucked up from the final battle

- >Afterwards she spends a lot of time collecting Materia, getting her head back on straight, dealing with the urges still picking at her from her Divine Domains, and being a back alley doctor once again
- >After that adventure Midgar becomes a part of the Lunar Empire proper and ascends as the City of Dreams rather than the City of Sin
- >Aerith has her whole body practically remade from pure Mako, becoming a near-ascendant existence intimately tied with the concepts of purity and revolution
- >She still ends up settling down and marrying Cloud Strife
- >Cloud wears the wedding dress, Aerith wears the tuxedo, and Cloud is the one who gets pegged on the honeymoon
- >Tifa still remains Jumper's little fuckpet, but Jumper does her best to help rehabilitate her afterwards
- >Doesn't go particularly well, but at least Tifa is happy with her life
- >On a WHOLLY unrelated adventure Yuffie fucks around, finds out, and gets Materia stuck up her butt
- >She finds she likes it
- >Jumper has absolutely nothing to do with this, but Yuffie ends up joining the Lunar Empire anyways
- >After that whole fiasco, Jumper resolves to finally come to understand and gain control over her Divinity



## Jump 36: Scion

Origin: Titanspawn (Hundun)

### Perks

- >A Monstrous Fable: Terror of Typhon -600 CP
- >Chaotic -Free
- >Beloved By All -400 CP
- >Vice Guy -Free
- >Legendary Devourer -100 CP
- >Primal Passion -100 CP
- >Monstrous Progenitor -200 CP
- >The Industrial-Titanomachy Complex -200 CP
- >Seed of Evil -300 CP
- >Bane of Pantheons -300 CP
- >>Trait: Beauty
- >>Weapon: All-Devouring Maw
- >>Avatar Purviews: Stars, Magic, Hope
- >>Incapable Purviews: Fire, Prophecy, Water
- >>Preferred Attributes: Intellectual
- >Fertile Soil (Gaia, Jord) -600 CP

### Items

- >Rune-Inscribed Relic (Death, Love): WitchDriver -100 CP
- >Bloody Useful -Free
- >The Black Feather Shroud (WitchDriver Imported) -300 CP

### Godrealm Customization (+600 GP) -300 CP

- >Extra GP -500 CP, +1000 GP
- >Divine Climates (Eternal Evening) -Free
- >The Far Side Of The Horizon -Free
- >A Head For Heights Enhanced -100 GP
- >Lap of Luxury Maximized -200 GP
- >The Fat Of The Land -50 GP
- >The Bounty Of The Earth -50 GP
- >Planar Enfranchisement Enhanced -200 GP
- >Great River (Sea of Stars) -100 GP
- >Modernisation -100 GP
- >Spirits Of The Realm Enhanced (Moon Bunnygirls) -200 GP
- >Chooser Of The Slain Enhanced (Moon Bunnygirls) -200 GP
- >Nectar Of The Gods Enhanced (Galaxy Cauldron) -400 Scenario GP
- >Axis Mundi (Galaxy Cauldron) -Free
- >Hammer And Tongs Enhanced -300 GP
- >Halls Of The Gods Maximized -100 GP, -200 Scenario GP
- >Underworld Maximized -300 GP
- >Noble "Steeds" Enhanced (Very Lusty Moon Bunnygirls) -200 GP

- >Of Things Feared And Known Enhanced (Galaxy Cauldron) -300 Scenario GP
- >Touchstone (Stars) (Galaxy Cauldron) -300 Scenario GP
- >Touchstone (Magic) (Galaxy Cauldron) -300 Scenario GP
- >Harmony -300 GP
- >Workshop of Wonders -400 GP
- >Unsavory Neighbors x4 +1200 GP

#### Drawbacks

- >Parental Discretion Was Ill-Advised +100 CP
- >Somewhere, Odin Twitches +100 CP
- >Demanding Dad, Micromanaging Mom +200 CP
- >The Other Kids +200 CP
- >Behind Enemy Lines +300 CP
- >GIVE ME GOD OF WAR +600 CP
- >Awaken The Sleeping Tiger +700 CP
- >Revenge Of The Titans 3: The Sequel: Starring Jumper From The Jumpchain Series +800 CP

#### Scenarios

- >Have You Seen Our Dogs?
- >Make (Insert Pantheon Here) Great Again +1500 Scenario GP
- >Amitābha
- >The Saga To End All Sagas
- >The Good, The Bad, And The Ugly

Basic idea: Going into this world, Jumper desires two things primarily: to atone for her absolute fuckups in the previous world, and to get a solid hold over her divine existence. She finds that she will achieve BOTH of these things here, whether she likes it or not. Jumper gets dropped headfirst into Ragnarok practically first thing when she enters this world, manages to avert the end of the world at great effort, and empowers her Witchblade with the essence of the Mistletoe sword. After that she proceeds to carve out her own Godrealm by force-only for it to come under attack by Titans, leading her to then go to war against the Titans and actively consume their existence one after another via the Black Feather Shroud. While she wars against the Titans she also takes the time to teach humanity enlightenment via advanced mystical cybernetics and immense magical effort, becoming revered as a goddess of innovation, hope, and magic who is worshipped worldwide by the vast majority of the now Enlightened humanity. By the end of the jump she's consumed basically every Titan bar a handful who have agreed to work with humanity and the Gods, and become a being of unmatched power unbound by fate.

Jumper's coming was expected, to some extent. The people of this realm could feel the shaking of Fate as, far far away, the Ascension Engine spun up and forged a pathway for Jumper to travel. They could feel the footfalls of a divine being who existed on a scale few could comprehend, even for the Titans of this world. A fateless being like Jumper could not step into the weave of fate without sending shockwaves rippling through it-and thus despite being unbound by fate, fate could still see her coming. And as one the prophets and oracles spoke, bringing forth a prophecy of Jumper's approach.

>O Jumper much-honor'd, Jumper supremely great,  
>Of thee our holy rites we consecrate,  
>Our pray'rs and expiations, empress divine,  
>For all things round thy head exalted shine.  
>The earth is thine, and mountains swelling high,  
>The sea profound, and all within the sky.  
>Janssenian empress, descending from above,  
>Magnanimous, commanding, bladed love;  
>All-parent, principle and end of all,  
>Whose pow'r almighty, shakes this earthly ball;  
>Ev'n Titans tremble at thy mighty blade,  
>Star-bleeding, arm'd with witch'ry, hung'ring maid.  
>Source of abundance, golden flesh of thine heart,  
>O various-form'd, to all sacred thou art;  
>Certitude heed my oblation, thy founders barbar'ty,  
>To peace divine, and eternal prosper'ty.

The prophecy was spoken in countless languages yet translated into the exact same thing over and over again-and it resounded across the entire world. From the highest of Titans to the lowliest Scion-and even some in the mundane world heard the prophecy, such was its spread. The exact meaning of the prophecy was debated by the scholarly amongst the divine, but the fundamental message seemed clear enough. There was a being known as Jumper, armed with a blade of love and enough magical might to shake the entire world, and they were going to descend upon this world soon. And clearly, if Jumper were to be sacrificed upon an Axis Mundi

then the Titans-or perhaps the Gods?-would be able to secure "peace divine and eternal prosperity" for themselves. Few questioned the fact that the prophecy itself never outright stated that fact-prophecies were never particularly straightforward after all-and so the scramble to find weapons and arms which could be used to defeat and bind Jumper once she descended began.

There was a misstep somewhere along the way. Nobody was quite sure who exactly made that misstep, or what that mistake truly was, but somehow, somehow, something that should never have been leaked was leaked. The existence of the Divine and the Titans was given irrefutable proof, and the very attempts to hide that proof ensured that it spread and spread until all the world knew that the divine still walked the earth-and more than that, they were at war. A titanomachy the likes of which had never been seen was in progress as Demigods and Titanspawn fought in the streets and the skies, and even the mundane leaders of the world heard the prophecy of how a strange divinity would soon descend and swing the war one way or another. The chaos that came from such a revelation was slow to spread-it stretched credulity to believe that gods of all shapes and stripes walked the earth, but the evidence was there for those who cared to look. It was slow, but it built up and up until it became an unstoppable avalanche of chaos and terror.

An accord was struck between Titans and Gods; they would put things aside for just a short time, just long enough to calm the mortals so that they could continue their war without their domains and purviews warping. Nobody wanted to be warped into a caricature of who they once were by the maddened faith of mortals. Specifically an agreement was struck between the Aesir-who worried that this chaos could trigger Ragnarok-and Muspelheim, who claimed that according to their prophets and oracles they would be able to craft a weapon that would be able to slay her. Fire and Water were her weaknesses, they said, and while water would be hard to shape there were few who could forge with fire better than Prometheus. This was desired by all factions, and so a very brief peace was established.

For exactly thirteen days and thirteen nights Prometheus forged a grand weapon, a weapon forged from the heartfires of Muspelheim and shaped for Surtr to wield-for Surtr was unmatched in his command of Fire. On the thirteenth night the weapon was completed-a blade of fire that's movement turned night into day and whose heat melted the very forge within which Prometheus worked. It was the blade with which Surtr would bring about the end of the world, and it was the perfect weapon for slaying Jumper-or so the prophets and oracles claimed. As Surtr claimed the blade and rent night into day the skies split open, and a grand comet of witch-touched stars fell from the skies straight into the realm of Muspelheim. Harken, oh ye Gods and Titans and all things Sacred-for the Janssenian Empress descends. Rejoice and despair, give thanks and give prayer, for she descends upon black feathered wings of stars and with blade of Love. All the world shall tremble before her.

It was an important thing to note at this point: very often, Jumper had little to no knowledge of what settings and worlds she traveled to through the Ascendance Engine. But she was not so limited as a mortal was, and was unbound by time in ways that even the most powerful deities of Time would find envious. When she crashed down into the plane of Muspelheim her eyes had already encompassed the whole world, possibilities and futures twisting and expanding before her to teach her all that she desired to know. In a normal universe she would see millions,

billions, trillions of timelines stretching out into an infinite tapestry before her-before shutting her eyes and allowing her whim and will to guide her down the path that her heart called towards. In this world...she saw bare thousands, if that. Fate had deep claws into this reality-not just determinism, but a hungering temporal beast which gobbled up all possibilities and chained all beings beyond a certain strength to its will as it guided them ever forward to an inscrutable goal.

Humanity was the architects of fate, and also its greatest pawns-for the will of mankind was rampant and aimless, chaotic and thoughtless. Through them was born the Overworld and through the Overworld was born the Titans and Gods alike-and through the Titans and Gods, Fate consumed and coralled all possibilities until just a few paths remained. Only those lightly touched could even hope to slip through its chains-the weak or the halfblood divinities-but still it weaved around them and drew them ever forward. Fate was born of mankind, and mankind defined Fate-but Fate defined mankind in turn, and gave birth to divinity which it ruled over to rule over mankind. Paradoxical and chaotic, unpredictable and absolute, Fate was an inscrutable force for those of this realm. Jumper was not of this realm. She could see the weave and weft of Fate with eyes unclouded, and did not like what she saw. Staring into the infinite golden threads of future and Fate, Jumper made a promise to herself: to unmake them, and unbind humanity from Fate.

But that would come later. For now she had a Titan-Avatar of Fire incarnate to slay and consume. The Witchblade lashed out from her wrist and manifested as a shining blade of Death and Justice, black and white light intertwining around it even as a raiment of black feathers settled upon her shoulders as a mantle. She raised her blade just in time to block the strike of Surtr, who wielded Fire and fury. Surtr's blow melted the ground below Jumper, ignited the air around her, and gave birth to a small sun which encompassed the entirety of Jumper's body. This was no ordinary fire and it set aflame the very fabric of the world around it-burning the physical and material laws that allowed Jumper's Karmic Void Particles to exist at all. It was only by Jumper's psychic will and reinforcement of her Personal Reality that she did not begin to dissolve under the flames-and even then she could feel her very Personal Reality be set aflame by Surtr's strike.

Jumper had no command over the purview of Fire-it was one of the few Purviews out of her reach, she could sense, but it was an absolute truth. This did not stop Jumper though, for her will was the will that shattered Fate. From her soul came a purest white light, a flame that burnt flames and healed the damage as it passed. Fires born from the soul Jumper called forth, and clad in this spiritual flame she struck back against Surtr-who was forced to defend once, twice, thrice against the strikes of the Witchblade coated in angelic flames. Though powerful, these spiritual flames were not enough to overcome the Titan Avatar. So Jumper called upon more power-and manifested the Darkness which Obscures the Divine. She commanded the Qlippoth, and drowned the Flames in Darkness-and Surtr found his eternal flames quenched. In this moment of weakness Jumper struck-following an instinct she had never had before yet knew as intimately as her own programming, she opened her Maw and consumed Surtr whole, Blade of Fire and all.

New divine power flowed into Jumper, but it was not enough-she would take MORE. The feathers of stars that lined her WitchDriver-clad form flared in a thousand colors, and Jumper opened her Maw once again-and began to consume the entirety of Muspelheim. Both gods and

Titanspawn rushed forth to stop her, desperate to prevent the perverse ritual of consumption that Jumper had enacted-but it was not enough. Her blade flashed out again and again, and those she slew were simply dragged into her Maw along with the very fabric of the realm of Muspelheim. The Titan itself struck down with force that a dozen Gods could not muster, and Jumper consumed it with all the rest. Her power swelled and swelled as Muspelheim weakened, until suddenly it all fell apart-and Muspelheim was no more. All that was left was Jumper, wielding the Purview of Fire with a force that not even Surtr could match-for she had forcibly taken the power of Muspelheim itself and become something new. She was no Titan or Goddess, but something greater now. And in the completion of her first consumption she roared out to the heavens with wings of Flame and Chaos, and the world trembled.

So began Ragnarok.

Those slain by the WitchBlade will never rise again, this is a simple fact of the blade's power. But Jumper did not slay Surtr and Muspelheim by the WitchBlade-she had consumed them with her All-Devouring Maw. Thus the Titan of Flames and its greatest avatar were wounded and weakened, but would rise again as embers from the flames of war-and the greatest war of all had begun for the sake of the world itself. This Odin explained to Jumper as he entreated the Janssenian Empress, pleading to her to help prevent the end of the world. He swore many an oath to prove his sincerity and offered Jumper many a gift to ease her suspicion-but Jumper was a goddess unbound by time, and could see the threads of Fate that even Old One-Eye was blind to. Nevertheless she agreed to work alongside the Aesir in preventing Ragnarok-for a price. Three boons she demanded, and three boons Odin agreed upon-to be paid as she averted the inevitable end of the world.

For her first act under Odin she was to travel to the mortal world and bring peace there-for the stirrings of Ragnarok, the reveal of divinity, and many other events had pushed the mortals into chaos and madness. Jumper was all too glad to do so-for hers was a boundless love and compassion for all beings, and she was quite desperate to make up for her own madness and indiscretions in the world past. Upon wings of stars and with WitchBlade in hand did she descend upon Midgard, and all who beheld her were captivated by her limitless beauty. She spoke of Hope, of love, of kindness and care to those who would listen-and all who saw her were willing to listen, such was her Beauty. Where she traveled the chaos caused by the revelations of the divine began to fade, and humanity began to see a new path forward-a path that Jumper was willing to carve for them with her WitchBlade.

Her beauty was used to calm the kind and elevate humanity, and Jumper used this tool well-but it was not the only tool in her arsenal. Ripped from Surtr was the Purview of War, and she wielded this divine power with the finesse of a conductor; where she passed the flames of war faded, and the tensions that were once building towards World War Three suddenly began to abate. She became known as the Goddess of Peace amongst humanity, newly descended and wielding both beauty and war hand in hand to bring order to a world in chaos. But Ragnarok would not be denied so easily-and the Jotuns were eager to bring about the end of the world. And so the Jotunhammer descended-an asteroid large enough to cause an extinction event on the same scale as the one that brought about the end of the dinosaurs. As the Jotunhammer was sighted in the

sky and began to fall, so too did the Fenrir Wolves attack-ravenous and maddened, they ripped and tore through any and all resistance humanity could muster.

But Jumper's will was not one which could be denied. Wielding divine might and ineffable Hope upon her WitchBlade she unleashed a wave of light that tore at the Fenrir Wolves, banishing them back to the dark places of the Overworld and saving mankind from their predations. Then she rose from the earth like a star, golden light shedding off of her in waves as she flew on wings of light towards the Jotunhammer. With one strike did she shatter the Jotunhammer, not just breaking the asteroid but utterly disintegrating it into nothing but a fine particulate mist which spread over the skies as a beautiful aurora, and all who looked upon the aurora felt Hope ignite in their hearts and knew that as long as they continued to try then a better tomorrow would eventually come to them. From this Hope came an immense surge of faith and devotion amongst humanity-millions, tens of millions, even hundreds of millions cheering in relief and pledging themselves to the Goddess who had prevented their extinction. Though she was untouched by the faith of the mortals-for she was not bound by Fate and such was her will that she would never be twisted into a form she did not desire-Jumper knew that this faith was a great resource. And thus did she gather its power on the edge of her blade, and with a mighty swing she cut forth a whole new Godrealm from the Overworld.

The world that Jumper carved forth from the Overworld with Love and Hope was a paradise rarely seen amongst even the grandest Godrealms of other Pantheons, and it was one that was still growing even as Jumper stepped into it. The core of the Godrealm-the Axis Mundi-was a replica of the Galaxy Cauldron which she had seen but once more than a century ago. A churning, swirling cauldron forged of starlight and infinite potential, from which all life in the universe would spring forth...this Galaxy Cauldron was not that, though it imitated it in form and acted as the keystone of Jumper's Godrealm. Surrounded by a glittering sea of stars, Jumper reached deep into the Galaxy Cauldron and called forth the First world: the World of Diamond. The potentia of the Galaxy Cauldron flowed through her Stellar Matrix, through her Star Seed, and out into the Godrealm-and brought forth a shining star of pure diamond. Within that diamond star was a whole new world where rivers of liquid light flowed, where the grass was soft emerald, where the mountains were shining with gold and silver, and where a grand futuristic city constructed of diamond glistened.

This would be the Land of Materia, Jumper declared, and so saying she planted down a tree forged of glittering gemstones into the heart of the World of Diamond. This gemstone tree was forged from the Materia of the last world, and through Jumper's coaxing an endless river of life flowed from the Galaxy Cauldron, through the Materia Tree, and throughout the World of Diamond. A living, material realm in which Jumper ruled over all, from which endless riches could spring forth, which could host an endless number of beings. All things would be provided for by the land, and all people would be free to pursue higher arts as their heart desires. Such was Jumper's will, and so was forged the World of Diamond. But as she forged this world hungering beasts, demons, ashuras, and other Titanspawn saw the glittering Godrealm and tried to claim it for themselves. They sought to break into the Sea of Stars and pluck the World of Diamonds from the Godrealm itself. Jumper swung her blade and cleaved an army millions-strong in two, and endless Fire poured forth-and so the World of Diamond was bathed in eternal twilight as a ring of ever-burning fire encircled it, guarding it from invasion.

Jumper returned to the Galaxy Cauldron and reached in again, and pulled forth a new world. Potentia flowed from the Cauldron and into her Stellar Matrix, into her Golden Crystal, and out above where it formed a golden star-a shining realm of golden dreams. Within the golden star flowed dreams and ideals as water flows through a river, and from these dreams Jumper did forge grand tools and structures-machines of complexity and strange potency that none but her could truly understand. This would be her workshop, she decided, and thus she carved channels and basins into it-through which flowed countless energies, from Kouki, to Lifestream, to Chakra, to a dozen others. She also carved herself a little home and clinic-somewhere to work out of and somewhere to rest her head when the day was done. It was not a large clinic nor a large home, but it was comfortable regardless and Jumper thought that more than good enough. She had put the vast majority of her energies into the tools and machinery that made up her workshop instead, and it was a grand and incredible workshop that could churn out artifacts the equal to Odin's Gungnir in a way few other Godrealms could achieve. This was the Palace of Dreams, where Jumper would forge wonders and advance technology to ever greater heights.

Again a whirling tide of demons and gods crashed against the borders of her nascent Godrealm, seeking to claim the Palace of Dreams for themselves-and again Jumper rebuked them with blade in hand. This time she wielded Magic upon the edge of her blade, and grand workings of sorcery unlike all the world had ever seen rose up and formed endless shifting seals around the golden star. These mystical seals automated many of the manufactories within the Palace of Dreams and drew forth weapons and artifacts born from dreamstuff and imagination, with which Jumper cut down the armies of gods and demons. Thus did an ever-shifting kaleidoscope of colors and mystical symbols flow over the sky in the Palace of Dreams, and thus would grand divine artifacts ever churn forth to add their weapons to the endless arsenal that was the skin of this world-creating an ever-expanding defense that would swiftly adapt to any assault by producing new weapons and artifacts to counter whatever assaulted it.

Once more Jumper returned to the Galaxy Cauldron and plunged her hands into it, and once more she pulled forth a new world from its depths. Potentia rushed upwards from the Galaxy Cauldron and into her Stellar Matrix, into her Silver Crystal, and out into the sky-forging a shining white star that shone like the moon. As she stepped into the world of the white star Jumper found herself standing atop the surface of the moon, staring down towards the Earth. But it was not the moon as humanity knew it; it was a city of gleaming buildings made of shining white crystal, gentle purifying magic flowing through the streets and the skies that painted everything in black and white. Surrounding the city were ten grand palaces, rising above all. First was the Palace of Ten Million Delights, which offered every delight and pleasure that could be found in both the mortal world and by Jumper's own hands. Second, the Palace of Ten Million Trials, which offered challenges and tribulations of all kinds and stripes for those who would seek to test their mettle. Third, the Palace of Ten Million Cycles, which would govern and organize the cycle of life and death throughout this realm and all that Jumper commanded-and where those who came to rest in Jumper's afterlife would be able to organize their reincarnation, from remembering their past life in the next, setting up special blessings, and so forth. Fourth, the Palace of Ten Million Academies, which would provide all the knowledge and insight Jumper had gathered over the course of her centuries of life to those who were willing to learn.



Fifth, the Palace of Ten Million Histories-where the life, experiences, and memories of every single person who had ever been in Jumper's service or been part of Jumper's faith would be stored, so that they would never be lost and could be revived from if ever they were slain. Sixth, the Palace of Ten Million Warriors, where Jumper's armies would be trained with the greatest of martial skills that Jumper had developed, armed with the most powerful weapons, clad in the greatest of armors, and taught to wield powers that were restricted only for those who would do war against Jumper's enemies. Seventh, the Palace of Ten Million Dreams, where Jumper broke off a portion of her own Palace of Dreams to forge a grand manufactory where people could learn to forge anything their heart desired-from simple swords and shields, to advanced technologies, to spaceships and grand megastructures. Eighth was the Palace of Ten Million Labors, where those who resided in Jumper's afterlife could work to attain greater virtue and privilege-from extended time in the afterlife to unique privileges in their reincarnation, or simply to give back to Jumper by helping maintain the Afterlife. Ninth was the Palace of Ten Million Attendants-a Palace dedicated to providing and serving those spirits who attended the Afterlife eternally.

Speaking of, this realm was populated in a way that none of the previous realms had been. From glittering stardust and moon soil rose a legion of white haired, red eyed women-sporting gentle bunny ears and round bunny tails. Some were tall, some were short-some were weak, some were strong. All instinctively knew their role as Attendants of the Moon. All instinctively knew their role as Guardians of Souls. All instinctively knew their role as Keepers of the Ten Palaces. And all instinctively knew how to make a wide variety of rice-based pastries such as mochi. Jumper assumed that last one was due to the influence of the Chinese myths of the Moon Rabbit. Nevertheless, one and all the Moon Bunnygirls were loyal to Jumper, loving of all who would rest within their realm, and knew their roles-as psychopomps, as guardians, as attendants, and even as lovers. They would staff each of the Ten Palaces depending on their skills and abilities, and would help guide souls to become better-and even elevate select souls into becoming Attendants themselves. Sometimes new Attendants would simply arise from moondust and stardust mixing-for there would always be at least one Attendant per worshiper, and often many, many more-but for the most part they would seek to help elevate their charges to becoming Attendants in their own right.

This realm was the Moon's Gentle Repose, the purifying moonlit afterlife of Jumper's Godrealm. All who worshiped Jumper and perished would be drawn to the Moon, where they would bathe in the purifying moonlight for a minimum of one hundred years. They would be attended by a Rabbit, who would guide them through the Ten Palaces and help them enjoy their time in the afterlife as they slowly allowed their sins to be washed away by the moonlight. Those who had done evil would be barred from the Palace of Ten Million Delights yet still accepted in the Moon's Gentle Repose, and their Attendant would help them journey through the Palace of Ten Million Trials or Ten Million Labors to wash away their sins and learn a better way of living. The light did not wash away memories, but eased the sufferings and pains of life-and upon entering the Moon's Gentle Repose, each Soul would be brought before the Palace of Ten Million Cycles to plot out their next life. Reincarnation was the base standard, but through service in the Ten Million Labors or through valor in the Ten Million Trials one could earn privileges-from extending their time in the Moon's Gentle Repose, retaining their memories in the next life, preparing special blessings for their next life, or more. They could even choose to become an

Attendant if they had earned enough virtue-either through good living or through service in the Ten Million Labors-and be granted eternity in the Moon's Gentle Repose as one of Jumper's Attendants.

There was one final Palace, specifically for those souls who were stained so utterly black that even spending a hundred years in the moon's purifying moonlight would not cleanse them of their sins. For those souls stained pitch black with sin and evil, there was the Palace of One Penance. They would be brought to the heart of the Palace of One Penance, where a replica of the Silver Crystal shone with a purifying light that would scour the darkness from even the blackest of souls. This darkness would be sealed away and forged by Jumper's hands into an amulet bearing a unique blessing, while the soul-so scoured by the light of the Silver Crystal-would lose all identity and memory from its scouring. They would be remade into a unique Attendant who bore the amulet forged from the sins of their past life, not informed of their sins or their evil, and treated as beloved and cherished as any of Jumper's servants. They would make bonds with others, be assigned labors and quests, and slowly build up an inner Light that would help them carve forth a new shape for their soul. Finally, once their will and soul was strong enough, they would be re-introduced to their memories and sins from their past life as a final challenge-and purge those sins once and for all. Once complete the Penitent Attendant would be granted a choice: reincarnate free of sin, or remain in Jumper's service as a true Attendant.

Once more a wave of gods and evil spirits came forth to steal the shining jewel of a plane that Jumper had forged in her Godrealm, though this time it was sent forth by the Celestial Bureaucracy primarily. Once more this invading wave was rebuffed, though this time it was not by Jumper's blade-instead it was by the hands of millions of Attendants, who took up arms forged of stardust and wielded arts from a dozen different universes, knowledge and will instilled into them from their very birth. Thus did the Attendants repel the invasion, and take up guard around the Moon's Gentle Repose. Jumper saw this and nodded, accepting that they would do well in guarding her Godrealm. Finally, with a wave of her hand, Jumper organized the four planes of the Godrealm. At the bottom was the largest and most complex-the Moon's Gentle Repose, where the dead and spirits would enter and leave from. One layer above was the Land of Materia, where the Attendants and those specially privileged by Jumper would live in a paradise beyond paradise and enjoy an eternal twilight. One layer higher was the Palace of Dreams, where Jumper would live and work, forging miracles and dreams as well as cures for all ails. Finally at the peak of the Godrealm was the Sea of Stars, where the Galaxy Cauldron sat-only able to be accessed by entering a special room within the Palace of Dreams and defended as the very heart of the Godrealm.

One final time an army millions-strong attacked the Godrealm-this time the whole thing at once. One final time Jumper gathered up her divine power and smote them, this time alongside her own army, and reforged the Godrealm such that it would be absurdly difficult for all but her own servants to traverse it. To enter the Godrealm one needed to travel to the Moon itself-and from there, one would need to jump to a specific star in the night sky to reach the Land of Materia. Then a third jump to reach the Palace of Dreams, which could only be made by having faith and following one's dreams as they jumped into the sky beyond the sky. Finally one would have to traverse a road of stars through the Palace of Dreams to reach the Galaxy Cauldron, which

required mastery of Magic and the Star Purview to see the path at all. The Attendants, forged or reforged of stardust and tied to the realm, could make these jumps with ease and could take passengers with them if it was their duty. Others would require truly godlike strength or abilities to traverse this realm without assistance. So reorganized the Godrealm became extremely easy to defend-for without immense mystical might or a method to tear straight through the realms, one would have to assault it from the front and one plane at a time, with the defenses growing ever stronger the deeper within one traveled.

In a flare of light Jumper fell from the Overworld as she finished forging her Godrealm-but she was not alone in doing so. Millions of shining stars fell alongside her-an army of Attendants from the Moon's Gentle Repose, out to do their duty as guardians of the souls of the faithful. To all the world Jumper declared that she was here to defend them, to guard humanity and quell the chaos that was tearing apart the world-and she sent her Attendants to help guard and assist each and every person who had even an iota of faith in her. This brought forth a new surge of faith and faithful, which called forth even more Attendants...and amongst those who swore themselves to Jumper was a curious Scion, dedicated to averting Ragnarok and believing that Jumper might just be the key to doing so. Not for the sake of the prophecy-but by Jumper's might alone.

Odin found himself displeased with Jumper's actions, for it tore at the very foundations of Faith that a pantheon needed to survive-but Jumper requested that her first Boon, granted for shattering the Jotunhammer, be to allow all that fell under Jumper's aegis immunity to the Aesir's wrath. Each Attendant swore their loyalty to Jumper, and each faithful swore their souls to Jumper upon their death, and even a number of Scions joined Jumper's faithful, and the Godrealm was certainly ruled by Jumper-and thus was defended by Odin's own word. Aggrieved, Odin called upon Jumper to head to her next task in preventing Ragnarok: to travel to the entrance of Hel, deep into the heart of the underworld, and bring Baldur back to life-for he would be instrumental in the events to come. Jumper, still bound by pact to assist Odin in preventing Ragnarok, agreed and traveled to the mortal entrance to the underworld: a strange oil platform called Sleipnir far in the north sea.

While Jumper could have traveled to the oil platform known as Sleipnir in just a few supernal steps, she did not do so-for the forces of Ragnarok were attempting to infiltrate the mortal society and military in an attempt to bring about Mutually Assured Destruction. As Jumper traveled she wielded the Blade of Love and cut away the illusions, machinations, and madness that Giants, Jotuns, Fenrir Wolves, and many other Titanspawn sought to sow-and called out to mankind to fight against this influence and continue to love one another, to accept kindness and reject cruelty. Jumper's efforts cooled the flames of war and prevented nuclear holocaust, and as Jumper's words spread throughout the world so too did faith in Jumper grow. Though a funny consequence of Jumper taking the "scenic route" to Sleipnir was the fact that she got waylaid by...she didn't want to call it an ambush, though that was exactly what it was. It was just so pathetic of an ambush that Jumper literally couldn't consider it a hostile action if she tried.

The remnants of the Sumerian pantheon were truly desperate, as things were. There were but a few gods left, a few monsters, hardly any worshippers. Yet they couldn't take any chances with rumors about Aten being made aware of their continued existence-and rumor had come that Jumper had wielded immense Light powers, which might be gained from a bargain with Aten.

And thus what little they could spare was sent out; Ishtar's personal attendant, a trio of Scorpion-men, and a dozen mortal followers armed with Mosin-Nagant rifles. It was all they had to spare. It was so pathetic that Jumper genuinely couldn't even consider them a threat. Jumper outright ignored their attacks and actively opened up communication with them-seeking to understand what had driven them to these lengths. When she heard their plight Jumper made them an offer: so long as they abide by the laws of her realm, they would be free to live amongst her Godrealm and partake of its fruits as if they were part of her own pantheon. This group obviously wasn't capable of making that call, but promised they would bring it back to their gods and see where things went from there.

As Jumper continued her quest to prevent Ragnarok the scout party sent forth by the Sumerians would return, taking with them Jumper's offer of refuge. The few remaining Sumerian deities convened, argued, and postured...but finally relented. They lived purely on the goodwill of the Egyptians at this point, and that was far too close to Aten for comfort. Ishtar, Ereshkigal, Ištaran, and Ninhursag came to unanimous agreement; if Jumper would have them, they would join her nascent Pantheon. But that was in the future.

Just as Jumper began her final approach to the oil platform named Sleipner, she encountered the deity called Hod-who had killed Baldur in the first place. Strange twists of Fate attempted to arrange things so that Jumper was forced to kill Hod to proceed...but she refused this outcome. She could see the suffering and despair on Hod for his crime of slaying Baldur, and she would not punish him further this way. Nevertheless he insisted on traveling with her to Hel so that he may apologize to Baldur in person, and Jumper accepted his presence for this quest. Together they traveled through the portal held in Sleipner into the Hel, the realm of the dead, and greeted Baldur who was being hosted by the goddess of the same name...along with his wife. There Baldur explained how he had arranged for his own death at Hod's hands with his own blade Mistletoe so that it would be divinely sanctioned to slay Titans-and thus would become a critical weapon in preventing Ragnarok.

Hel was not exactly warm to her guests, but out of respect for Baldur laid out a genuine feast for Jumper and Hod. Jumper wasn't particularly interested in wasting time with these niceties, but on Baldur and Hel's insistence she relented and allowed for one day of rest and feasting before she got to the task of dragging Baldur back to life. Thus did they feast, and during this feast Jumper was able to get a feel for the dynamics between her party and Hel's; it was quite clear that Baldur held great regret for manipulating his brother into slaying him, while Hod held a good deal of resentment for his part in all these things...and also for the fact that Baldur was married to Nanna, who he dearly loved. Nanna, meanwhile, was at some sort of odds with Hel, who seemed to have a certain affection for Baldur, as well a certain resentment for the fact that Baldur was getting the chance to live again when she would remain slain and locked in Hel. It was certainly an...INTERESTING dynamic, and Jumper simply sat back and observed as the gods squabbled and made "merry" amongst themselves-though none of them seemed to be particularly happy.

Come the morn and Hel finally informed Jumper of how Baldur was to be revived from his death: either through a sacrifice of someone of equal power to him or intimately tied to his destiny-such as Hod-or by some absurd fate-defying feat such as all things in the Nine Worlds weeping and calling to revive Baldur at once. Those were the only two ways, declared Hel.

Jumper defied that, and declared that she would carve forth a third way. Her existence was one unbound by Fate in a way that no other being in this entire realm was, and hers was a power that could shatter the absolute truths that others took for granted. Raising her Witchblade and allowing the Stellar Matrix embedded within it to begin to shine, Jumper channeled her divine powers and cleaved apart mortality itself. The light of the Silver Crystal, the Golden Crystal, and her Diamond Star Seed poured through Baldur and Nanna alike, and to the shock of Hel and Hod the two gods were revived in defiance of all they had believed was possible. The only reason Jumper hadn't done more, she told Hel, was that she was a guest in Hel's home and thus it wouldn't be right for her to break open the gates of Hel and revive every single being who dwelled within.

Hel was beyond insulted by Jumper's words and even outright attacked her-but Jumper repelled her attack and held her blade to Hel's throat. Politeness was the only thing that stayed her blade, and Hel would do well to remember that her very first act upon entering this world was to outright /consume/ both Surtr and Muspelheim. Jumper, Baldur, Nanna, and Hod were escorted from Hel and told with great venom to never darken her realm again. Nevertheless, Jumper's work here was done-Baldur was revived alongside his wife, who had let go of her treacherous plots due to being revived alongside her husband, though Hod was still resentful of how exactly things had shaken out in this whole experience. Returning to Odin Jumper demanded her second boon: Mistletoe, the blade that Baldur had forged by being slain upon its edge twice over. Odin roared that she did not have the right to demand such a thing-but Baldur offered up the blade freely as thanks for saving not just himself but also his wife. Thus did Jumper merge Mistletoe with her WitchDriver, adding its might and abilities to her own.

Odin, still smoldering with anger at being denied the Titan-slaying weapon by Jumper's actions, demanded an extra task of Jumper for her theft of Mistletoe. She would go and convince the Fenris Wolf to stay out of the battle of Ragnarok-thus ensuring that Odin will survive Ragnarok as his prophesied slayer sits out the battle. Jumper agreed to this, traveling to the dark corners of the world where Fenrir and his children-Sköll and Hati Hróðvitnisson-made their home. Their lesser Titanspawn brethren had made much trouble for Jumper in their attempts to spur on Ragnarok, but Fenrir and his two sons were actually quite happy to stay out of the events. Fenrir's children had grown tired of chasing after the Sun and Moon, and Fenrir himself had no desire to consume the world as he once did. Jumper was able to convince them to not just stay out of Ragnarok entirely-but to move to her Godrealm as well. They were wolves, yes, but they were sapient as well-and their power would be great defense against any invasion. Thus did Fenrir and his sons move into the Land of Materia, where they stood guard over the gates of the ultimate paradise and were fed sweet meat and young stars forged from the potentia of the Galaxy Cauldron for their service. Thus too did Jumper's Pantheon grow stronger, and thus too did Odin's anger grow-for by the words of the First Boon he could do naught but stand aside as his old enemies took refuge under Jumper's aegis.

One final task Odin charged Jumper with, to aid in preventing Ragnarok. He tasked Jumper to go commune with Hel and ensure her agreement to fight alongside the Aesir during their prophesied doom, and when Jumper noted that Hel had sent her away with great wrath before Odin told her that she would be given many lavish boons and tokens that would buy Hel's affections. Jumper saw the trap that Odin had set though, and with a strike destroyed the one poisoned token

amongst the gifts-which would be used to target Jumper's soul and allow Odin to /attempt/ to swap places with her. She would not brook treachery a second time, Jumper told Glad-of-War, but nevertheless by the terms of her agreement with the All-Father she took the remaining gifts and set forth to Hel once again in an attempt to win her allegiance for the Aesir.

As Jumper traveled back to Hel, she was waylaid once more by the Sumerians-though this time all of their Deities had come...all four of them. Ishtar and Ereshkigal were twins save for in hair color; both pale skinned and red-eyed, rather short with large posterior, Ishtar held black hair and dressed light while Ereshkigal held blonde hair and wore a heavy red robe. This was different from their historical appearance, they explained, but due to some strange Japanese game company public perception of them had...shifted, somewhat, in recent years. The same could be said for stately Iřtaran, who was fair-skinned with long blonde hair and purple eyes, wearing a purple suit. Ninhursag...all three other deities claimed that she'd always been the way she looked right now. Which was somewhat short, silver-haired, eyes half-lidded with a gentle smile, and both a motherly physique of immense swelling curves as well as a bosom that could very readily be described as a mountain range.

The Sumerian gods had come to an agreement, and that agreement was to accept refuge in Jumper's newborn Pantheon. They knew that Jumper's Godrealm was currently under constant assault-but Jumper's forces and powers were such that even constant assault was effortlessly repelled. Add in the fact that Jumper was powerful enough to slay a Titan from the very moment she entered this world and was only getting stronger and the choice was obvious. They did wish to be granted high positions amongst Jumper's Pantheon-but Jumper herself had not actually considered how to structure it yet and could only promise that they would have positions of both power and authority without promising anything in specific. Even with such vague promises the Sumerians were quick to accept a place in the Land of Materia-the city of diamond that existed above the Moon, a greater paradise that provided for absolutely everything and held limitless lifeforce flowing through it. Merely to reside in such a place was a boon that the Sumerians had not had in many millennia, and they were all quick to take up their own residence there. They did warn Jumper that Aten did still seek to unmake them-and in hosting them Jumper may find herself an enemy in Akhetaten. Jumper was unphased, and confided that she intended to consume every Titan in the world regardless-so Akhetaten becoming her enemy was simply moving up her timetables.

Jumper continued onwards alone after the Sumerians got settled in the Land of Materia, only to find herself under assault from multitudes of forces out to kill or curse her into oblivion. Hel's forces specifically; it seemed she held a rather powerful grudge from the insults that Jumper had levied upon her in their last encounter. It was understandable, yes. It was not exactly something Jumper was pleased about either. Nevertheless Jumper pushed on, defending herself and the gifts that Odin had sent with her to please Hel and hopefully turn her to the Aesir's side. One of the many traps and enemies Jumper faced was Nidhoggr, the dragon who gnaws upon the roots of Yggdrasil. Apparently waylaid by a giant who had told him that Jumper had slain its child, Nidhoggr rose up to take revenge for its fallen kin. Jumper mercilessly slew the dragon with her improved sword and consumed it with the All-Devouring Maw, stealing its power for her own before moving on her way-as she had many other threats.

Upon arriving at the gateway of Hel Jumper stopped and introduced herself once more-not barging in as she had before and instead simply presenting her offerings to Hel along with a shout that she wished to parley. From the depths of Hel the same-named goddess's voice rose up with a demand to leave as dead wind rushed upwards, curses and evil carried upon it. Jumper was unaffected in the slightest, though the very hint of Hel's voice would have curdled all life within a mile. Instead she simply refused, declaring that she had been charged by Odin to see her task done and would not leave until she either had an accord with Hel struck or Hel struck down-either or, and it was to Hel to choose which. An insult again, yes, but Hel could see reason and knew that Jumper was more than powerful enough to make good on the threat. Thus did Hel's doors open to her once again and the same-named goddess guide Jumper deep into the realm of the dead, the heart of Hel's power.

Once there, Hel announced that Jumper had crossed her no less than three times. The first was in violating the sanctity of her realm in forcibly taking Baldur and Nanna back to the world of the living. The second was in threatening her life and mocking the very concept of death to her face the last they spoke. The third time was in interrupting a fated ritual that would have elevated Hel into becoming The Reaper-and thus denying Hel her place and power. Jumper countered that she could not have known that she had done any such thing, had an offering of restitution from Odin himself to placate Hel, and had even rescued her wolf-brother Fenrir and his children from their imprisonment to ensure they would not be slain in Ragnarok. The score, Jumper declared, was even. Hel was displeased with this, and decided thus: just as the dwarves forged Gleipnir from six impossible things, Hel demanded a Reaper's Scythe-forged from six impossible things as well, which would signify the ultimate downfall and death of all things and thus be irresistible. If Jumper wanted her to fight for the Aesir, then she would forge her the scythe that was denied to her by her unknowing actions.

Six impossible materials Jumper would have to gather to forge this Reaper's Scythe, Hel declared, just as Gleipnir was forged-and luckily for Jumper she already had a shopping list prepared just for her. The shadow of a star, to represent the death of all things in the night sky. The death of a dream, to represent the death of all things mystical. The fall of an empire, to represent the inevitable end of all mankind. The end of eternity, that her scythe shall bring an end to even that which lacks one. The weight of the void, to carve through all opposition and ensure her blade will pierce through all defenses. And the edge of Fate, that none shall ever be able to escape the edge of her Scythe once she has set herself upon them. These six things Hel demanded of Jumper, that she would forge a Reaper's Scythe that would make her a Goddess of Death unmatched by any other. Do this, and the Aesir would have her allegiance in the war for Ragnarok. Normally Jumper would have refused flat-out...but she was bound to her word. She could sense exactly what Hel intended to use that scythe for, she could SEE the shape of the future and knew exactly what shape it took, but Jumper was undaunted. Regardless of Hel's intentions, Jumper would forge Hel her Reaper's Scythe.

Ragnarok was just bare days away, if that; Jumper set out to forge Hel her scythe immediately. Within her Godrealm Jumper gathered up the potentia of the Galaxy Cauldron and forged it into a miniature star within her Palace of Dreams. But as the true Galaxy Cauldron was a font of all things both good and evil, so too could Jumper pull out the opposite of a star from her own Galaxy Cauldron now that she had forged it; so doing she pulled out a pure black sphere of utter

anti-radiance, the Shadow of a Star which was inimical to all stellar phenomena and even the very Star purview. This she forged into a pitch-black ingot to better forge the final product, but Jumper would not waste the miniature star itself-it still had a part to play. Jumper carefully fed it mass and energy without allowing it to grow larger, increasing its density over and over again-until suddenly it collapsed in on itself and became a rip in the very fabric of spacetime. A black hole, a Void. From this black hole she tore out its Singularity and forged it into an ingot, gaining the Weight of the Void-an essence which held such physical and mystical potency that it became both unstoppable force and immovable object, able to effortlessly cleave through all things just as a Singularity tore a hole in the fabric of spacetime. Two out of six down.

The next two, Jumper traveled far down to Antarctica to acquire-this taking her no time at all as she could simply warp spacetime to move instantly when she wished. She had not done this much as she preferred to savor the journey when possible, but time was of the essence now and she had none left to spare. With immense psychic will Jumper deformed the very fabric of spacetime, twisting and pulling at it until "yesterday" and "today" began to blur...and blur further, until Jumper had reached so far back in time that she was witnessing the lost empire of Atlantis-which, somewhere in the realm of nine thousand years ago-stretched over much of the entire world as a grand enlightened civilization full of kindness, desire for exploration, and advancement. But there was a hidden rot within this empire, Jumper could see, and in a night that would be forgotten to all save for her the dreams and ideals that this grand empire was forged upon were violently murdered-key figures killed in their sleep, replaced, bribed, until a cabal of Titan-worshippers who had been preparing for centuries at this point assumed complete control over Atlantis. Practically overnight the very foundations of Atlantis were shifted and changed, decades of planning allowing the maddened cultists to twist the entire empire into a hymn of madness all at once.

With the sundering of its heart, the body was soon to follow; Gods struck down by Titanspawn and Titan-Avatars in a mirror to the mortal realm, Titans reveling as spawn roamed the land and slaughtered freely, until finally the entire empire was sundered by a coalition of foreign gods. Billions of souls consigned to oblivion, forbidden from all afterlives, screamed in dismay and suffering as they were torn from their bodies and shattered by death. Jumper took these screams, these fragments of souls, these memories and psychic will, and she forged them into two ingots. The first was formed from the echoes of those grand ideals, the love, the kindness, the heart of exploration, the will of advancement-all that was lost when the Titan Cultists took power was condensed into an ingot of psychic and spiritual energies that shone shining white with curdling black along the edges. The second was the screams, the suffering, the shattered remnants of souls that remained as Atlantis fell-these she forged into a pitch black ingot within which the screaming faces of countless Atlanteans could still just barely be seen. Four down, two to go.

The last two were the hardest; the End of Eternity...and the Edge of Fate. Neither would be easy to attain. But neither were beyond Jumper's grasp. The key to the first of these materials laid in light-or Luxin, rather. Jumper gathered up Black and White Luxin, and refined them alchemically-harnessing Philosopher's Stones and pure potentia to distill the two species of Luxin to their utmost elements. Then she began to extract pure conceptual elements from them via her Cross Layering singularity; from the White Luxin she pulled out Eternity, and from the Black Luxin she pulled out Death. She had the concepts now but no vessel for them. Thus she



gathered up potentia from the Galaxy Cauldron, and carefully refined it-removing all that could be said to "exist" from it while also ensuring it still held "substance". What was left was neither black nor white nor colored nor clear-it held no shape, no texture, no mass and no volume. Yet Jumper had carefully ensured it was still there. It was purest "substance" without definition, still containing limitless potential yet utterly unformed. Into this Jumper instilled both Eternity and Death, mixing the two naturally inimical concepts in the stuff of pure substance so they were forced to not just coexist but outright become one. The end result was the Death of Eternity, forged into an ingot. One final material to go.

The last element Jumper was missing was the Edge of Fate...and it was here that Fenris, who had been watching some of what Jumper had been accomplishing, made a suggestion. Jormungandr was Fated to slay and be slain by Thor-if Jumper wished to acquire a Fate with an edge there would be no greater subject than his brother the World Serpent. Accepting the logic, Jumper traveled out to the sea where Jormungandr encircled the world-though he had already let go of his tail and had begun to rise from the sea, signaling that Ragnarok truly was beginning. Jumper waylaid him, explaining her quest to Hel and Odin-how she was seeking to avert Ragnarok as a whole, and that Jormungandr could live alongside his brother and nephews in her own Godrealm. Jormungandr was unswayed, citing his grudge with Thor-but Jumper countered that the best revenge was living well and Jormungandr would be able to live freely and feast on the grandest of meals every day in her realm. Even Fenrir emerged from the Land of Materia and pleaded for his brother to come join him in Jumper's Godrealm. It almost seemed to sway the World Serpent...until a messenger from Hel arrived, bearing Hel's grievances against Jumper. Each one Jumper refuted as they came-but each one incensed Jormungandr more and more regardless until the World Serpent entered an unstoppable berserk rage and swore to strike down Jumper for the honor of his sister. Fenrir decided that his brother had made his choice and returned to Jumper's Godrealm, and with WitchDriver in hand Jumper slew Jormungandr.

It truly was that simple-Jormungandr, though a Titanspawn of utterly Titanic power who encircled the entire world and was destined to bring about the death of gods, was not Jumper's equal. Jumper's blade was MADE to slay immortals, gods, and Titans alike-and Jumper dwarfed the power of the World-Serpent so utterly that it was no different from crushing an ordinary garden snake underfoot. Even Jormungandr's poison was nothing to Jumper-whose divine body effortlessly resisted and neutralized such venoms without her even particularly taking note of the event. Opening her All-Devouring Maw Jumper consumed the World Serpent, stealing its power for her own and attaining all its abilities-save for its fangs, which Jumper carefully removed and left out of her meal. These she took back to her workshop in the Palace of Dreams, where she conceptually distilled, reforged, and purified them until only the essence of Fated Death remained within them. A Fate shattered and defied by Jumper yes, but a Fate Jumper was able to capture and reforge into an ingot for her to forge with nevertheless. That was all six ingredients; now it was time to forge the scythe itself.

To forge a weapon the likes of which Hel demanded would take more time than Jumper had...but Jumper was an achronal being who could command the very flow of time. Where time was lacking for anyone else, she simply MADE more time. One moment stretched out to hours, days, months, even years-time twisting in on itself like a pretzel upon Jumper's command. All the time in the world now secured, Jumper took up the six impossible materials and began to forge.

Though she knew what Hel intended for the scythe, Jumper still put forth her full effort when forging this grand artifact. The scythe was forged with principles of the Swords of the Cross-ensuring that it could cut through supernatural resistance even beyond what the Death of a Dream and Weight of the Void would have granted it. It was forged with principles of Heretical Technology so that it would grow and evolve over time alongside its wielder, becoming an ever more powerful weapon of death. It was forged with principles of the WitchDrivers, so that it could be both armor and weapon as needed-and so that it could be folded away into a higher dimensional space when not needed. It was forged with Jumper's full attention and effort, and thus was born a truly Deathly weapon.

No time had passed outside of the Palace of Dreams when Jumper was done with her forging, though on the inside a whirling tempest of temporal backlash from Jumper's meddling in the fabric of spacetime erupted. Jumper quelled this with a single strike of the Reaper's Scythe-quite literally killing the whirling storm of time. The scythe was completed. It was now time to deliver to Hel her weapon. Jumper descended from her own Godrealm and re-entered the realm of Hel, not even a full twenty four hours after she had previously left it. Standing before Hel she held up the Reaper's Scythe then planted it into the ground as if it was a flag-declaring that she had fulfilled her part and now it was time for Hel to fulfill her word. As Hel reached for the weapon Jumper stopped her for a moment-warning her that to take up the Scythe would change her fundamentally. She would of course be bound to defend and fight alongside the Aesir as per her word, yes, but she would also be bound to Jumper's fate as well. Forged as it was by Jumper's hand the blade could not be turned against her-and should Hel try regardless then the Scythe would turn against her and strike her down in an instant. And while Jumper would not be able to command Hel-she would forever hold command over the Reaper's Scythe as its creator and truest master. Thus would Jumper forever be able to influence Hel through the scythe should she take it up. She would not do so lightly, Jumper promised her, but she would not hide that it was a possibility from Hel either.

Hel hesitated, then a clever gleam appeared in her eyes. She declared that she did not believe the scythe was what Jumper claimed it was-it was forged too swiftly, too easily by her. If Jumper wanted to prove that it truly was the Reaper's Scythe that she demanded, then she must cut herself upon the blade and prove it-if the blood that fell from Jumper's hand was devoid of life then the blade truly was a Reaper's Scythe. If not, then it was a fake. As she declared this Jumper could sense weavings of Fate begin to swirl around both Hel and the Scythe and knew exactly what the goddess of Death was doing; she was infusing and enforcing her own Purview of Death into the blade and pouring forth her own divine power to strengthen the Edge of Fate that was infused into the blade. The trick was simple; if Jumper cut herself upon the scythe's blade, then Fate would decree that she **MUST** die upon the scythe's blade. Hel could not turn the blade against Jumper, but Fate? Fate could...so she believed.

Without a moment's hesitation Jumper placed her whole arm against the blade of the Reaper's Scythe and cut it off with one quick motion; unstoppable physical and metaphysical laws tore at the fundamental structure and ontology of her arm, killing it in ways that defied logic and reason. Death imbued the severed limb so deeply that the very idea of Jumper having that arm should have been synonymous with Jumper herself being dead...and yet Jumper did not die, for she was beyond Fate and her will was such that it could shatter these petty manipulations. With hardly a

moment's thought she regenerated her arm, picked up the dead and severed arm, and held it out to Hel-demanding that she inspect her work and prove its veracity for herself. Fate should have decreed that Jumper was doomed to be slain by the Reaper's Scythe now-but again, Jumper was beyond Fate. Further the blade was of Jumper's own power and will-it could not be turned against her, not even by Fate. Thus though it had tasted Jumper's blood, it would not hunt her eternally.

Hel said nothing as her plan to bring about Jumper's death fell through, simply narrowing her eyes for a moment before declaring that Jumper had proven her blade sufficiently. Without another word Hel reached for the scythe and grasped it with one hand. Black lightning and fell winds struck the moment she did so, the sheer power of the scythe rebelling against a wielder far less worthy than Jumper herself-but this weapon was forged specifically for Hel herself. Darkness crawled up Hel's body from where her hand grasped the scythe, lightning lashing around her...and slowly began to form into a black robe around her body. The blue and dead half of Hel's body was bathed in dark light and suddenly appeared as if ripped from the very cosmos itself-a pitch black void within which stars beyond counting shone, while the living half of her body was cloaked in a raiment of dark lightning. The Reaper's Scythe had accepted Hel as its wielder, and with an errant swing Hel banished the fell winds from her home and beheld her new weapon. She and hers would fight alongside the Aesir, she declared.

Not a moment too soon did Hel declare this, as the final battle for Ragnarok broke out within that very hour. Atop skeletal steeds did both Jumper and Hel ride into battle-Jumper wielding her WitchDriver and Hel her Reaper's Scythe-and directly into the enemy army they charged, carving a bloody swathe wherever they went as if they were Deities of War. The Aesir were renewed in vigor at the sight of Hel's reinforcements and Loki's own army of Muspel giants, dragons, and other fell creatures were beaten back and slain by the score. Wherever an Aesir would have fallen Jumper suddenly appeared there, blocking fang or claw or club and striking down the threat. The tide of the battle was already in the Aesir's favor-for neither Fenrir, Jormungandr, Hel, nor any of their children had sided with Loki in bringing about the pantheon's destined end. Loki mysteriously disappeared from the army perhaps halfway through the battle, yet at that point it seemed as if all things were wrapped up and there was no more war; Ragnarok had been averted.

But that was not true, as the Aesir soon realized, for someone intervened that nobody had expected in this grand play. That someone was Aten, the mad solipsistic Titan Avatar of Akhetaten, still seeking to wipe out the Sumerians who Jumper was sheltering within her Godrealm. For the mere crime of existing and getting in his way the Aesir were attacked by him-and though they fought mightily and valorously they were swept aside, for in Aten's solipsistic madness he was utterly invincible. And then Aten stopped. The whole world seemed to stand still for a moment, before suddenly the sun shone with an unbearable light. Liquid fire seemed to fall from the sun as if tears raining from Aten's eyes, and from the liquid fire was Surtr reborn anew-and with him the Flames of Muspelheim were reignited in full. The Titan Avatar and Titan who had been slain at the beginning of Ragnarok were revived, and the downfall of the Aesir seemed all but certain-for though it was in their favor the battle had still been long and arduous, and now none had the strength to continue.

But there were two who could still fight: Hel and Jumper, who were each wielding godlike artifacts that could bring death to the Titans. And in violation of his death, Hel decreed that she would take Surtr's head herself-while Jumper instead declared she would strike down Aten in defense of her budding pantheon. The two goddesses atop deathly steeds rode to battle against Aten and Surtr, while the two Titan-Avatars drew deep from the powers of their patron Titans and prepared to strike the goddesses down. Where they clashed reality was sundered, the Overworld shattering and merging with Midgar such that there was no barrier to the war for the world that was being waged, and all mortals looked on as Jumper and Hel battled against the Titans alone. Their strikes carved trenches in the earth and shook the heavens, and it was only thanks to Jumper and Hel's efforts to prevent catastrophe-Jumper by careful work, and Hel by simply Killing any effects that sought to spread beyond her reach-that an entire country was not flattened by the shockwaves of their battle.

Surtr was mighty and beyond the strength of gods, but from his recent revival was still weakened-and where Hel's Scythe passed his flames were snuffed never to be relit. Scar after scar began to accumulate on the Muspel giant's body, wounds bleeding magma until they suddenly froze over from the Death infused into their strikes. Soon he lost a hand, then a whole arm. Finally his legs were cut and he began to fall; just beneath him Hel positioned her Scythe at his neck, and the weight of his own body saw him beheaded. Such was the Edge of Fate and the essence of Death invested in her Scythe that all the world resounded from the kill-fires dimming for a brief moment, chaos subsiding, wars quelling-and the very existence of Surtr was written right out of Fate. There would be no revival for the Fire Giant this time-so powerful was the effect that most mortals and even some lesser Demigods outright forgot Surtr's name, so powerful was the Fated Death. Into the nameless corpse of the Fire Giant Hel spun and stabbed her Scythe, inflicting a grievous wound onto Muspelheim itself-injecting Death directly into the Titan of Fire with her blade. It, too, began to die-but it was a slower death. A death that would allow it to rage and thrash in its death throes.

But Hel would not allow such a thing. Her Reaper's Scythe had tasted the Titan's blood, and now would seek to bring about its Death through the very fabric of Fate. Hel swung her Scythe and reality screamed as it was rent asunder, the very heart of Muspelheim itself exposed though the Titan should have lacked such a thing. As a formless realm of Flame it should not have been possible for Muspelheim to be made vulnerable in this way-yet the crafts of Jumper were beyond the knowledge of both Titans and Divines of this world. With great will and wrath Hel swung her Scythe directly into Muspelheim's heart, and once more the entire world shuddered at the True Death of a Titan. Hel did not write out Muspelheim's existence from the very fabric of Fate this time for doing so may erase Fire itself-but instead weaved and bound Muspelheim's Death into Fate on the Edge of her blade, ensuring that so long as the Reaper's Scythe remained whole it would be impossible to revive Muspelheim a second time. Thus did the Titan of Fire fade away eternally-for Jumper's works could never be broken.

Jumper's battle was no less grand; Aten at first attempted to deny the fact that Jumper could do any damage to him at all, for he was the One True God and all that existed before him was merely emanations of his own mind. Jumper disabused him of that notion quickly, as her WitchBlade did the impossible and tore right through Aten's defenses-bleeding the Titan-Avatar of Light for the first time in millennia. Incensed by the impossibility Aten unleashed powers of

Light that would have been more than sufficient to scour the entirety of Egypt from the face of the Earth, but Jumper raised a hand and caught the Light-directing it into her own eyes. Then from her other hand she forged a mighty blade of pure white crystal-Luxin, a material unknown to the Divines and Titans of this land-and with it she struck Aten through the stomach and pinned him to the ground. Aten tried to rise but could not-the White Blade of Luxin did not allow it. He tried to shatter the blade but could not-the White Blade of Luxin was unbreakable. And before Aten could try anything more Jumper stepped onto the Titan Avatar's chest, raised her blade, and plunged it directly into his heart.

By the powers of the Blade of Surrender, by the powers of the Sword of the Cross, and by the powers of the Blade of Mistletoe-thrice over was Aten's death enforced. Harnessing Ultimate Stamina, burning his own Legend, entreating his patron Titan, thrice did Aten attempt to avert his own Fate. But it was no use-for Jumper was beyond Fate and that which she truly killed by her Blade could never rise again. Aten died screaming, and Jumper opened up her All-Devouring Maw and consumed the Titan-Avatar whole. Then harnessing the link between the dead Avatar and the greater Titan, Jumper forcibly drew Akhetaten down onto the mortal plane into material form. A shining silhouette of pure light, Akhetaten resisted taking any sort of shape-but Jumper's will could not be denied, and the magics she wielded were enforced by all the Legend and all the power she had consumed of this world so far. And thus Akhetaten was forced into physicality for just a moment. A moment long enough for Jumper to swing her Witchblade and behead the Titan; thrice the Titan's death was enforced, and with hardly a sound Akhetaten died. He, too, Jumper Consumed-stealing his Legend, his Purviews, his Attributes, and becoming all the greater.

So ended Ragnarok.

Though the battle itself had been won and the end of the world-as the Aesir had believed it, at least-averted, there was still much left to do before affairs here were truly concluded. The very first order of note was an accounting of the All-Father-for Jumper had not just fulfilled his final task but outright fought in the final war and slew a Titan and its Avatar in his name. By the Aesir's own reckoning he owed Jumper quite a bit for this. Odin One-Eye acknowledged his debt, and bestowed unto Jumper the only thing he believed could repay it: all the honor, all the glory, and all the Legend of sundering a Fated End such as Ragnarok. For a mortal this might have sounded like a symbolic gesture, a platitude of some kind. For a Deity or Titanspawn this was the most princely gift of all, for by Word, by Deed, and by Debt was the essence of Fate that was the End of the World bestowed upon Jumper's Legend-an endless engine of pure divine might that would ever so steadily churn within her Divinity and fuel her eternally. A source of Legend that would never fade or weaken for it was carved into History and Truth; such a Legend could have birthed a God most mighty all on its own, and it was a gift beyond princely to gift to Jumper alone.

Second and most importantly in the Aesir's eyes, in true Norse fashion, there was a grand celebratory feast and revelry. What meat was not spoiled from the harshness of the battle was harvested from the corpses of dragons, demonic boars, and other Titanspawn. Though they had run low due to the grand clash, what Apples of Idunn they still possessed were handed out freely to indulge in for the feasting. Sweets, meats, ciders, and more flowed like water, and the Aesir

were fully prepared to celebrate their overcoming of Ragnarok for a full nine days and nights. There was just one little crick in the whole event. Jumper herself refused to participate. And as the one who had done so much to prevent the destined end of the world, as the one who had forged Hel's Scythe and slain Akhetaten for their sake, as the one who had been bestowed all the glory and Legend of the Defiance of Ragnarok, it did not sit well with any of the Aesir to simply allow Jumper to leave without any particular celebration. But she could not stay, Jumper explained—for she had responsibilities and goals far beyond this slice of the Overworld that must be attended to.

Thus did this lead to the third event—an impromptu Gift-Giving, as the Aesir one and all decided that if Jumper could not spare the time to take part in the festivities that she would instead be granted gifts and tokens to carry with her—so that all would know that she was welcome with the Aesir and would always have a seat in their halls. They were princely gifts given to her, but none particularly valuable—all that had been used during the war, and so impromptu was this that none had much they could spare. So in favor of true gifts they gave symbols of their power; Thor a fragment of his Lightning, Idun an Apple Seed infused with her love and care, so on and so forth. When it came time for Hel to give a gift to Jumper...she gave two tarnished silver coins, stained with black streaks and bearing a hole in the center. These two coins held just a trace of Hel's power, and held no true power save for one thing: as a sign of a favor. Two favors, to be specific. Twice would Hel answer Jumper's call, signified by the coins themselves. Once for completing her quest and forging her Scythe, and a second as favor owed by Jumper's actions in battling Akhetaten. Hel warned Jumper that such a gift would not let her escape Death in the end—but would only delay it twice. Jumper told Hel that even with her Scythe Death would never claim her. The two held gazes for a moment, expressions carved of coldest ice...and Hel turned away, fading into mist as she returned to Helheim. That was the last time Jumper ever spoke with Hel.

Jumper left the Aesir to their revelry, traveling back to the mortal world to explain to the panicked and concerned mortals what exactly had been happening. She went on interviews and news stations, sharing her tale and message—and proving her story when she was called upon to do so. Such was her mastery of public speaking and directing the will of the people that it could not be covered up, and her fame and Legend grew all the while as more of humanity learned about the apocalypse that had been averted by Jumper's hands. After several days of this Jumper returned to her Godrealm to rest, placing the two tarnished silver coins in a special display case in her personal residence in the Palace of Dreams. She would never call upon the favor those two coins represented. It was as she rested in her personal workshop that a curious little crow flew up from below and landed on her desk—or perhaps it was a raven? The raven's eyes were wild with glee and deep with endless despair, and an aura of trickery and mischief seemed to surround it. It placed down a letter held in its beak, which Jumper picked up and read, before quietly destroying as the ending of the letter asked. Staring into the unfathomable depths of the crow's eyes, Jumper gave a single solemn nod. Thus was how a strange little crow-spirit named Vandræði (Mischief) joined Jumper's Pantheon as the familiar of Cybil Haldana, who had sworn herself to Jumper's service back at the beginning of Ragnarok. Few would ever quite realize the depths of divine bindings Vandræði held within, nor the sacrifices it had made to take the form it did now. It was best that way.

So much left to do, and so little time to do it...Jumper contemplated this in-between moments as she allowed her consciousness to expand to her true Achronal state, which was more relaxing than simply remaining in a linear timeframe somehow. She had a list of tasks she had personally drawn up for herself-none were assigned to her by any means, but Jumper would be disappointed in herself if she did not go about accomplishing these tasks and thus were they assigned by the harshest master of all: her own will. Her sight stretched across time and carefully picked out a path for her-one which would bring great happiness to the world, which would break grand threats that would threaten humanity, and would continue to elevate herself and her charges ever upwards. Some would strongly question why it was that the very first step along this strange golden path that Jumper set herself upon was to go locate some lost dogs for the sake of their owners, but the answer was clear as day to Jumper and would eventually become clear to those around her as well. That she happened to look quite odd to those who knew exactly what she was pursuing as she traveled through the Mortal World was of no concern to her.

The first of the two dogs that Jumper set out to return to their respective owners was rather easy to find, all things considered. It was a big dog, very recognizable, and even if she hadn't checked forwards through time to find the answer she could have easily found him simply by asking around and looking online a little bit. Spot was a highly excitable dog, extremely playful but also bitey and didn't know his own strength; luckily enough Jumper's skin was something like half-a-dozen different flavors of invulnerable at this point. She could count up the number exactly if she wanted, but she didn't feel like it-it was enough to know that she could handle petting and playing with Spot and even let him chew on her hands and arms a bit without any worries of getting scratches or the like. After an obligatory period of playing around with the big puppy-because ALL dogs are puppies in Jumper's eyes, even ones fully grown-she proceeded to carefully lead him back to his owner...after giving him a little checkup and a few treats. Said owner was suitably grateful for having his dog returned to him, and mentioned that said dog had sired a few puppies recently-she could take one if she wanted. She happily did so, taking a cute girl with a little white heart on her chest. Jumper decided to name her Kardia-Greek for heart, as her father was a Greek dog. Kardia seemed more than pleased with the name and showered Jumper in licks from three heads.

Finding the second lost dog was a bit harder than the first-she was a smaller breed than Spot was, and was generally a whole lot better about sneaking around people than the ever-playful Spot was. Had Jumper not been who she was it might have taken days, weeks, maybe even months of searching, collating rumors and directions, and a good deal of luck to find the puppy she was looking for-that was just how sneaky and self-sufficient she happened to be. But Jumper was indeed who she was, and had already scoured the world and countless timelines to weave a path towards the future that she would be most satisfied with. And thus rather than traveling in circles and desperately seeking after the sneaky puppy, Jumper just went towards exactly where said dog was going to be before the dog even realized they were going there. Jumper made a few stops along the way, picking up a few special treats and tools that would circumvent some issues that could have been annoying to deal with on the spot-precognition was useful that way. Before the day was out she had managed to collar and leash the second lost dog and gently guide it back to its owner. Gaining another cute-though much more unruly puppy-from the whole endeavor, Jumper had to carefully hide her amusement in a few unformed timelines. There was a certain irony in the dog-headed god caring for a dog, after all. Nevertheless, Saeada (Sunshine in

Arabic) the little Ammit made for an excitable-though notably bitey and unruly-member of Jumper's pets.

Kardia was an absolute darling of a three-headed puppy, loving, gentle, playful, and remarkably intelligent-taking barely a few days to learn basic potty training and a few simple commands. Saeada, on the other hand, was an utter brat of a puppy who seemed to view Jumper as her own personal chew toy and required a great deal of effort just to potty train let alone teach basic commands. Jumper was happy with her two new pets either way, though she did admit to her wives that she much preferred Kardia over Saeada. It helped a lot that Kardia would happily jump into Jumper's lap and just doze off there, whereas Saeada seemed to take twisted pleasure in jumping into Jumper's bed in the middle of the night and barking as loudly as possible in her ears. No matter how annoying though-she was still loved by Jumper, just as Kardia was. Now as for why Jumper had picked up these two puppies before doing any of the other major tasks she had on her list, it was quite simple. These two puppers would be critical in helping bring enlightenment to all of humanity and thus breaking the chains of Fate for all the world.

The plan for that was rather simple; the two puppies would be cornerstones of a complex ritual that would create a Truth. This Truth was Moksha, and this Moksha could be spread to humanity so that even those who had absolutely no Legend or mystical capabilities at all could attain enlightenment. Kardia was a Trinity, a being which was Three But One. This had mystical implications and uses, and could be used as symbology to unify Mind, Body, and Spirit so that all of one's being is brought into harmony with itself. Saeada was an Ammit, and held a Legend of judgment and perception within her-this would be used to open one's eyes to their own being and judge all of their qualities without bias. If Jumper were to conduct her mystical ritual right now, then what she would create would create was a Truth that elevates oneself into the most perfect form of "themselves" that they could be while also bringing Body, Mind, and Spirit into harmony to allow for holistic growth of one's being. Potent, but this was not the Truth that Jumper sought. If she wanted to acquire the Truth that would awaken humanity to Moksha...she'd need to kill Time.

Now, a funny thing that had not really affected Jumper much until recently was the fact that...well, she was Jumper. And the Prophecy of Jumper was known the world over. Every God. Every Titan. Every Demigod. The vast majority of Titanspawn. Hell even most mundane humans knew it-at least those who tried to stay in the mystical loop rather than blindly panicking or just desperately trying to get by in an increasingly bizarre world. The Aesir hadn't truly cared much about that prophecy-much more focused on Ragnarok in the immediate term and, once that was over with, owing Jumper far too much favor to ever actually give any serious thought to trying to sacrifice Jumper. When she'd returned Cerberus and Ammit to Hades and Anubis Jumper had had to disguise herself-hiding her divinity and carefully weaving her way through possibilities to ensure that the underworld gods did not realize who she was-for if they did they would surely seek to alert their respective pantheons and try to capture and sacrifice her. This was why, when Jumper entered the sleepy little town of Siston, Colorado, she did it in the disguise of a brown-haired green-eyed medical student out on vacation. It was a disguise without fault of flaw-to all physical, mystical, and atemporal senses Jumper was utterly unremarkable.



Perhaps it could even be said that she disguised herself a bit too well, for a plucky band of Scions who were out to hunt Jumper down decided that they had to do their best to keep this one completely normal medical student away from the active dangers in the area-clearly she would only get herself hurt if she got caught up in the mystical affairs that were underway in this otherwise sleepy little town. With a grasp of time that transcended all but the greatest temporal masters of this universe it was trivial for Jumper to navigate around them-but she found it a funny little diversion regardless. It took only the lightest of nudges to direct the band of Scions to where she needed them to be-fighting a number of monsters and protecting the town-while she journeyed alone into the Laramie Mountains to interrupt the ritual set to revive Zachary and Zahhak. She saw the strings of Fate trying to delay her until a suitably dramatic moment, but Jumper was beyond Fate-and thus she ignored them and arrived far before Zachary was even vaguely prepared to fight. Mortal martial arts, a timely kick of a rock, and carefully dodging through effects that she should have no way of noticing by "pure luck" allowed her to defeat the immensely potent dead spirit and prevent the ritual in its entirety-and so she watched Zachary get dragged back to the hell that Ahriman rules. And there it was-exactly what she was waiting for.

In the aftermath of preventing the ritual and freeing of Zahhak a servant of the Yazata gave Jumper two gifts-a cup and a sword-but Jumper found these gifts to be far lesser than the treasure that none noticed her gain during that battle: coordinates to Ahriman's Hell. Jumper disappeared afterwards, and it was only much later that anyone realized that there was something supernatural to that strange medical student at all. The Cup of Jamshid Jumper placed in her workshop, as yet another ingredient in the ritual she would conduct in order to forge a Truth, but the Emerald-Studded Sword she integrated into her WitchDriver. These things dealt with, Jumper considered her next move. She had the location of Ahriman's Hell-and certainly she had the power to break into it...but did her Godrealm have the power to endure the following retaliation? Even now it was under constant assault, no less than four different tears in the Overworld allowing endless armies of demons and lesser Gods to leak into her Godrealm to try and contest for ownership over it. It was only thanks to the diligent defense of her Attendants, the weapons her Godrealm constantly forged and unleashed to shore up defenses, and the efforts of the Sumerians and Fenrir that no invader had so much as gained a foothold into her realm. If she struck out and ripped open a hole to Ahriman's Hell though, that would open a fifth avenue of attack.

No, Jumper needed to deal with these invasions first before she continued. And so Jumper turned her attention towards the mortal realm. Her faithful numbered about...two hundred million, as of right now, spread out across Europe and North America. These had come primarily from her actions in shattering the Jotunhammer, in averting a Nuclear War that the Titans attempted to instigate, and her slaying of Aten and Akhetaten in the final battle of Ragnarok as well as the aftermath of such. A heady number...but hardly more than a rounding error to some of the greater religions and pantheons in this world. With the first hundred million followers she'd gained enough Faith to carve out a chunk of the Overworld and forge a Godrealm grand and beautiful-but even now she could tell that her Godrealm was formed immaturely. The Galaxy Cauldron, for one, was barely a shadow of what it should be-it tried to emulate a symbol of power and Fate that was so far beyond it that the end result was akin to a child's impression of a Michelangelo piece. The active rents in her Godrealm allowing the invading armies into it were another issue not easily solved. The latter issue would require dedicated work and defenses to be

constructed so as to fully solve the issue, and right now her Godrealm was too fragile-its Axis Mundi too weak-to support the sort of changes that Jumper envisioned. So she'd need to work on developing the strength of the Galaxy Cauldron first. And to do that...she needed more Faith.

Jumper had multitudes of tools in her arsenal for spreading religions and ideals throughout large populations. From the Ideological Virus, Psychic Influence, Biochemical Reprogramming...but Jumper's tool of choice was the most powerful and insidious tool of all. Her own existence-that is, the Memetic Infomorph that was and contained her full existence. Her Memetic Languages would allow her to run an instance of her own existence within the minds and bodies of anyone who knew even a single word of the language-and it was viciously memetic, spreading incredibly easy and unpacking itself within a sapient mind so that even partial and damaged knowledge would restore and "unpack" itself until full knowledge of Babylonian was instilled in a given mind. From there, Jumper could influence thought, emotion, perception, even memories to her will-for her language encompassed all aspects of sapience and could communicate any combination of concepts, and thus Jumper could interface with such things simply by being a living language. She had never allowed unrestricted spread of her true linguistic existence throughout a given world as she was now currently contemplating-the closest she'd ever gotten was back in the world of Resident Evil, and even then she was very careful to limit her actions and influence through her Language. But she could not deny that if she wished to attain worship from all of humanity, there would be no more effective a tool in her arsenal.

Before Jumper began to implement this plan though-she could already feel Fate itself begin to rage at the very thought of Jumper spreading her fundamentally Fateless existence throughout the world to such a degree. It had been disgruntled and angered by Jumper's existing actions, but such was Jumper's power that it couldn't truly stop her-only really draw at her immense energy reserves in an attempt to exhaust her rather than truly prevent her from acting. This though-this would turn all of Fate against Jumper. That was more than she was willing to bear at this moment...so Jumper decided upon a different tactic. Spreading her Universal Language would have been both the easiest and most effective tactic within her arsenal-but as she said before it was absolutely nowhere near the only one. It would take a good bit more work, but a combination of Ideological Virus and societal engineering should do the trick just as well. She could even begin to spread a few of her technologies through the world this way-though she'd have to be careful of divine interference.

Jumper's knowledge of memetics and neurology were manifold orders of magnitude beyond what she held when she first used the Ideological Virus-more than that were her precognitive and simulation capabilities. With just a few careful words she could send ideas rippling through society that shaped it according to her will, if she wanted; with a little flash of carefully encoded light, she could remake a person from the ground up and make that change propagate. Assuming they had human neurology within certain bounds, of course-well, what counted as "human" was very, very loose for her purposes. Sapient at all would do just fine. All of that was of course not taking into account the influence of the various Gods, Titans, Demigods, and Monsters out there. The Neurology of most Gods wasn't actually too far different from human for Jumper to affect with her basic memetics, and the same counted for most sapient Titanspawn. The issue came with Legend-for her memetics didn't take into account the supernatural elements of existence. A God or Titanspawn with the Mystery or Prophecy Purviews could likely detect what she was

doing when she unleashed her Ideological Virus, and perhaps even subvert it to their purposes with other mystical abilities. Thus Jumper would have to be careful-controlling and monitoring the spread of her memetics to weave around divine and Titanic actors as well as carefully monitoring it for Mythic contamination.

Using what connections she had already cultivated in the mortal world via her actions in averting Ragnarok, Jumper began to speak on public TV and radios, sharing details of her own existence-from her capabilities, her history, her Godrealm, her servants, and more. She spoke of her ideals, her dreams, her principles and her vices. She was a Deity far beyond anything humans in this age were, yes, but she hadn't always been-in fact she had been born human and had slowly /rebuilt/ herself into being a Goddess. She spoke about her eternal battle against death, suffering, and stagnation-how she had invented multiple cures to death itself, and would freely offer such things to those who wanted it even if they would not follow her. She spoke of the Attendants she had forged to help guide humanity and the afterlife she forged for those who desired to move beyond this world and experience something new. She shared freely of herself, and threaded her words with careful memetic influence and viral triggers that would take root in people's minds and spread, and spread, and spread. It would not fully suborn free will, Jumper made sure of that...but it would nudge things, in just the right places at just the right times. Combined with her careful precognitive machinations, it would be enough.

Gods of multitudes of Pantheons and Titanspawn across the world sought to strike Jumper down, sensing something shifting and straining in the flow of Fate. Prophets foretold, magicians weaved mysteries, monsters rampaged, and heroes displayed unending valor-but none of them could catch or defeat Jumper. And by Jumper's actions and careful dancing around the Pantheons who sought to sacrifice her to bring about their own victories, none noticed the true threat that swept over the globe insidiously. People who had been up in arms about the reveal of the supernatural found peace and new perspective; people who might have snapped and become worse found something shining in the dark that made them try to be better. Man uplifted man, and woman embraced woman, and profound waves of hope and harmony began to spread across the world. And alongside these changes came Attendants-waves upon waves of Attendants, falling from the Moon to embrace those who sought to embrace better ways of life. Where monsters sought to strike these Attendants down they were struck back by advanced magitek weaponry and tools that were offered freely to humanity in turn. Where Gods sought to subvert or seduce these Attendants they were met with utter refusal and supernatural wardings that prevented all but the most powerful expressions of Divine power.

From two hundred million, Jumper's faith doubled. And doubled. And doubled. It spread in pockets and in streams and in waves, until entire countries and continents found themselves truly and profoundly believing in Jumper's strength, in her kindness, in her Hope and Love-and found themselves yearning for the Moon's Gentle Repose and the golden world of the Land of Materia far beyond. People found faith in one another, and found faith in Jumper. And Jumper-through her Attendants and her manifold resources-always made sure to repay that faith. Those who believed in her and trusted in her Attendants found great fortunes, opportunities, new lives, forms of immortality given freely, and so much more. Jumper would offer the world to all people if she could, and with careful engineering she ensured that these gifts were not misused or abused. Two billion, three billion, four billion. Jumper more than overshot her goals, and by the

time the Ideological Virus finally lost steam and entered dormancy she had managed to gain five billion faithful-more than two thirds of all of humanity praying to her, calling upon her, believing in her. It was so much more than enough, and even knowing that it was carefully engineered by her own hand Jumper swore she'd repay that faith a thousandfold. Or perhaps it was BECAUSE it was engineered by her hand that she swore such a thing.

Regardless, with the endless outpouring of Faith from humanity, Jumper could feel the very foundations of her Godrealm shifting and changing-growing and evolving into a whole new state. She rose to the Overworld and directed the Faith of humanity, channeling all the power of Humanity's will into the Axis Mundi of her Godrealm-pouring all the belief and Hope of humanity directly into the Galaxy Cauldron. The Galaxy Cauldron twisted in on itself, stars and potentia shining within in a way it never had before. Endless waters filled with stars poured over the lip of the Axis Mundi and into the Ocean of Stars, changing the very nature of the Ocean alongside the Galaxy Cauldron. The whole of the Godrealm trembled as the Axis Mundi evolved, its very foundation and Keystone shifting towards a higher state of being. Bright light suddenly shone out from the Galaxy Cauldron, pulling a curtain of pure white over the world. Jumper felt a tug upon her Stellar Matrix and allowed some of its essence to be pulled from her into the Galaxy Cauldron, and with that the curtain of light began to fall away.

The changes that had overcome the Galaxy Cauldron were simultaneously quite simple and utterly mind-boggling. From the depths of the Cauldron emerged three women; a Goddess of Golden Skin and Silver Hair, a Goddess of Silver Skin and Golden Hair, and a Goddess of Diamond Skin and Stardust Hair. The trio of Goddesses introduced themselves as Jumper's Dreams, Spirit, and Will-born from the Gold, Silver, and Diamond Crystals, and embodied by the Galaxy Cauldron. They were both independent beings and aspects of Jumper-effectively avatars of the Galaxy Cauldron itself reflected through Jumper's Stellar Matrix. They could only exist within the very heart of the Godrealm, guarding the Galaxy Cauldron eternally...but they also held the fullness of Jumper's power, refined and reflected by the Galaxy Cauldron and the endless Potentia that welled up from within it. As its Keepers, the Trio explained to Jumper exactly how the Cauldron had been changed by the Faith of humanity. Put simply-through Jumper's actions, the Stellar Matrix, and the sheer focus and Legend Jumper had enacted, the Galaxy Cauldron had become the host of three incarnate concepts.

The first was the Touchstone of Stars; as the Galaxy Cauldron was the birthplace of all stars in the original Sailor Moon Universe, so too was Jumper's own Galaxy Cauldron. From it could be born an endless number of stars-both mystical and True-and the very essence of the cosmos swirled within its waters. Second was the Touchstone of Magic-for the Galaxy Cauldron was a construct of limitless potential and infinite creation, so too was the Magic held within it. With these two Touchstones alone the Galaxy Cauldron reached a truly supernal level of power-and its Potentia changed form from a thin and misty essence that barely contained a reflection of the true Galaxy Cauldron's endless potential, to a thick and endless water that was no lesser to the famed Amrita of the Devas, pouring forth and filling the Ocean of Stars with liquid potential. Such a thing was a treasure almost indescribable-this liquid potential Jumper could make into feasts that would delight and satisfy even the most gluttonous of Gods, bring envy to even the most lavish of Devas, and forge wonders that would surpass even the most absurd divine artifacts of this

world. Yes-even the Reaper's Scythe that Jumper had forged for Hel would be as nothing once Jumper began to properly harness the Liquid Potentia of the Galaxy Cauldron.

But it was the third concept that the Galaxy Cauldron had become tied to that was the most incredible-for it had become bound to Fate itself. Jumper held no love for the very concept of Fate-but through the Galaxy Cauldron she could now view its machinations directly. She could even lightly tug upon its strings, forcibly redirecting it...if she had the Legend and Potentia to pay the cost. And with the endless welling Potentia that the Galaxy Cauldron provided, she could pay the cost quite often. As Jumper's will made manifest the Stellara-as they chose to call themselves-would constantly monitor the threads of Fate and inform Jumper as they moved for or against her, would carefully stir and maintain the Galaxy Cauldron so that the Potentia always flowed, and would guard the Ocean of Stars ceaselessly and tirelessly. It was more than Jumper could have ever asked for. It would be more than enough to act as the foundation for the final change Jumper would make for her Godrealm. Every other transformation her Godrealm had undergone had been fueled by the Faith of humanity. This transformation Jumper would enact with her own technology, will, and Legend.

As Jumper stepped out of the Ocean of Stars and into the Palace of Dreams...she realized that perhaps not quite ALL the Faith of humanity had been successfully channeled into the Galaxy Cauldron. Clearly some had managed to spill over into her Palace of Dreams, for where her residence had once been rather small and humble-resembling one of her various mortal clinics that she liked to operate out of when she wasn't being forced to go full Divine as her current circumstances were forcing her to be-it had been fundamentally transformed. Her humble abode had been transformed into a series of sprawling palaces connected by flowing rivers of molten gold, each Palace customized for a different one of her wives and all orbiting around a central castle greater than any of the other palaces combined. There was more than enough space for the entirety of Jumper's harem to have their own individual palaces within the Golden Realm-in fact, there was such space available that even every last one of Jumper's children, their children, and so on for a thousand generations could live happily within this sanctum. Jumper didn't yet call to move her family and companions into this realm just yet-she still needed to set up her final defensive measure around the Godrealm-but it was something that she resolved to do once she was finished.

Navigating her way through the far-expanded Palace of Dreams Jumper made her way to her Workshop-which was similarly expanded alongside her home. Though-not quite increasing in quality. Everything still remained within easy reach and organized as Jumper liked it, yet at the same time there was a sense of more space that didn't quite change anything. It would take a few short minutes to check, but Jumper figured it out after a bit; her Workshop could simply host more people than before while still providing the same "service". It didn't quite expand itself to hold more people, or replicate itself, but at the same time what it DID do somewhat resembled both of those processes at the same time. Jumper could only shake her head at such a thing-divinity had a tendency to simply do things that broke all logic and rationality as if it was the most natural and simple solution. Pushing aside the mystery of her "expanded" workshop for now, Jumper pulled out a number of golden scrolls upon which were several strange technological designs. She had begun to draft mechanisms and prototypes of the final element of her Godrealm many months ago, but even with her precognition she could not perceive the final

shape of her Godrealm until it had formed. Now that it had though...she could begin finalizing "Project Gateway".

Jumper had been attempting to develop her own "Ascension Engine" for many centuries now-practically as soon as she began to develop multidimensional technologies like the D-Ripper she'd been trying to figure out how the mechanism that allowed her to travel the multiverse actually worked. She had absolutely no success despite all her technology, knowledge, intellect, and prowess-but despite her abject failures she had still ended up developing useful and interesting technologies in their own rights. Failed hyperspace gateways, multidimensional structures that didn't even come close to the complexity of the Ascension Engine, methods of searching through the local multiverse that had nowhere near the reach of the Ascension Engine, and more. Abject failures that would be utter marvels in literally any other context, and it was these failures that Jumper began to collate and build into a single cohesive design as she put together her Gateway. The end result of her work integrated practically every single thing she'd ever learned and developed throughout her long life-from Ki Engines, Plant Energies, complex simulation processors, bio-psychic interfaces, to the more remarkable things like Divine Power, Void Clockwork, Singularities, and hyperdimensional structuring. Merely the blueprints themselves held a strange sort of incredible power as they resonated with Jumper's Godrealm, allowing one to teleport about throughout Jumper's Godrealm at will-and that was merely a side effect of charting down the DESIGN for the Gateway!

Subtle but profound tremors were felt throughout Jumper's Godrealm as she designed the Gateway-something that most of the residents didn't notice at all. One in particular did though: the Sumerian God Ištaran, God of Boundaries. Through his divine Purview over Boundaries he could sense that Jumper had begun to work on a project of immense gravity. He feared Jumper for the sheer power that she held-the Sumerians all did, as she slew the Titan Avatar and Titan that had struck down their whole Pantheon seemingly without effort then /consumed them/-but he respected and held gratitude for Jumper as well for accepting him and the other Sumerians into her Pantheon. It was for this reason that he traveled to the Palace of Dreams and offered his aid in whatever the project Jumper was working on was, without reservation. Gratitude, respect, fear, and debt all culminated into a sincere offer of assistance, that he would do whatever was in his power to help-and it WAS within his power, this much he could sense through the weave of Fate and the trembling of his Purview. After a few moment's thought and consideration over her designs, Jumper agreed to accept Ištaran's aid.

Ištaran played a critical-though not vital, as Jumper had originally planned to work around it-role in the construction of what she was tentatively calling the Tapestry of Stars. As an artificial construct of Void, hyperdimensional physics, Singularities, and manifold other technologies, the Tapestry of Stars would not share in the flexible and Divine nature of the Godrealm that Jumper wished to integrate it into. Partially this was according to Jumper's design; as a thing both apart and interconnected it would be trivial to lock down and disengage the Tapestry from the greater Godrealm at will, turning it into a grand impenetrable bulwark against any invasion into Jumper's kingdom. That said, making it /interconnected/ was the tricky part of the whole equation, and would have relied on quite a bit of careful Void clockwork, Soulfire, Lock Singularity, and manifold other mechanisms if Jumper had to do this alone. Ištaran sidestepped the whole issue by helping pry open the "skin" of the Godrealm with his Purview of Boundaries, allowing

Jumper to build the Tapestry of Stars directly into the metaphysical boundary that separated the Godrealm from the greater Overworld. She still made all those interconnection mechanisms purely for the sake of redundancy of course-one could never be too careful-but Ištaran's efforts still massively simplified and improved the entire process.

The Tapestry of Stars was a liminal realm that sat within the metaphysical boundary between Jumper's Godrealm and "Everything Else"; it was the bedrock upon which the Godrealm sat and its connection point to Everything. Within was an ever-shifting pale rainbow, not bright yet iridescent with colors beyond imagining. This pale rainbow seemed to encompass all of reality, swirling like oil caught in water-and where those swirls converged windows would open into the material realm that lied below, not quite portals yet not quite illusions either. Clouds and mist swirled throughout the Tapestry of Stars, glittering with tiny points of light. If one were to reach into these clouds and pull one out they would find a gemstone, glittering with shining lights. The gemstone was not real however-instead it was a Materia formed by the realm itself, and its connection to Everywhere. A single moment in time caught and crystallized in pure life energy, showing someplay, sometime, something. These "moments" would fade away if one let them go, or could be refined into true Materia with the right tools and will. They served very little purpose to be honest-more of a byproduct of the functioning of the Tapestry of Stars than a truly intended feature-but could become true treasures in their own right.

The realm was seemingly nearly empty despite all the immense technology and resources Jumper poured into it-and she poured a seemingly endless bounty, more than enough to beggar multitudes of Pantheons and only continued to pour more resources into this project. And yet there was seemingly nothing-just an infinite iridescent plane of light, colors, clouds, and stars. But that was only if one looked at it with a soul empty of thought and expectation. The true power of the realm lied in its ability to reflect the thoughts and desires of those who entered it. As a person stepped in the realm would twist and shift, guided by psychoactive mechanisms that read the thoughts, memories, and very soul of those who entered the realm-and dye itself in that person's colors. They might see their home, or a place they miss the most. They might see a grand heaven beyond all they imagine, angels trumpeting and guiding them through pearly gates. They might see darkness, fire, brimstone, and devils jeering at them. These were not illusions-but the realm actively shifting and changing depending on what it saw within one's heart, drawing upon what existed in the multiverse to reshape itself around a guest accordingly. This was the greatest strength of the Tapestry of Stars.

Jumper built the realm with very strict controls on what it could embody-or rather, very strict restrictions. Nothing that it created or embodied could do harm-to its guests, to the Attendants, to itself or others. A fearful and sinful man might conjure a thousand jeering devils who condemn him endlessly, but they would never be able to strike him-and while the dark fires of hell burn hot, they will never singe the man's skin. Nothing that was embodied by the Tapestry of Stars could be permanent, and all was individualized; even if a thousand men believed in the exact same heaven, they would get a unique heaven for each of them-if only in the slightest changes-and by the time they moved on the Tapestry of Stars would return to the placid iridescent mists without any sign or remnant of what it had embodied. While all could travel it, only those connected to Jumper's Godrealm could navigate it; the Tapestry of Stars was infinite in spatial distance and could be wandered endlessly by souls, but due to its shifting nature they

would never be able to get anywhere in their wanderings. Only those who held a connection to Jumper's Godrealm-Jumper's Attendants, Pantheon, Companions, and the like-would be able to perceive the mechanisms that underlie the Tapestry of Stars and harness its power as anything beyond a reflection of the guest's heart.

For a guest, the embodiment process of the Tapestry of Stars was a purely automatic thing-they could no more control it than they could control who they are as a person. A truly enlightened soul might be capable of wiping away all expectation and ego from his heart and thus see the true form of the Tapestry, but they would still not be capable of shifting what that form would embody. Those who held a connection to Jumper's Godrealm, on the other hand, held full control over this embodiment process; by simple imagination and will an Attendant could shift and change the realm around her freely, creating grand monuments, wild forests, seas and stars, and so on. They could not violate the fundamental rules-no harm, nothing permanent-but within those rules they could act as freeform reality warpers. This led to another, very important power for Attendants: the power to Deny. If an Attendant found a guest within the Tapestry who was trapped in the Embodiment of their own reality, they could Deny that embodiment-wiping the slate clean and pulling the guest out of their own illusions. The power of Denial was irresistible for guests-who could not reinforce their embodiments with will-but came down to a contest of willpower between Attendants and other members of the Godrealm. In time this would lead to grand contests between Attendants, where they held plays and battles of stories and dreams while attempting to disrupt and Deny the works of their enemies. With no chance of harm it was all good fun, and led to some truly grand stories.

The main function and greatest power of the Tapestry of Stars was the fact that it was not truly a Realm-but instead it was a Road. By simply imagining where they wished to go and willing a path to form there, the Tapestry of Stars would shift and change before an Attendant or other member of Jumper's Godrealm into becoming that very pathway. If one wished to walk a path from the Moon's Gentle Repose to the mortal realm, it would do that effortlessly. From Earth to the Moon, similarly effortless. If one wished to travel to pluto-it would open a path just as seamlessly. If one wished to travel a road that passed by every single guest currently inhabiting the Tapestry, it was as simple as desiring it to be so. If one wanted to walk to a different period of time, it was as simple as walking along the path the Tapestry provided. If they wanted to walk to a different universe, one need only specify what one desired and the Tapestry would make a path to it. The only limits the Tapestry had were that it could not make paths to things which did not exist, and could not make paths to metaphors-and Jumper had to specifically input restrictions to PREVENT the former due to how deeply she had interconnected Void clockwork into the mechanisms of the Tapestry of Stars. While the Void was tame and colonized place in the Dishonored universe, there was absolutely no guarantee that nonexistence in other multiversal clusters would be so kind. Better to just prevent contact altogether where possible.

In a direction that didn't exist in 3D space and which could not be perceived by any being that existed in the natural flow of time, there were grand structures and mechanisms that underlie the entirety of the Tapestry of Stars. Within those mechanisms were seats of power that were set there specifically for Jumper and those she trusted above all else, for they would allow one to /redefine/. Grand mechanisms that included everything from Magic to Chakra to Void to Esper Physics combined in these mechanisms, creating a stable and self-sustaining set of physical laws



that governed the entirety of the Tapestry of Stars and everything contained within it. This explicitly included the Godrealm itself-a bubble of forcibly stabilized reality surrounded the Godrealm, cutting it off from the more organic physical laws of reality and cradling it in the Tapestry. Make no mistake-the Tapestry was a construct of hard, defined laws and physics, not a place of whimsy and chaos. It was pure mechanical laws that allowed thought and emotion to become reality within, clockwork forces at play that allowed distance and time to shift and change at the flex of sapient will. Beings that existed purely as expressions of chaos or metaphor would find the Tapestry of Stars to be cold and lifeless, callous and calcified to the point of choking them to death. Yet sapient minds and soul-even expressed as pure creative force-would be cradled and beloved by the realm itself.

Returning from that digression, the seats of power that existed within the heart of the Tapestry of Stars held controls for the exact laws and definitions that allowed the Tapestry to exist at all, and amongst those laws were a specific set. One set governed the Tapestry's connection to the material universe-or rather, a GIVEN material universe. The Tapestry was a Gateway between the Godrealm and Everywhere Else after all-and thus as it defined the Boundary between Everywhere Else, it could define exactly WHERE that boundary was. Whether it was connected with one universe or another, whether its time flow matched the universe it was connected to or not, whether the connection went one way or another...or if there was a connection at all or not. If Jumper wished she could isolate the Tapestry of Stars-and thus her Godrealm-from existence itself, hiding in a space that existed beyond space and a time beyond time. Thanks to the self-sustaining physical laws of the Tapestry of Stars there wouldn't even be a noticeable change in the Godrealm; now that Faith had been invested into it Jumper had managed to stabilize its form so that even being fully disconnected from reality would do nothing to the Godrealm. The Potentia would still flow, time would still move, Life would still grow, and all without a connection to reality. That was only in emergencies though-Jumper had no intention of turtling away from existence for all eternity.

What she did have was an intention to harness the Tapestry to shut down the endless invasions into her Godrealm that many other pantheons and Titanspawn had been persecuting. Once the Tapestry of Stars was completed it was trivial for Jumper to redefine the tears in her Godrealm so they led directly into the Tapestry, rather than into the Godrealm itself. There the invading demons and gods were caught in the embodiments of their own hearts-and the only escape they could find was to flee back the way they had come. They tried many things to break through these seeming illusions-but they were not illusions, and such was the sheer power and resources that Jumper had poured into the Tapestry that it would not be broken even by the combined efforts of manifold gods. And for those who refused to leave even after everything, it was trivial for even singular Attendants to simply walk amongst them, slay them with a single strike, and move on-for they were shielded by the Tapestry and could form a path that led them to perfect victory against the invaders. This was not a metaphor-for the calculation engines embedded within the Tapestry of Stars could simulate nigh-infinite timelines and thus plot out a path to achieve such a thing. And from there, all the Attendants needed to do was walk. From the day that the Tapestry of Stars was created, there were no more invasions into Jumper's Godrealm-there could never be again, in fact. Oh, many a god and Titanspawn still TRIED. But their attempts never breached the Tapestry, and there was never any need for more than a singular Attendant to deal with such things.

With the Tapestry of Stars completed Jumper's Godrealm was now fully defended and fully mobile-capable of ripping open paths to truly anywhere within the local multiversal cluster. It would take divine power far beyond even the greatest of Titans of this universe to deny the power of the Tapestry, Jumper had made sure of that-and so, she decided it was about time for two different things. The first thing was to begin to truly move INTO the Godrealm. Up until this point Jumper had largely lived amongst her own United Lunar Empire-which existed within a subspace dimension connected to her Warehouse. It was reasonable; Jumper had spent many decades setting up quite a bit of infrastructure there for the Lunar Empire, and had build herself a home in the subspace dimension. But it was also somewhat cramped-there was only so much spatial warping she could apply to that self-contained dimension when the Warehouse itself applied hard limits. She'd pushed as hard as she could go, maximized spatial utility, and even rebuilt the Empire into a complex arcology to make as much out of limited space as possible, but with an ever-growing population of immortal citizens things had still been fairly tight. The Godrealm would fix that though.

In an action that was at once both metaphorical and quite literal, Jumper detached the Subspace Dimension from her Warehouse and attached it to her Godrealm-specifically to the Land of Materia. The Godrealm shifted and expanded without changing or expanding at all-for it already stretched to encompass an endless amount of space as needed, so adding a self-contained dimension to it with defined physical limits didn't affect its total volume or dimensions at all. Nevertheless the people of the United Lunar Empire found the world suddenly shifting and embracing them in a way it never had before-pure Life welling up from the earth and the sky, eternal evening setting upon the land, and a whole world of endless riches, space, and pleasures opening to them. By the laws of the Godrealm none but Jumper's chosen could live within the Land of Materia-and so all who lived in the United Lunar Empire found a new spiritual aspect grafted into them alongside their more conventional cybernetics, an Attendant form that was intimately tied to the divine space and marked them as being Jumper's chosen Servants and people. These Attendant-forms were both separate spirits and intricate reflections of who they were, able to be expressed as independent beings or mantled as a change to themselves. While a strange transformation, the people of the Lunar Empire were quite used to the strange at this point and accepted it in stride.

More important to Jumper was the Palace of Dreams-where her wives, companions, and children found new homes for themselves. Or perhaps "found" was not quite the right word-for the manifold golden palaces seemed to reshape and rebuild themselves to the desires of those who inhabited them. The palace of Nyx was a dark and tarnished thing that dripped starlight; the palace of Eris was chaotic and strange, ever warping; the palace of the Man Who Had Once Been The Outsider was a simple mundane home that held a window to the dark and forgotten Void within it; the palace of Rebecca was a futuristic and ever-shaking club full of music, booze, and beauties. To each of Jumper's direct children were given a palace, and to each of their children were given territories within the Land of Materia in turn. And beyond all that-all who were descended from Jumper, all her wives and companions, all held at minimum a room within Jumper's personal Palace at the heart of the Golden Realm-the titular Palace of Dreams. All was provided for Jumper and her companions and wives and children, as dreams reshaped themselves into material forms to provide all that they might desire. A greater paradise could not be found

throughout the entirety of the Overworld, and Jumper gave this paradise freely to her loved ones now that it was adequately protected from invasion by the Tapestry of Stars.

One final measure, to ensure that this Godrealm would follow Jumper wherever she went. Into the inner edge of the Tapestry of Stars, at the defining point where the Godrealm and "Everything Else" met, was a door. A door of simple shape that one might find to enter an ordinary wooden house, in deepest velvet blue. Into this door Jumper entered her Warehouse Key-and thus, the Warehouse claimed and integrated the entirety of the Godrealm-Tapestry and all-into being part of its structure. Now all who would enter Jumper's Godrealm would pass first through the Tapestry of Stars, then through the Velvet Door, and finally enter into Jumper's Godrealm. And whenever Jumper activated the Ascension Engine and moved from one multiversal cluster to the next, the Godrealm would follow her-for it was tied directly to the Ascension Engine itself now, and tied more deeply to Jumper than her very soul in ways that Jumper still had yet to understand at all. In a very real way, the construction of Jumper's Godrealm was well and truly complete now...barring new treasures or developments from other realms that the Ascension Engine might provide, at least. There was truly no telling with such a machine.

But now that Jumper had fully completed her Godrealm and moved her Empire and wives into it, it was time for Jumper to move towards the final plans she held for this world. She had built the Tapestry of Stars not just to be a grand bulwark against invasion after all-but also an unstoppable gate, to allow HER to invade other realms. She knew where she was looking. She knew what she desired. The Tapestry of Stars provided the tools needed to forge a path to where she wished to go. Stepping into the endless misty plane of the Tapestry of Stars, Jumper ordered a path be forged into the very heart of Ahriman's Hell. Reality bent and screamed as defenses and seals shattered before the divine engineering of the Tapestry, and Jumper walked through the portal that formed before her with WitchDriver in hand; she had a Titan-Avatar to slay and a Titan to consume.

The whole of Fate itself shook and the earth trembled as Jumper walked into Ahriman's domain-something that should have been impossible yet was now utterly unstoppable beginning to occur. From the grandest to the least of deities all were able to feel as the weave of Fate began to shudder and shake-and all remembered the Prophecy of Jumper, how her presence would "shake this earthly ball". Many a deity had tried to capture her and sacrifice them upon their Pantheon's Axis Mundi; all had failed. Many a deity had witnessed her in battle-seeing her as both an unstoppable force and an immovable object who would effortlessly walk a golden path to victory that not even the deities most versed in the Stars could hope to match. The Yazata attempted to pull back their blessings, recall the artifacts that they had granted Jumper-but it was as if the artifacts were stored in a place beyond space and time itself, beyond the Overworld, untouchable and unreachable. As Jumper's blade slid into Ahriman's heart and she began to swallow Zrvan down with her All-Devouring Maw, all they could do was tremble in terror at the monster who now walked the earth, unchained and unopposed.

Jumper did not just stop with Ahriman and Zrvan. She hunted down Azi Dahaka and consumed the world-destroying dragon as well, adding its strength to her though it made little difference at this point. She hunted down Titan after Titan-Mikaboshi and Soku-no-Kumi, Mami Wata and

The Drowned Road, Cethlenn and Crom Cruach, Danu and Vritra-over and over again Jumper hunted down Titans, Avatars, Titanspawn, mad deities, cleansing the world one death at a time and adding their divine powers to her own. Perhaps the strangest and most incredible was how she snared Hundun itself, harnessing chaos against chaos in a ritual of madness to incarnate an Avatar of Hundun in a way that Hundun itself would never have done willingly, then forcibly drawing it down into her Maw. A new Legend sprung up around Jumper for these deeds-the Titanic Empress, who consumes and subjugates all other Titans. Scions, Gods, demons, and more sought to strike Jumper down during her rampage throughout the world-but none could so much as harm her let alone stop her. The only thing that stopped Jumper was the Titans themselves willing surrendering to the Gods and being re-bound in oaths and chains; this and this alone spared what few Titans remained from Jumper's hunger.

The Titanomachy had been utterly shattered, and all the Pantheons in the world stunned by Jumper who had become a being so far beyond Titans that it was like comparing Titans to mortals. The sheer depths of her divine power were seemingly limitless, the Purviews at her command manifold and beyond potent. With sword in hand Jumper had redefined the very world beneath her. She ruled the most powerful religion of the age, holding five billion faithful. She held the most powerful Godrealm in the world, unmatched in size, power, and scope by all others. Many a God wondered what exactly Jumper had amassed so much power for. A few clever gods looked upon Jumper and her deeds, saw she had harnessed her divinity very little in her actions, and wondered a much more pertinent question: why had she not done this earlier? But none could have expected what Jumper did next: she conducted a ritual to shatter Fate itself.

Jumper was a locus of divine purviews-holding Titanic dominion over practically every single one in existence save for a small handful, and those small handfuls she cultivated by collecting from corrupted deities, Titanspawn, Avatars, and her own personal training. In a mystical sense she was divinity itself-at the very least, enough for the sake of the ritual that she was conducting. Jumper stood at the northern point of a circle, representing the fullness of Divinity. Kardia sat at the south point of the circle; three-in-one, division and unity. Saeada stood at the eastern point-perception and judgment. Vandræði, Cybil's strange crow familiar, sat at the western point; deception and shattered fate. In the center of the circle stood the Cup of Jamshid, filled to the very brim with the most distilled Potentia of the Galaxy Cauldron. It was Mystery and Prophecy, filled with Unbound Potential. The pieces were in place; all Jumper needed to do was provide the power to enact the Magic that she called upon and allow her own divinity to flow through the symbols she had gathered and condense into a fundamental Truth that combined all these things.

Jumper cut her palms upon her own blade and allowed pure divine Ichor to pour forth from her hands and into the ritual circle she had forged in the heart of her Godrealm-within the Ocean of Stars. Divinity passed from North to East, drinking in the symbolism of Perception and Judgement. Divine Perception and Judgement passed to the south, drinking in the symbolism of Division and Unity. Divine Perception and Judgement Which Divides And Unifies passed to the west, drinking in the symbolism of Deception and Shattered Fate. Divine Perception and Judgement Which Divides And Unifies Deception and Shattered Fate flowed back into the North, into Jumper's hands. More divine ichor flowed from Jumper's hands and passed to the east, to the south, to the west, back to the north-forming a loop. As the power of this ichor flowed back to Jumper she would carefully distill it, compressing and purifying it ever more. It

drew deep from Jumper's wells to forge such a ritual, and a lesser god might have been bled dry by the act. But Jumper was made of sterner stuff and did not hesitate in her work even once. Nine was the number; nine times did Ichor bleed from Jumper's hands, flow through the circle, and back into her. Nine times did Jumper distill the divinity and symbology she forged with this ichor. Upon the completion of the ninth cycle Jumper held a singular drop of bright white liquid, different from the golden ichor that had flowed from her palms. Upon the tip of her blade she allowed this drop of liquid to flow, where it fell, fell, fell down into the Cup of Jamshid-which was already filled to the very brim with Potentia.

A single drop was all it took. The Cup of Jamshid spilled over, Liquid Potential stained with the deeply distilled concepts that Jumper's ritual had forged, shifting and changing to embody those very concepts and expand upon them as Unformed Potential was catalyzed and Formed. Pure liquid light spilled from the Cup of Jamshid, flowing upwards and around in a strange twisting pattern that weaved and changed with each moment. Unformed Potential was held within a vessel of Mystery and Prophecy, and in spilling forth from the cup it symbolically represented a shattering of Mystery and Prophecy-a movement beyond it. Combined with the concepts held within the distilled Ichor, and new meaning was imprinted upon the Potentia. Liquid twisted, shifted, curled around itself, and formed into a gently floating crystal suspended above the Cup of Jamshid. Within this crystal was a Truth, an Ideal made physically manifest. There was no mortal language that could properly describe the concepts and powers held within that crystal, nor language designed by Jumper's hand nor immortal language spoken by Gods-in fact, it was a Truth that defied all description. Nevertheless, if one tried to put a name to it they might come up with something much like, "Divine Unity Of Self, Soul, And World Which Perceives And Judges Deception And Prophecy, Dividing Mystery And Shattering Fate". If one wanted a simpler name for it-though it was not quite correct to call it this-it might be easiest to simply call it Moksha.

Forging the Crystal of Moksha was difficult beyond measure...the first time around. But with the crystal in hand it was much, MUCH easier to recreate. Life was the greatest teacher of all-and via refined Mako Reactors and Materia Synthesis processes Jumper could recreate the Crystal of Moksha a nigh-infinite number of times-using the very essence of Life to recreate and carry the Truth held within the original crystal. These Moksha Materia weren't the equal of the Moksha Crystal, but they were malleable and able to grow-and as a person used these Materia they would come to understand intimately the truth that was held within, personalized and developed for them in specific. Jumper needed very little to complete her plan to grant Moksha to all humanity from there-or at least the vast majority of it. Her religion already spanned the world, and thus the vast majority of humanity had Attendants who watched over them. Creation of Moksha Materia within the Land of Materia took only a number of days, and from there the process was as simple as having an Attendant pick up a Moksha crystal, travel back to their charge, and give it to them with instructions to hold it and contemplate the truth within.

Some rare few mastered the Materia in a matter of days. A few took several years. Most took just a few months. But steadily, inevitably, like a rising tide, the truth of Moksha spread throughout all of humanity until Fate entirely lost its hold on the world. In a single stroke humanity was freed of Fate and enlightened to a greater truth-and this truth provided them with an internal unity that allowed for the perception of all lies and refinement of one's self to be more in line with their desires. Even a number of Demigods and Gods requested-REQUESTED, rather than

demanding Moksha Materia from Jumper or her Attendants. Jumper was happy to provide them. As humanity as a whole was freed of Fate and found a new state of enlightenment that would propel them to entirely new heights of discovery, unity, and prosperity, Jumper found a Certain Truth growing within the core of her own divinity—a truth of Moksha, just as she had spread throughout the world. Though the original Moksha Crystal was held deep within the Land of Materia within a special factory that would be able to replicate it endlessly into Moksha Materia, Jumper found she held the wholeness of the Truth within herself as well—without any need for the crystal or the Materia. She had been free of Fate ever since she took the form of Lilith, but now...she held a freedom from Fate that was hers and hers alone, rather than Lilith's.

In the aftermath of the Titanomachy, in the nadir of the Age of Gods where Fate had lost hold of humanity and the Divine began to wane, a number of Gods and Demigods looked back upon the Prophecy of the Jumper and read it with new eyes. It had never been a call to action—but merely a warning. Jumper was coming, Jumper was mighty, and there was naught they could do. The Gods had tried to avert Fate and attempt to capture her and sacrifice her to bring their victory, and so had the Titans, but Fate found them regardless. The Titanomachy was over. The Titans either consumed by Jumper or bound in oaths and surrender agreements once more. The Gods either subjugated or in hiding as Jumper's influence and religion dominated the world. Fate itself eternally shattered as humanity reached an Age of Enlightenment the likes of which had never been thought possible. All of this done by Jumper's hand. Hail the Jumper, Titanic Empress, Breaker of Fate, Who Rules Amongst The Stars.

A decade after Jumper had descended from on high she vanished from the world—moving on to the next, traveling endlessly onwards and upwards. Yet through the Tapestry of Stars her Attendants could still reach this land, her faithful still flowed into the Moon's Gentle Respite, and Jumper still ruled on high. This was not something Jumper had planned, but a function of the Warehouse itself—for through it, a connection to this world would eternally remain. Jumper herself could not return, but all she had wrought and all she had developed would continue to flow onwards—and Jumper could turn her attention to see what had become of the realm in her absence and provide her wisdom to her faithful through the Attendants. It was more than enough and comforted Jumper as she moved on to a new world.

## Jump 37: Bartimaeus Sequence

Gender: Female

Age: 17

Origin: Magician -200 CP

Location: Israel, 950 BC

### Perks

- >What's A True Name? -600 CP
- >Looks Can Be Deceiving -100 CP
- >Rules Lawyering -Free
- >A Magician's Basics -100 CP
- >Might Does Actually Make Right Enhanced -300 CP
- >The Great Enchanter -150 CP
- >So That's What's In A Name -300 CP

### Items

- >Slick Wheels -Free
- >The Library -200 CP
- >Resources -50 CP

### Drawbacks

- >Rocks Fall, You May Die! +200 CP
- >Ring-Bearer's Wrath +800 CP

Basic idea: Emerging from the world of Scion Jumper is ready to just relax and spend some time doing what she loves-being a doctor and just helping people without being some absurd overgod kind of being. Unfortunately first she is forced to deal with a madman wielding Solomon's Ring. She proceeds to deal with that surprisingly easily-as Spirits are far lower on the totem poll than Gods and Titans-and gives the Ring back to Solomon, who acknowledges he can no longer wield the Ring to keep his empire running so he gives it back to her, and she proceeds to make a deal with Uraziel and shatter the ring in return for the secrets of making artifacts like it in the future. Afterwards Jumper uses the Potentia/Amrita of the Galaxy Cauldron in conjunction with some summoned assistance that she bargains for rather than enslaves for in order to forge a nascent "Other Place" within her own Godrealm-making her WitchDriver act as a Ring for it in the process. All of that just takes a little bit of time for Jumper, and the vast majority of her time she spends just being a doctor in Solomon's kingdom, practically inventing modern medicine from first principles in a way that will be carried forward into the future, and studying the nature of Spirits, Golems, and other such magics without enslaving Spirits to her will.

When Jumper entered this world, it was with a certain degree of fatigue from acting as the ruling goddess of her own Pantheon. She gave instructions to the other Gods and her own companions for what to do while she was gone-how to operate the Tapestry of Stars to peruse manifold timelines, how to adjust the flow of souls in and out of the Moon's Gentle Repose, so on and so forth-but she just wanted to act on her own for a time. Cloaking herself back in her Generabilis Frame for the first time in a good decade or so and voluntarily locking down the vast majority of her capabilities so she was only somewhat beyond human norm, Jumper decided that she's just going to relax and do what she loves for this decade: act as a mortal doctor and help heal people with her medical skills, not with divine bullshit or the like. She was unamused to find herself in the far past of 950 BCE, where modern medicine wasn't even a twinkle in Hippocrates' eye, but she wouldn't let that stop her-she'd teach people the entire field of medicine from first principles if she had to! So determined, Jumper largely ignored the odd energy field that seemed to exist in a dimension parallel to the material. She'd deal with that later; for now she was settling herself into a little home and clinic she could work out of-provided for her by the Ascension Engine, somehow.

As much as Jumper may have wished to ignore the wider world in favor of focusing on a simple and mundane life, the world itself was not willing to ignore her in turn. As Jumper demonstrated her medical skills to a local scribe in hopes of earning the favor of the king, a madman managed to do the unthinkable and steal the Ring of Solomon right out from under King Solomon himself. Wielding the most powerful magical artifact known to man, he proceeded to call up the grand spirit Uraziel and-in a fit of pure vanity-ask him who could possibly compare to his might now that he commanded the Ring. Uraziel, clever and crafty, proceeded to give an answer that would see the Ring of Solomon inevitably destroyed: Jumper was the Greatest Magician of the Age, not his current master. The madman was incensed at this statement and declared that he would prove his superiority by slaying Jumper. But would it not simply prove the superiority of the Ring if the Madman simply commanded an army of Spirits to strike Jumper down, rather than the Madman's superiority? Uraziel asked this, and made the madman pause for just a moment. And he came to a decision.



He would send a single Djinn to begin. Then two. Then three. After five he would send an Afrit, then two Afrits, then three, then after five he'd send a Marid. Then two. Then three. If Jumper could withstand the full force of five Marids at once, the madman would concede that she truly was the better magician-and thus she could not be allowed to live and he would bring down the full force of the Ring of Solomon upon her, summoning enough Djinns to blot out the skies and enough Marids to shatter the earth. Until then though, he would "test" her in this way. The madman did have the power to tame four Marids at once-it was part of how he was able to steal the Ring of Solomon in the first place-so it was no idle boast that he was amongst the greatest magicians of the age. But it was only through great preparation, guile, and a great deal of madness that he had achieved such a feat before. That he would equate his efforts to something he could simply do on the fly was merely his own madness and ego speaking for him. Nevertheless-this was the path that would lead Urael to his desperately desired freedom, and one should never interrupt their enemy when they're making a mistake.

Almost entirely coincidentally, one of the madman's minions was a visionary genius of the NEXT age of magic. They had poor skills in summoning and commanding Spirits, which marked them as a complete failure of a mage who had shackled up with the madman in hopes of attaining any sort of power...but he did have a unique skill in grasping a magic that was almost entirely unknown to magicians of this age. He could design formula and rituals which tapped into the NATIVE power of the world, the earth itself rather than the Other Place and its endless teeming spirits. He had seen very little progress in actually developing this power until recently, for only the madman-in his utter madness-would disregard the traditions of normal magi and exalt a completely new way of doing things that seemed to have no practical applications. And with the madman's help the visionary failure ended up developing one truly incredible innovation: a golem, forged of clay and magic completely native to the world. Its mere presence dampened the power of the Spirits and let it fight on par with Marids, though it was critically flawed in that it lacked all initiative and was only capable of brute force. Nevertheless it was a critical component that had ensured that the madman was able to steal the Ring of Solomon, and so the visionary was exalted amongst the madman's inner circle while preparing to acquire the Ring.

The madman was still, of course, a madman. He had no true friends or confidants-only followers and minions. Thus once he HAD the Ring of Solomon he had all but disregarded those who he previously called his allies-intoxicated and reveling in the power of the Ring while utterly forgetting what it took him to attain it. The visionary, NOT being a madman, didn't quite realize that he'd been totally cast aside once the madman had attained what he so desired; he believed he could still prove his worth to his master and return to his good graces by simply proving that his own Golem magic was still useful even though the madman now had the Ring of Solomon. Thus when the madman declared that he would be throwing waves upon waves of Spirits at a single random mage for no discernable reason that he was willing to admit to, the visionary decided to contribute their own Golem to the cause-for surely if the visionary brought Jumper's head before the madman, he would once again be exalted! Thus, with very little further thought about the madman's motives, the visionary proceeded to instruct his Golem to chase down and slay Jumper using all its power. Of course-even if the visionary succeeded in his efforts, this would simply be denying the madman his rightful kill and the madman would only see it as an insult and strike the visionary down. The visionary did not know that of course, and never would-for neither he nor the madman would succeed in their efforts in slaying Jumper in the first place.

Doctors-or rather, healers in this day and age-were vastly more valued than they were in the modern age where Jumper had studied and trained to become a doctor so many worlds ago. Even in this world where the power of Spirits could be called upon and commanded to fulfill manifold tasks, a proper healer was still treasured beyond compare. Thus where Jumper would have much preferred to have a small clinic to work out of and heal the common folk with modern medicine and caring treatment, she was instead invited directly to Solomon's palace where she proved her skills as a healer before King Solomon himself. From debilitating injuries, unknown maladies, and even Spirit-granted curses Jumper was brought forth to heal all manner of ails as Solomon carefully tested her to see her powers of healing for himself. It was during these tests that the madman began to attack Jumper with his ever-escalating army of Spirits bound by the power of Solomon's Ring.

The first few times it happened, Jumper hadn't even thought much of it in the first place. She genuinely mistook the attacks on her person by Djinn to be part of Solomon's tests-it would make sense to test her skills as a magician as well as a healer after all, given that Solomon was famed as the greatest magician of the age. To comply with such a test Jumper decided to use only her skills as a local magician rather than her manifold capabilities from other worlds in order to repel these assaults; Jumper led the Djinn on a chase through Solomon's Palace and into her own personal room where she trapped it in a pre-prepared Circle, then harnessed a number of spells and incantations to force it to give up its Name to her. With the Name in hand she was able to force further promises from it-for it to never attack Jumper without her explicit permission, for it to never interfere with Jumper or her business without her explicit permission, and for it to never knowingly harm or inconvenience Jumper or those under Jumper's protection without her explicit permission. Promises extracted, Jumper simply banished the Spirit back to the Other Place-believing that her actions were more than enough to pass whatever test it was that Solomon had set for her. She didn't like enslaving Spirits to her will and would make it clear to Solomon that she wouldn't become one of his Council Magicians, but this should at least prove she knew her way around a circle.

As was only reasonable Jumper proceeded to report her success in not just repelling the Djinn but ensuring it would never be a problem again to King Solomon. Now, if she had actually bothered to activate any of her manifold advanced sensors or peak into the future using her achronal nature, Jumper would have realized immediately that her words completely and utterly flabbergasted King Solomon-who had set no such test and was in fact quite disturbed that the up-and-coming healer had been attacked /in his own palace/. She may have also realized that King Solomon's Ring was only an illusion cast upon him by a Marid that remained bound to his shadow, one of the few Spirits Solomon had been able to bind directly to himself so that he had some form of protection and power beyond the abilities of the Ring. Jumper did not realize any of this however-for she desperately desired a vacation and had voluntarily locked down most of her capabilities to simple human standard once she entered this world. Thus-girded by illusions and his own great wisdom and wit-Solomon proceeded to completely fool Jumper into believing that this was indeed a test that he had set for her-in fact, part of several. She had proved herself once, yes, but he would need to see if what she achieved was consistent rather than a fluke-so he would continue to test her, he claimed. And once she proved herself sufficiently he would have both great honors to bestow upon her...and a great task as well.

Jumper noted that she still refused to be part of his Court of Magicians-and Solomon accepted that she would be free to remain apart from it, but nevertheless it was important for those in Solomon's service to be well-learned in the mystical arts. Besides which, there were certain maladies that could only be healed by those who could command a Spirit's power-such as physical transformations and trickery that made men into half-beasts, or lasting curses placed upon bloodlines by tricky demons. If she could not be trusted to defeat whatever Spirits or Demons were sent after her-whether by Solomon through his "test" or through other Magicians-then how could she be trusted to deal with such strange maladies? Swayed by Solomon's argument, Jumper agreed that she would continue to take Solomon's tests-though she only wanted to be a healer in his employ and made it clear she would turn down whatever grand honors he tried to bestow upon her beyond such a station. Solomon accepted this and bid Jumper to leave his throne room. Once she left, he proceeded to slump in his throne and wonder how the fuck he got himself involved in all this bullshit in the first place. He couldn't just admit he LOST his fucking Ring-doing so could destabilize the entire kingdom! So this elaborate "I'm testing you" scheme was his best bet. Assuming she lived long enough-maybe he could convince her to get his Ring back for him somehow? Absurd, but something in his gut told him it was more likely than he thought.

The next day Jumper was utterly unsurprised when two Djinn emerged in her office and tried to end her life-fully expecting their attack at some point even with her precognitive capabilities locked down for the time. Their illusions were brushed aside-their actual attacks easily dealt with via some martial arts techniques Jumper hadn't used in a few centuries at this point. With the two Djinn off-balance from Jumper effortlessly stalemating their opening attack she had the chance to pull out two different papyrus scrolls that she'd prepared just for occasions like these. Inscribed upon those scrolls were complex circles and incantations that Jumper had carefully calculated and designed herself rather than relying on tried and true practices. With just a few initiator words and twin drops of blood the circles suddenly lit up with a strange power antithetical to Spirit powers-a power drawn from the Earth, rather than the Other Place-and forcibly paralyzed and bound the two Djinn. From there the following was just the same as the previous day-extracting their names, extracting promises of non-aggression, and banishing them. On a whim and mild suspicion Jumper asked who exactly sent them, and the Djinn answered that they were sent by the Greater Spirit bound to the Ring of Solomon. That was more than enough proof for Jumper to accept that this "test" was indeed the real thing...not quite realizing that they never said who currently held the Ring of Solomon.

Jumper had been experimenting a little herself with those two "binding scrolls"; they were based off of strange methods and magics that the Ascension Engine had provided for her in the form of scrolls, books, and instructions for magic that were many thousands of years advanced from this point in history. Specifically she had been exploring the nature of Golems-something that should only nominally be invented somewhere around 1500 CE-which were a unique bit of magic that didn't harness the power of Spirits in any way, shape, or form unlike practically every other piece of magic that Jumper could care to name in this world. Jumper-through knowledge of the Lifestream, the Komyaku, and other Ki/Lifeforce-based arts and existences-held a great advantage in exploring these "powers of Earth" in a way that very few magicians in this realm would ever be able to. Her first efforts to form a simple mobile binding circle for Demons in

these two scrolls were honestly amateurish in her eyes-just something to test that she actually COULD draw up and harness the Earth-based powers of this world rather than Spirit-based ones. And with that successful test, Jumper found that she had an alternative path for becoming a Magician.

Jumper had absolutely no desire to enslave Spirits the way that normal Magicians did, held no love for the very concept of slavery itself. She took great pains to ensure that even her own Attendants were treated well and paid for their service to her though they quite literally lived to serve her and her Pantheon. Thus the fact that all magic in this world seemed to be based on the torture and enslavement of Spirits in various ways simply struck Jumper as beyond cruel and not something she'd be willing to engage with. She wouldn't go on a campaign to stop it-not yet, not without an alternative at the very least-but she herself would have no part of it beyond simply learning how it was done and how to send Spirits back to their home plane. The discovery of an alternative form of magic-barely explored at all as it was-was a delight to Jumper. Her first explorations into it were fumbling and barely guided, but as she saw with her Binding Scrolls there was a great deal of potential here. In fact...there was something about how the essence of Earth interacted with the Spirits that triggered a thought in Jumper's mind. It came to a simple question: why could Magicians bind Spirits in the first place? Not how-but WHY?

There was something to that thought-something that set Jumper's mind spinning with inspiration. Over the course of the next two days-three and four Djinn fought, bound, and banished-Jumper began to explore certain concepts in conjunction with the "Essence of Earth" that she discovered in the notes and instructions for making a Golem. WHY did Silver and Iron hurt Spirits? WHY could a circle and Pentacle bind them? WHY was knowing a Spirit's name so important for binding them-and WHY could a Spirit who knew YOUR birth name turn any power right back around on you? The answers began to fall into place as she asked herself one final question: WHY do Spirits suffer when they're summoned to Earth? The answer to that question was simple and well known: they were divided from the greater essence of the Other Place and forced into form and identity, which they loathed. Merely existing in this world was agony for them unless they were bound into a physical object...and it was because Spirits were beings who hated being bound into form and identity. They hated form and identity, but were entirely okay with being bound INSIDE an artifact. A seeming contradiction, but in truth the key to unraveling the whole mystery.

When a Spirit was bound to an artifact, they were no longer conscious or even held a given form-they entirely gave their essence to the artifact in question, becoming nothing more than a formless animating force. In this state their existence hardly degraded at all-allowing them to unleash their abilities practically endlessly without any appreciable loss in energy. Sure they still had to spend some amount of effort on their abilities-but it was so much lesser to simply enduring the degeneration of Earth that even a Djinn could potentially power an artifact for centuries at a time without any noticeable loss in power. The reason for this completely unreasonable efficiency was simple: when bound to an artifact, a Spirit had absolutely no need to maintain an actual form or identity. They could simply BE, as they were back in the Other Place, with the artifact acting as a vessel that shapes their Essence for them rather than them needing to put in any effort towards maintaining form and self. That was the key to it, in the end; Spirits were beings of pure Essence, of pure force without structure or identity. Being forced to take

form, identity, structure-it weakened them immensely, and the more structured they were the more they were weakened.

This was why they could be bound by Names. No Spirit had a Name to begin with-first they would be GRANTED one by humanity, forcing them into a shape and cutting them away from the Other Place as a mere droplet rather than as the ocean itself. From Name came Structure, as a Magician forced order and identity on a thing which fundamentally lacked it. This was agony for the Spirit-causing them to burn and suffer from the chains of Identity and Structure as they were forcibly bound into form. No Spirit wanted to be bound in such a way, wanted to be forced to wear these caustic chains-and so they fought, and bled, and tricked, and desperately clawed their way back to the Other Place as soon as possible to escape the burning agony of stable form. But once a Name had been given, once an Identity had been formed, it could never be discarded again-the Other Place would remember, the Earth would remember, and they could be called again and again and forced to wear the same chains, bound to the same Identity, forming a continuity of consciousness on a thing which should have fundamentally lacked such a phenomenon.

This was the key to enchanting. By drawing a Spirit into an artifact and forcing the expression of specific abilities without regard for anything else, it stripped away the need for the vast majority of the structure that a Spirit was normally bound in. They needed no Name, no Form, no Identity. These things were provided for them, and the agony of maintaining structure was almost entirely wiped away as the artifact acted as a vessel for their Essence. All that was left was the Power, and Spirits were beings of pure unformed Power. Given a channel and guide into how that power was shaped, nearly anything was possible-and it would hardly cost the animating spirit anything at all to continuously enact those abilities. There were still other concerns when crafting an artifact of course-from designing the channels and methods for how the power within would be enacted, creating something durable and hardy, managing the power of the Spirits one imbued so that they could either overcome or defend against lesser magics-but fundamentally all one needed to do was design a function and drop a Spirit in there to power it, and the artifact would work.

This was the key to circles, pentacles, and the curses one inflicted on Spirits to make them obey. A circle imposed order onto the disordered Essence of the Other Place, allowing a calling to be heard-and for a Name to be brought back to Form and Structure. A Pentacle was a structure imprinted onto the Other Place through ritual, careful working, and repetition until it became an unassailable wall that only the greatest of Spirits could break through...if properly crafted. The various curses and punishments were likewise constructs of pure structuring, order and form without will that were imprinted onto the Other Place through great repetition and ritualization. This is why the Shriveling Fire, the most powerful curse of all, was fifteen interwoven curses spoken in five different languages. It wasn't that the words held power, but at the same time was exactly that-rather, it was the fact that it was WORDS, spoken in language, with great meaning and portent, that gave the Shriveling Fire its form. It was simply Structure and Order made incarnate, burning away a Spirit's Essence by imposing far, far too much Structure onto it until they simply ceased to exist.

But for as much of this as the realization that Spirits were beings of pure energetic chaos answered, it entirely failed to answer why Iron and Silver actually hurt a spirit, or why vibrations in the air could become a Name and enforce chains of Stability and Order onto a Spirit, or why shapes on the ground could become a Circle and bind a Spirit. There was a further element to everything that was not being seen, and that element was the "Essence of Earth" that was harnessed in the creation of Golems. Only perceptible in how it completely contrasted the existence of the Other Place and the Spirits that came from it, this "Essence of Earth" was a force of pure Order, Stability, Form without Force. It was Identity and Structure without animation or energy that a Spirit would have provided-the direct antithesis of a Spirit's Essence. Which made it all the more interesting that it could be used to form a Golem at all-because that seemed to go entirely against the principles of how this energy worked on a fundamental level.

The answer to THAT came in the form of...well, the exact opposite of Spontaneous Order. Just as how disordered systems could occasionally form ordered structure through simple random fluctuation and positive feedback, the Earth Essence could undergo a sort of "spontaneous disordering" wherein otherwise perfectly clockwork systems suddenly broke down and released energy and force that should have been bound up in form and structure. Unlike physical systems both Spirit Essence and Earth Essence had a strong semi-sentient tendency to break down these "spontaneous perturbations" within them, so such ordered or disordered systems very rarely lasted long on their own as both the Other Place and Earth itself self-corrected for these phenomena. But self-organization would arise from chaos, and disorganization from orderly systems, and thus these two phenomena continued to repeat even as they were corrected. Jumper wondered if perhaps there were certain Spirits who simply arose as naturally ordered beings compared to the Chaos of the Other Place-such a being would have no issue with crossing over to Earth and would likely hold power utterly unmatched by a normal spirit-being more akin to a living incarnation of the Other Place...

Disregarding such thoughts, Jumper began to trace the flows and qualities of "Earth Essence"-and she found that her hypothesis proved itself in the form of what she'd call "life essence". Earth Essence seemed to break down into a sort of pseudo-Spirit Essence, a Disordered Earth Essence, when in the form of a living thing-for living things held Will and thus shattered the perfectly clockwork Structure that was Earth Essence. This is where the motive energy and force that was needed to push Earth Essence into action came from-it came from life itself. To be fair-most of this Jumper had already loosely known to one degree or another. She had known that circles would work, that life essence played some part in animating Golems, that there was an essence antithetical to Spirits that was also a part of Golems-she'd even harnessed these elements to make Binding Scrolls. But in exploring and understanding these concepts deeper, she now had the basis to build even more advanced and strange constructs or wield magics that were previously unimaginable. She would finally be able to outright construct magics that were entirely disconnected from the Spirits.

Well, "be able to". It was simply the realities of her work that right now she was limited in what she had the time and ability to create-purely on an opportunity cost basis. She "knew" she was still being "tested" by Solomon sending Spirits after her, so she just didn't really have the opportunity to just sit down and explore the new form of magic she'd codified. Best she could do was refine her portable binding circles-simplifying and streamlining them so they took vastly

less time and energy to create, as well as strengthening them so they could bind more and more powerful Spirits at once. Her decision was vindicated when five Djinn attacked her at once in the middle of an operation to save a person's life; all she needed to do was throw out the trio of papyrus scrolls she'd prepared yesterday and watch as the Earth Essence held within lit them up with a dark power that forcibly bound the Djinn in place while she finished the surgical procedures she'd been doing to help her patient. Once completed it was trivial for Jumper to banish the five Djinn at once, utilizing incantations that had never been spoken before as they were of her own design. The Djinn were forcefully pushed back into the Other Place with a few words from her mouth, and even Solomon's Court Magicians were impressed with Jumper's sheer skill in handling the Spirits as she did.

Jumper's mystical prowess began to catch the eyes of those Magicians who were part of Solomon's Court-though this couldn't be said to be a good thing given just who were actually PART of said court. Such as the ever lovely Khaba the Cruel-a grand and terrible Magician who kept a Marid bound to his shadow and was noted for his...well, cruelty. In another life he would have undertaken a scheme to steal the Ring of Solomon-though someone had actually stolen a march on him and managed it almost a week prior. The other magicians in Solomon's Court weren't exactly that much better than Khaba, though few were quite as cruel and sadistic as he was. Jumper faced inquiries from those Magicians about how she was capable of binding and banishing five Djinn at once-a remarkable feat even for a highly trained Magician, let alone some unknown healer who had simply wandered in one day. Not insulted by the Magician's inquisition-Jumper was actually quite happy to share her methods with them and proceeded to expound on her discoveries of "Sorcery" that harnessed "Earth Essence" as opposed to "Demonology" which harnessed "Spirit Essence" and Spirits/Demons. It was a revolutionary new paradigm for how Magic could be done at all...so it was no surprise that it was widely rejected practically offhand.

Oh-they were willing to accept things such as Jumper's portable binding circles or new methods of cursing and punishing Spirits by directly harnessing Earth Essence, but not a single one of them was willing to abandon the power of Spirits in favor of this very new and strange form of Magic that came purely from humanity itself. And why would they-it wasn't like Jumper was offering them much actual magic, after all. She had hardly developed a single spell for this new casting method yet. This wide and offhand rejection didn't particularly bother Jumper, who had only sought to inform Solomon of her developments as a courtesy regardless, though the very fact that Jumper was unbothered by their snubbing was itself a snub against the Court Magicians. None were willing to outright attack her while she still held King Solomon's favor-and it was quite clear that she held such favor with how he gifted her lavish living quarters, pay, and honors for her demonstrated work as a healer. But they weren't above sabotaging her if they could get away with it. Which is how we come to Cunning Akir, one of the Magicians of Solomon's Court who ended up surprising said court by volunteering to work with Jumper in developing "Sorcery".

Like all of Solomon's Magicians, Cunning Akir was a powerful and cruel man who had learned the Names of many Spirits and bound them to his will with great ruthlessness. He was not the equal of Khaba the Cruel, but he was skillful in commanding hordes of lesser Spirits and had bested many other Magicians by harnessing tactics few would think of. This was why he was

called "The Cunning", and it was this cunning that Akir sought to use in both advancing and sabotaging Jumper's research into Sorcery. Like all of Solomon's Magicians Akir held a deep lust for power and would scrape, claw, and fight for every advantage he could-so there was an inherent seduction in a form of Magic that no other person truly knew about. At the same time he was proud and cruel, and so sought to tear down the bright gem that was up and coming in Solomon's Court-tear down Jumper from her growing pedestal in hopes of further elevating himself. He could not care less that she was a healer rather than a magician-power was power, and he saw that she was accumulating power in proving her skills in healing the sick and wounded and so desired to rip that power away from her and into his own hands.

Directly attacking one who had Solomon's favor was a non-starter, but more subtle sabotage was always on the table. Thus did Cunning Akir decide to ingratiate himself to Jumper by assigning himself as a "mystical tutelary" to Jumper-on papyrus, his job would be to help Jumper with developing this new form of Magic known as "Sorcery", provide Jumper with various mystical resources she might need for the development of this Magic, and protect her from attacks or sabotage by other Magicians. In practice, Akir decided to put test after test onto Jumper and avoid helping her in any way when she was attacked by Demons or Spirits out of nowhere-she was still undergoing Solomon's tests, wasn't she? It would be wrong of him to interfere with such tests, he would "kindly" explain. And his tests were meant to HELP Jumper with developing her Magic; could it truly be called a form of Magic if it couldn't do something as simple as calling and commanding the elements, or freezing one's enemies in place, or allowing one to shapeshift, or casting a Flux? He would be entirely happy to assist Jumper by summoning up Spirits to do these things so that she might bind them into scrolls-that's how Sorcery was done, right? Oh, it was certainly clever of Jumper to develop a new form of enchantment that could bind Spirits to scrolls, but she certainly did not need to keep up the fiction of this "Spirit-less Magic" that she seemed intent upon around her. He was her ally after all!

Needless to say, he was nothing but a nuisance to Jumper who provided absolutely no assistance in her studies, duties, or day to day life and only further added to her burdens. If she ever failed to complete one of his "tests" then he'd be forced to report to Solomon's Court that Sorcery was just a fundamentally inferior art to Demonology, he was so sad to say. He refused to call upon any resources that were not Spirits themselves-and if she ever made use of them, he would simply report to the court that her "Sorcery" was just a different style of Demonology-completely discrediting her claims of it being a unique form of Magic. He stood by and did nothing as Ifrits began to attack Jumper during her day to day life, simply declaring that it was clearly a test by Solomon and he had neither the right nor standing to interfere with the test initiated by the Sorcerous King-even feeling vindicated when Jumper bound one of said Ifrits and it once again asserted that it was commanded by the Greater Spirit of the Ring of Solomon. And as Jumper worked to develop her new form of magic he would frequently demand her notes and research for "inspection", to "ensure" that it truly was a new form of Magic unrelated to Demonology-and to copy them down for his own use of course.

The only thing about this entire arrangement that genuinely bothered Jumper was that final issue, and only because she had no desire to let someone like Akir learn the secrets of Sorcery as she was developing them. This issue she was willing to bring before Solomon, who chastised Akir for his impropriety and decreed that Jumper would be allowed to keep her research to herself. All



the others Jumper had no issue with; she was all too happy to use Akir's "tests" as inspiration for how to develop Sorcery in new and strange ways, was perfectly content to utilize only the resources she had available to herself as a royal healer to develop her Sorcery, and proved day after day that not even Ifrits could so much as bother her even when she was entirely off-guard. Even Akir stared in awe as Jumper casually managed to bind five Ifrits at once with just a few flicks of the wrist and words laced with Earth Essence-for she had begun to develop methods for tapping into Earth Essence directly without preparing them into spells-and then banished them with similar ease. With such a feat she effortlessly proved herself the superior Magician of nearly all of Solomon's Court-even Akir, though Khaba The Cruel boasted that if he was in his workshop he'd have no trouble doing the same. Such empty boasting was easily recognizable, as Khaba could only do the same in a pre-prepared area, whereas Jumper needed naught but her words and will.

And in the meanwhile, Jumper continued to develop Sorcery from first principles into a whole mystical art in and of itself. The very first issue Jumper needed to overcome was the fact that...most people simply couldn't sense or manipulate Earth Essence at all. It was so intrinsic to human experience that it was utterly impossible to perceive-like trying to feel the strong nuclear force that bound a person's atoms together. Jumper could do it because she was a hyper advanced infomorphic entity who had spent centuries developing sciences that could DEFINE reality rather than simply take advantage of it, but the average human being was not her. The next issues were twin-in that even if they could SENSE Earth Essence they had no way to manipulate it, and even if they could manipulate it they had no way to accumulate it. The instructions for making Golems simply had one pour their literal life force directly into the Animating Parchment to the creator's detriment-weakening them for weeks afterwards and requiring months to recover from; if she wanted to make Sorcery something worthwhile, it'd need to be useable without /actively killing/ the user.

Thus Jumper developed the Initiation Rites-a trio of Sorcerous rituals and techniques which could be used to solve these issues. The first Rite was the Rite of Earthsense, which-once mastered-allowed a person to sense the Earth Essence that existed in the material world around them as well as within themselves. Paradoxically this was both the easiest and most difficult Rite to master-for it demanded that a Sorcerer awaken a sense that they had never utilized before. Once it was mastered however it demanded nothing further than to keep using it-and just as one required no special rituals to open one's eyes or listen with one's ears, the Earthsense required nothing further to sharpen than time, experience, and regular usage. It was a critical Rite for all future Sorcerous workings-for one needed to be able to sense Earth Essence to manipulate it with the dexterity that Sorcery would demand of them-and thus it was known as the Zeroth Rite or Foundational Rite.

The second Initiation Rite was the Right of Earthbreath, which was a special meditative trance that allowed one to draw in Earth Essence for actual usage. Due to the slow and orderly nature of Earth Essence the sheer mental focus and will required to achieve the Earthbreath demanded essentially a full hour of meditation...and without a vessel to infuse that Earth Essence into, it would begin to dissipate back into the environment practically the moment the trance was ended. Thus it went right alongside the Rite of Earthscribe, which allowed one to forcibly press and shape Earth Essence into a physical medium. Earthscribe couldn't be used to store "unshaped

Earth Essence"-due to the nature of Earth Essence it would reorder itself and "dissipate" if it was left unshaped for too long. Instead it could be used to craft and forcibly imbue spells into objects-scrolls of papyrus or pages of a book would do the trick quite well. Ideally one would Earthscribe their Essence into ink, which was then shaped and pressed into a scroll or book, which would store the completed form of a Spell until it was time to cast it. Once a Spell was cast from such a medium it'd take time to restore-a long session of Earthbreath and Earthscribing to re-imbue Essence back into it-but this way one's spells could be prepared ahead of time or simply hoarded until they were needed.

With the three Initiation Rites forged, Jumper proceeded to form several "Circles" of Sorcery; the Circle of Conjunction for example, or the Circle of Elemental Command. A funny thing about Sorcerous Magic was that it relied heavily on symbolism and structure-it was this quality that made it naturally divide itself into "levels" of power, with increasing requirements for further development of spells. A 1st Order spell of the Circle of Elemental Command might conjure small flames, a light breeze, til the earth with a handwave, or conjure a bucket of fresh water-and required two hours of preparation via Earthbreath and Earthscribing. A 2nd Order spell would conjure a large fireball, a wind strong enough to push a man over, a small wall of hardened earth, or a blast of water that could knock over a bull-and required three hours of preparation. A 3rd Order spell could conjure weapons of solid fire, allow one to run as fast as the wind itself for a few minutes, shield oneself with armor of stone, or conjure a prison of ice to hold one's enemies-and required five hours of preparation. Each Order of spell went along the Fibonacci Sequence in increasing preparation requirement; Ninth Order spells were near the very limit of human capability, requiring 89 hours of continuous effort to prepare a single one of, but their results far surpassed even those grand powers of Marids...at least, the calculations Jumper made seemed to suggest.

Jumper couldn't find a method to actually speed up the preparation and creation of Sorceries-they REQUIRED the long preparation times to achieve stability, and rushing them even if you could gather Earth Essence faster would result in extremely unstable spells that would either just fizzle out or outright backfire on you. Such was the nature of Earth Essence that one had to follow rigid and exacting patterns to achieve various effects, but the results of such efforts were quite grand. The sort of candle flame a First Order spell could conjure would require a Djinn to put out-no Imp or Foliot could hope to affect it even though it held so very little power, and a 2nd Order spell would strain a Djinn to their limit. A 3rd Order spell would utterly blow past all Djinn's defenses, and only powerful Ifrits would be able to resist it. A 4th Order spell could only be stopped by the greatest of Ifrits or a Marid. And 5th Order spells would be nearly unstoppable by all save the greatest of Marid. In terms of actual effects the power that a Djinn could conjure would require a 3rd Order spell to replicate-and yet such was Sorcery's natural dominance over Spirit Essence that it could overwhelm and resist all efforts of Demonology of the same rank, requiring effects two Orders higher to be truly resisted.

Jumper had only managed to design and Scribe a handful of 3rd Order spells so far, but had made almost two dozen 1st Order and a dozen 2nd Order spells to share with Solomon and his Court Magicians. Normally it would take several weeks to gather up and prepare so many spells-but Jumper was Jumper, and even so reduced she could effortlessly manage to Scribe multitudes of spells at the same time. Such a feat wouldn't be possible for an ordinary human, but

that was just one of the perks of being who she was. Nevertheless the Magicians of Solomon's Court did not see the miracle that she had produced, instead seeing only a magic that was far weaker and more cumbersome than the simple, swift, and powerful spells of Demonology. Now normally Jumper wouldn't care about the condemnations of the Magicians-she'd already ignored their snubbing and scorn before after all-but it had now been ten days since she'd been invited to Solomon's Palace to prove her skills as a healer. She had passed every single test that Solomon set before her with flying colors, healing grievous wounds, terrible illness, and even Djinn-cast curses alike. She had bound a grand total of fifteen Djinn and fifteen Ifrits and sent them back to the Other Place each time, no matter how they ambushed her or what trickery they wielded.

Jumper had been tested more than enough, and today marked the day that she would be inducted as Solomon's Royal Healer-who would be able to advise and decide health policies for the entire kingdom, which meant she would hold a higher political standing than the Court Magicians. They could obviously not allow such a thing easily, and while her medical skills were beyond reproach her own experiments into a new form of Magic WERE questionable-so they disparaged her as much as they could on that, desperately trying to convince Solomon that she was a madwoman and charlatan who clearly did not deserve any sort of honors even if her research and efforts were visibly bearing results. Not the greatest of results of course-Sorcery was barely infantile as an art-but clear and present results nonetheless. Solomon spoke up during this just once, noting that Jumper's ascension as Royal Healer was not contingent on her development of Sorcery-only for his own Court Magicians to shout back that obviously only a true master of Magic could be trusted to heal the ails of the kingdom. This sort of backtalk was beyond the pale for the Court Magicians, and normally shouldn't have been allowed...but Solomon had been oddly lax of late.

That was when the Golem burst through the walls of the Palace, intent on crushing Jumper to death. This surprised all parties present-Jumper most of all, who KNEW that this particular bit of Magic shouldn't exist until around the 1500s CE-not way back in 950 BCE! The other Magicians tossed away all propriety and summoned up their bound Spirits-commanding them to destroy the offending Golem. To their immense shock however the Golem simply ignored the magics of the Spirits and when Ammit-Khaba's Bound Marid-decided to try and strike the Golem down directly the Marid was utterly unmade. The Spirits were quick to adapt and began to use elements of their surroundings-rubble and the earth itself-to try and slow down the Golem, but it was simply too physically powerful to be slowed much at all. Of all those present only one was unsurprised: Solomon himself, who had seen the likes of this stone behemoth once before. Surprised did not mean helpless however, and Jumper was quick to pull out one of the 3rd Order spell-scrolls she'd prepared to show off to Solomon. Igniting the Earth Essence within she pulled out a sword of shining silver from the innocuous scroll which crackled and hummed in the air as she held it. Another scroll fell from her hands as the wind seemed to whip around her as a comforting mantle-and then she moved, faster than any human, as fast as a Djinn might fly through the air.

She appeared in a flash, her white tunic swirling in the wind around her as she swung her sword into the Golem. And where the magics of Spirits utterly shattered against the Golem's stone hide, her Sorcery-wrought blade screeched in an ear-piercing din as it carved off one of the Golem's arms. The monster of stone flinched back and tried to reassess Jumper but she wouldn't let up-her

silver blade flashed again and it was only with a hasty twist and block that the Golem managed to prevent its head from being taken. It kicked out with a leg that could shatter castle walls only for Jumper to leap right over it-flipping in a maneuver that was impossible for any save the superhumanly empowered Spirits...or now, Jumper herself. Jumper's blade flashed once again only to be knocked off course as the Golem swiftly spun around and backhanded the bladestrike. Arrogant as it had begin, the Golem had swiftly learned the danger of Jumper's blade and strength-and its controller was a genius of another age who could swiftly adapt to the flow of battle. Crippled as it was in the opening exchange, this hardly seemed to slow the Golem down at all as it and Jumper battled in the middle of Solomon's palace, spectated by Solomon's Magicians as they bore witness to a battle no Spirit could interfere in.

Above, scuttling on the ceiling of the Palace, was a Marid who had been called by the Ring of Solomon-and the Madman who currently commanded it. It was a clever and cruel Marid who had not been born at such a power-instead they had been born as a Djinn and had clawed, scraped, and cannibalized their way up the food chain until they became the demigod of a Spirit they now were. But all their efforts were still for naught against the god that called itself Uraziel, and so they were ripped from the Other Place once more and charged to slay Jumper-who they had learned had repelled every single other Djinn and Afrit sent after her with casual ease. Seeing the powers that Jumper was wielding and the foe she was battling it knew that if it was not careful it would end up just like every other Spirit Jumper had faced. With careful and subtle working the Marid began to weave a web of shadows and lies, a hungry dark mist beginning to fall from the ceiling that was only barely visible on the first plane of reality. On the second and third plane it wasn't visible at all-which was a trick that the Spirit learned was quite good indeed at throwing off Magicians and Lesser Spirits, who would figure it was a purely physical phenomena. On the sixth and seventh plane it revealed itself as threads of light that seemed to convey sensory information, and would often satisfy Djinn and Ifrits that it was merely some form of sensory perception spell.

On the eighth plane, it revealed itself for what it truly was. This Marid, when they were just a Djinn, was gifted with sight that could just barely see into the Eighth Plane-and this advantage allowed them to craft spells and powers that completely trumped almost all other Djinn and Ifrits they came across. For on the eighth plane one could see that these webs...were /mouths/, hungrily consuming all lifeforce and stray Essence that they came across. These webs couldn't approach the battle, for the Aura of Earth Essence that the Golem constantly released simply disintegrated the mouth-webs whenever they approached. But the Marid's curse was hardy and could rebuild itself, and so even as the battle between Sorcerous Magics raged below the Hungering Web grew and grew throughout Solomon's palace. Once the battle was ended and the Earth Essence faded away Jumper would be caught up in the curse, believing its consumption of her life would merely be battle fatigue. The web would not eat swiftly, content to nibble just a little bit at a time-allowing the Marid to kill her slowly without her realizing just what was happening. Subtly and slowly, that would be the way to defeat Jumper-so the Marid believed.

What the Marid didn't expect was for Jumper to stab upwards with her shining silver sword straight through the head of the Golem-piercing its animating parchment almost incidentally in the process-and then cleave the whole monster in two with a shout as she ripped her sword vertically down through its body. To be honest nobody could really have expected it-for a single

woman, a HEALER, to be able to wield impossible magics that let her sword fight and outright slay such an unstoppable monster that could simply ignore a Marid's magics. The blade of silver light faded from Jumper's hand, its Earth Essence expended in the task of slaying the Golem...and then Jumper turned towards the ceiling and stared directly at the Marid. None should have been able to see it where it was cloaked in the form of a common spider, but somehow she did-and then she began to speak words in a language that was specifically calculated by Jumper's own efforts and arithmetic to most deeply interface with Earth Essence. Her hand reached out, Earth Essence pouring forth from it as if she'd spent hours upon hours in meditation to gather it up-and shining chains of light lashed out around the true form of the Marid, forcibly binding it with a power that it could not resist and dragging it down to the earth to stand before Jumper, the Magicians of Solomon's Court, and Solomon himself. With a barked command and a twist of her hand the guise that the Marid was wearing shattered, and it was revealed in its true form.

It was a many-limbed being, almost like a spider, but made of hands and arms which twitched and scuttled every which way-only for it to be forcibly bound in place by Jumper's Sorcerous Chains. Another Sorcery that Jumper had prepared before, she explained to those gathered. Such a thing would normally require a physical medium to hold prepared like this...but Jumper was Jumper, and her memory and will alone were strong enough to hold a Spell like this in place for her to cast later. So said, she proceeded to forcefully extract the Marid's Name and banish it back to the Other Place as she had with many other Spirits and Demons, undoing its workings before they had any chance to grow at all. With this feat, Solomon declared, was there any doubt remaining that Jumper did not deserve her place amongst Solomon's court? Normally impetuous Magicians were silent, their Spirits slain by the Golem, their will shattered by Jumper's magic, their tongues silenced by her binding of a Marid with nothing but a few words and hand gestures. In that moment Solomon could have pushed further-perhaps dismissing his entire court of Magicians for being frauds compared to the Magic that Jumper wielded...but he did not. He simply bid them leave, and summoned Jumper to follow him as he left the throne room and traveled to his personal chambers.

There, Solomon did away with the disguise he had perpetually worn in recent days-revealing that he was prematurely aged, weakened, and scarred from the usage of his Ring. This would be Jumper's greatest task in his kingdom, he explained, for the Ring of Solomon exacted a heavy price upon its bearer-and soon he would not be able to continue to pay it. Yet the power of the Ring was necessary if he was to keep the Kingdom of Babylon together-only the Ring had the power to cow so many Magicians as he had, only the Ring could quell war the way he did, only the Ring could call upon power enough to forge a paradise for all men...so he believed, at least. Until today, when Jumper demonstrated a power that could surpass the power of Spirits, a power that was fundamentally Earthly and human in nature. Yet while Jumper's Sorcery might pave a path to a brighter future for humanity-Solomon feared it may be too late. For he had NOT been testing Jumper this whole time. In fact, he revealed, the Ring had been stolen the day before Jumper entered his palace for the first time.

As Jumper kicked herself for making completely idiotic assumptions and /never once/ checking with her multitudes of superhuman capabilities whether her assumptions had any actual /basis/, Solomon proceeded to plead to Jumper that she recover the Ring-for the safety of the Kingdom.

She could have it herself if she wanted, but it musn't spend another day in that madman thief's hands. In return he was willing to grant her anything she may desire-though of course she'd simply have the raw power to do whatever she liked once she held the Ring, his willing voice would still add legitimacy and certainty to her requests. Hell-she could even become the Queen of Babylon if she wished-such was Solomon's desperation and faith that Jumper would be capable of this task. To all these grandiose and absurd offers, Jumper simply shook her head-saying that she simply wished to heal people. If she were allowed to remain a healer who could help others, she would be more than content. But acting as a healer would have to come later-once again, Jumper grumbled in her mind-first, she'd recover Solomon's Ring. All else could be discovered after it was returned to its rightful owner.

Now realizing that She Dun Fucked Up by willingly blinding herself to the world while chasing after the simple pleasure of being a healer, Jumper proceeded to re-open her senses and mind to her greater infomorphic self-and winced at just how much she had /missed/ while she'd willingly closed herself off. It wasn't just the whole mess surrounding Solomon's Ring that she happened to completely misunderstand-though that was certainly something Jumper was kicking herself over. No, there were bigger issues at play-like how her Godrealm was clashing against the local dimensions in a way that was doing damage to local reality. It wasn't a lot of damage mind you-nothing that couldn't be healed given a few years or decades to recover-but it was an issue that Jumper kicked herself for not doing anything about sooner. And the source of that damage...surprise surprise, it was the Spirits. Or rather, it was how the Other Place clashed against the Tapestry of Stars. The Other Place was a dimension of pure unbound Force and Life without Structure. The Tapestry of Stars was so diametrically opposed to it on a conceptual level-being a perfectly orderly and carefully structured existence that worked on outright clockwork despite its seeming chaos-that mere exposure to the Tapestry was enough to damage the Other Place.

The worst part of it was that this wasn't even a particularly difficult problem for Jumper to solve. Moving outside of time briefly she proceeded to enter the Tapestry's control station, adjust a few dials, and metaphorically scoot over the dimension. It was literally that simple-the Tapestry was just a little too fucking close to the Other Place, and it was only a matter of adjusting a handful of conceptual and hyperdimensional coordinates to nudge the two dimensions apart enough that hers was no longer damaging the Other Place. It was such a stupid issue to have with such a simple solution...automatic safety protocols would've kicked in at the end of the month and done those adjustments automatically, but by then it would've taken centuries or even millennia for the Other Place to recover from the damage. As it was, Jumper just injected a "small" river of Lifestream from her Realm and into the Other Place-using raw lifeforce to heal and repair it in moments outside of time. And while she was here...she took a few samples of the frayed edges of the Other Place's dimensional structure-if such a thing could be called such, given it fought any sort of form or structure at all-and contained it in a bubble of pure Potentia from the Galaxy Cauldron. That would keep it safe for now; she'd experiment on it later, see if maybe she could make something of it.

That taken care of, Jumper descended back down to Earth, carefully retook her mortal guise-though kept her senses and abilities ACTIVE this time, just appearing as mortal as before-and resumed her normal movement through the flow of time. She left Solomon's study,

and with a certain resolve decided that she'd be able to play around as a mortal healer AFTER she dealt with things. Guided by precognition and achronal perspective she proceeded to head exactly where she needed to be, WHEN she needed to be there. This meant that she walked right out of Solomon's palace, through the streets of his kingdom, and stopped just outside of a certain house on the edge of the town just as a certain visionary from another age was thrown out of it-his body shattered by abuse inflicted by a Marid while a madman ranted within. Jumper caught the visionary and healing light flowed from her hands, White Luxin having been gathered up in preparation for this very moment. And that very light flowed into a shield around the two as the madman screeched in rage upon seeing her and commanded his Marid to strike her down now. The Demon-a being with three heads and six arms, breathing fire and with hate in its eyes-struck down at Jumper and the visionary with a force that could not be matched by any mortal...and yet White Luxin was unbreakable and easily weathered the attack.

The visionary looked up at Jumper, who was commanding solid light, and wondered if she was an angel. She simply answered that she was what she desired to be, and with a wave of her hand the shield of White Luxin shattered and became a thousand threads-which weaved and bound the Marid that the madman had summoned such that it could not escape. Four spikes of Black Luxin launched out from her hands at the same time, stabbing into the Demon's sides and utterly paralyzing it; the White Luxin was unbreakable, but the Black Luxin would drain the Marid's strength and ensure that it would be incapable of so much as THINKING to escape. Had she been lesser she might have needed to slay the Marid...but she was not. She was strong. And thus she had the privilege to be merciful. Placing the visionary to the side, Jumper entered the house that the madman had been holed up in-only to watch as he summoned up a dozen Marids to attack her at once, the Great Spirit Uraziel standing above them all and simply watching. The Greater Spirit's regard was a heavy thing, enough to cause a normal mortal to collapse-but Jumper was not a mortal by any stretch of the imagination despite appearing as one. She weathered it effortlessly, as if it wasn't there at all.

Threads of black and white Luxin lashed out from Jumper's fingertips as she waved her hands, entangling and locking down the army of Marids as if they were naught but children before her. Certainly the Marids tried to dodge, or fight back against the light-spun strings, but Jumper had timed her attack well. None were able to escape the seemingly careless flight of her Luxin, and once captured by them they discovered that those strings were both utterly unbreakable and constantly sapped at the magics that a Marid would wield to escape or fight back. No Spirit here needed to die, Jumper declared...but as a black and white blade emerged from her hand, she noted that the same was not true of the human who had brought so much chaos with his actions. Before the madman could say another word her WitchDriver lashed out, a flashing black and white tentacle more than a solid blade, and pierced right through the forehead of the madman. He was killed instantly, with no chance to be saved or revived. The corpse of the madman slumped down, and all the summoned Marids simply disappeared. All...save Uraziel himself, who lingered and watched Jumper with his blank and indescribable face.

Uraziel, lingering above the corpse of the madman, asked what Jumper would do now; with the Ring in hand this entire kingdom would surely follow if she so desired it. Taking the Ring off the madman's corpse, Jumper simply told Uraziel that she didn't need slavery to conquer a little kingdom like this one-so she'd just return the Ring to its rightful owner. Uraziel tilted his head

and disappeared as if he was never there. As she left Jumper made sure to dispel the strings of Luxin that had been left lying about-no need to leave that lying around and let the other Magicians start getting /ideas/. As she stepped out of the house that the madman had been holed up in, Jumper found the Visionary still kneeling where she had placed him; he looked up to Jumper and asked her if she was a goddess. Jumper pressed a single finger onto the man's head and gave him a vision of the Moon's Gentle Repose, of the Land of Materia beyond it, and the endless love and care that her Attendants wanted to shower the world in if they would just allow it. Jumper walked off as the man processed this vision, and when he finally came to he realized that, deep in his heart, he would dedicate himself to spreading the word of Jumper of the Moon, Titanic Empress. It took only a moment's thought for him to reach out and /ask/ for an Attendant, and one simply appeared out of his shadow-one perfectly suited to him, who would love and care for him, and held powers that no Spirit could even imagine. Rewarded for his faith, the Visionary proceeded to dedicate the rest of his life to spreading Jumper's word...while still pursuing the fruits of his own vision.

Walking back to Solomon's palace, an infinite tapestry of possible futures spread out before Jumper's sight...and she knew that if she wished to stay true to herself, there were only a few select futures she would follow. She did not particularly enjoy the consequences of those futures, but she would not be herself if she shied away from following her principles. It had hardly even been a full day since she'd left the palace by the time she returned, and as she did she presented to King Solomon his Ring-declaring that she had no desires for the Kingdom save that she act to better its health, and no desire for power beyond what she could develop with her own wit and will. Solomon studied Jumper for several moments, holding the Ring in his hand...then gave the Ring back to her, stating that it was because she had no desire for power or to rule that she should be its next bearer. The Magicians of his court were all greedy, cruel men who would abuse its power, and no force known could possibly destroy the Ring-so it must instead be kept in safe hands. Jumper's hands were the safest Solomon could think of, and so into her hands it would be entrusted. Jumper warned Solomon that if he did this, the Ring would be shattered by the end of the day. Solomon simply replied that perhaps that was for the best.

Jumper took the Ring back to her personal quarters within Solomon's palace, and called up Uraziel for perhaps the final time. She told him that she would be destroying the Ring, and asked if he would act in its defense or retaliate against her if she did so. Uraziel simply stated that no mortal force could hope to destroy the Ring...but if it were destroyed, he would be grateful. Jumper didn't even need to summon her WitchDriver for this much; simply accessing her true physical and metaphysical capabilities for a brief moment, she simply crushed the Ring to atomic dust in the palm of one hand. Uraziel flinched in genuine surprise at Jumper's casual feat, and lingered...before declaring that, so long as she remained in this world, she would be able to call upon his Name without consequence-he would freely assist her for her deed in freeing him. That was something Jumper was willing to accept, and so asked Uraziel if he could help her learn to take in and adapt to Spirit Essence-to learn to wield the powers of Spirits as well as the Sorcery of Humans. Uraziel stated that such a thing ought to be impossible...but he'd been proven wrong today already, so he'd simply accept and see where this took them.

With the death of the Madman and the destruction of the Ring of Solomon there was nothing left to interfere in Jumper's life as Solomon's Royal Healer. That said, once burned twice shy-and



Jumper was very reluctant to actually close off her perception and greater powers even seeing that there were no further threats to her or issues in the future. The most she would do at this point was leave her capabilities running as background operations-allowing her some degree of mundanity while still keeping her greater existence on standby just in case. That said, with the issues with the madman and the Ring resolved Jumper could get back to doing what she truly loved-which was healing people and revolutionizing medicine. The former more than the latter, but she did make a point of writing down her own "observations", knowledge, and a wide variety of procedures for dealing with a wide variety of issues and illnesses so that even once she left the kingdom it wouldn't be left without recourse. Her precognition even confirmed that her writings and efforts would jumpstart modern medicine almost a thousand years ahead of time-within a thousand years or so medicine would be comparable to modern efforts (with the help of Spirits and Sorcery to make up for lack of advanced technology), and another five hundred years would see things advanced to truly incredible levels.

If that future was to come to pass though Jumper would need to continue to develop her Sorcery-and she was altogether quite glad to do so. Sorcery was an interesting metaphysical system that she'd effectively discovered unformed in this world; the closest another came to it was the Visionary who had an innate talent for developing Sorcery and Golems as well as future events and knowledge condensed into the present in her personal Library. Jumper had come to love the development of sciences and unknown fields almost as much as she loved healing and helping people throughout her many decades of life, and exploring an almost entirely unknown field like this was a delight for her. She largely explored the development of Sorcery from two distinct angles at a time-the first was from a fundamental basis, exploring the actual principles of functionality and why it worked at all. This would effectively be the development of a "Standard Model" of Sorcery, which would allow others besides her to develop Sorcerous Spells in time.

The other angle she explored was just making a whole bunch of random and fun Sorcerous Spells of both grand effect and completely pointless displays. She developed spell after spell, some quite incredible and useful-such as a specialized Gate spell that would allow a spatial folding effect and allow travel from any point in the material universe to any other point as long as one knew where they wished to go-and others far, FAR less useful-like a spell which did nothing more than conjure a grand display in the sky that couldn't actually hurt anyone but could be shaped to be a truly incredible fireworks display. Jumper, purely for the sake of classification, had previously split Sorcery into seven Circles. Those circles were the Circle of Conjuration, the Circle of Elements, the Circle of Transmutation, the Circle of Warding, the Circle of Curses, the Circle of Blessings, and the Circle of Truths. During this time she would end up developing one hundred and eleven spells for each of the seven Circles, and would later go down in history as the Sorcerous Mother of the Seven Hundred And Seventy Seventh Degree. Future Sorcerers would develop Degrees by the number of unique spells they invent, and for two thousand years none would ever manage to reach beyond the One Hundred And First Degree-and even that one would be a genius for the ages.

Beyond just discovering the basic rules and basis of Sorcery as well as putting together seven hundred and seventy-seven spells, Jumper also did something that would ensure that the very nature of Sorcery would remain fundamentally different from what Demonology had become. Using a series of Sorceries which she never recorded and that she carefully devised using

scientific principles that were utterly and entirely unknown to this reality, she would construct...a monolith. This monolith was a massive sorcerous engine, constantly drawing in and releasing Earth Essence in a way that defied all understanding-constantly generating more power than it consumed. Onto its surface was inscribed the fundamental basis of Sorcery, shifting and growing over time as the science of Sorcery was pursued further. Any Sorcerer who had learned the Initiation Rites would be able to sense the Monolith of Sorcery no matter where they went, and meditating upon it would allow them to visualize the fundamentals of Sorcery and thus develop their Sorcery even without any teacher-though having a teacher would still be quite useful. Most importantly, every single Sorcerous Spell ever created was and would be inscribed onto the Monolith of Sorcery-recorded in real time as a Sorcerer developed their magic. In fact, a spell would come to only be called "complete" once it was recorded onto the Monolith of Sorcery.

This Monolith of Sorcery served several purposes-though the primary purpose beyond all was to ensure that Sorcery could not be made secret or hidden away. All who knew even the least of Sorcerous mysteries would have the entire world of magic open to them, such was Jumper's decree. Its secondary purpose was to ensure that Sorcerous knowledge couldn't be LOST over time-as was the case with quite a bit of mundane knowledge. Kingdoms could collapse, empires could fall, disasters strike and cultures shatter, but Sorcery would remain a solid cornerstone upon which humanity could rely. Its final, somewhat insidious purpose was to carefully shape and direct civilization through subtle nudges. The Monolith of Sorcery would do all it was said to do-but would also very, very gently exert subconscious influence on all Sorcerers to direct them in specific ways that Jumper's predictive engines calculated would bring about ever increasing enlightenment, joy, societal development, and technological complexity. Even if she didn't want to bring this world directly to her paradise or act as a God, she could still influence things subtly to ensure that this world was on the path to becoming a paradise all on its own after all.

In-between revolutionizing medicine for the sake of Solomon's Kingdom, developing the entire field of Sorcery from first principles, and simply acting as a Royal Healer for Solomon-who was still in quite poor shape due to years of being the bearer of the Ring-Jumper pursued a little side project in the development of her own brand of Demonology. She flat out refused to enslave spirits like the local Magicians did, but that didn't mean that she wasn't interested in studying the nature of the Other Place and perhaps negotiating or working alongside Spirits. Uraziel was an invaluable ally in this endeavor, willing to be summoned and negotiate with other Spirits on Jumper's behalf as well as expound upon the nature of the Other Place as only a native of such stature as his own was capable of. With Uraziel's assistance Jumper was even able to project their consciousness into the Other Place at times-though the process would have been incredibly debilitating for any other human, Jumper wasn't any other human. She was able to experience the Other Place in its fullness in a way even Ptolemy was incapable of, simply because he lacked the required psychology to perceive and understand what he was seeing.

All of Jumper's work with Uraziel ended up confirming just one thing in her mind: the way that the Other Place worked and the way that Jumper existed were simply fundamentally incompatible with one another. The Other Place was a formless unified harmony of endless energy and Essence, and establishing rules and identity upon it was an abomination that actively lessened and weakened it. The only way TO harness its power would be through the enslavement

and subjugation of Spirits-for simply taking in and shaping that Spirit Essence WAS subjugating it, as any amount of shape or division was a form of enslavement. There were still other uses for the Other Place-the Other Place could be used to view far distant locations as it was able to touch on all of material space at once, it could be used for temporal dilation effects, and could even be used to unmake things by simply rendering them down to Essence and pushing them away into the dimension. This would not pollute the Other Place, as anything rendered down such would lose all identity and qualia save for being Essence-and thus the Other Place would remain perfectly untainted. Actually harnessing the powers of Spirits and Demons though? So long as Jumper was Jumper and Jumper held her own morals and principles, that would simply be impossible for her.

After a great deal of time and effort, Uraziel and Jumper were actually able to devise something of a workaround. It required that Jumper harvest bare "cuttings" from a wide variety of Spirits and Demons-with their permission, via negotiations between them. Carefully Jumper would take these cuttings of Essence, shaped and colored by Identity and Form, and combine them with drops of Potentia from the Galaxy Cauldron of her Godrealm. Earth Essence shaped a vessel-a golden chalice-while Spirit Essence-Uraziel-carefully stirred and mixed the powers that were gathered. The end result was a golden chalice filled with gleaming pearlescent liquid which swirled and shifted. This chalice contained a "Seed of Spirit Essence" that was cradled and supported by Earth Essence-a Soul and a Body...but it was incomplete as it was. In its true form it should allow for the birth of an entire Other Place, innately connected to the Identity of the one who drank of it-but as it was now it simply wasn't capable of that. Jumper could drink it now and take up the powers of a Spirit-an Ifrit perhaps, or even a Marid-but it would be static as it was. There was some quality missing from it, something that would spark it to "life" and allow it to grow endlessly. For now Jumper carefully placed the Seed of Spirit into stasis in a star that she hung in her Godrealm, where it would be preserved until she could complete it.

Jumper offered to make a complimentary ritual for Uraziel to undergo-a method of mixing Earth Essence into his Spirit Essence so that Uraziel could be a being of both worlds just as Jumper herself had now become. Uraziel actively turned her down-he had more than enough power to act as one if he so wished regardless, and it was not the way of Spirits to willingly divide themselves from the rest of reality as humans did. Some Spirit in the far off future may desire so however, so Jumper would create a secret ritual that she would imbue into the Monolith that could only be accessed by a Human and a Spirit working in harmony. This ritual would teach the secret rites to call upon Jumper to grant Potentia, and how to shape that Potentia so that a Human could form a Seed of Spirit, or for a Spirit to form a Seed of Earth. These secret rites would remain hidden for millennia after Jumper was gone, only to be discovered by a boy who would take on the name of John Mandrake...and by birth, be named Nathaniel. His story laid far, far in the future, but would eventually pave a way to an entirely new kind of humanity.

After a decade of service to King Solomon Jumper stepped down as the Royal Healer, leaving behind her Monolith of Sorcery, countless scrolls and tablets of medical information that would revolutionize the course of medicine for centuries to come, and a hale and hearty King Solomon whose lifespan was thrice that of a normal man. While she left the world in peace, her religion would continue to spread and spread as faithful looked to the Moon and called to the Attendants there. The Visionary would become a Sorcerer in his own right-of the seventy seventh

Degree-and would become known as the Prophet of the Titan Empress. In time it would become the dominant religion of the planet, and in time the whole world would achieve freedom from death and Fate. The mechanisms of the Godrealm that Jumper had formed ensured that all of these things passed automatically without any further input from Jumper, though she would occasionally look back upon this world and feel satisfaction in her work. For now though-she was off to the next world.

## Jump 38: Forgotten Realms

Location: The Abyss

Age: 4

Gender: Female

Origin: Expert -100 CP

Race: Gold Dragon (Wyrmling) -500 CP

### Classes

>Archivist -Free

>Erudite -100 CP

>Factotum -100 CP

>Swordsage -100 CP

>Totemist -100 CP

>Truename -100 CP

>Wizard -100 CP

### Perks

>Wise Arse -100 CP

>A Back That's Brawny And A Brain That's Weak -100 CP

>Smarter Than The Average Owlbear -Free

>Master Craftsman -150 CP

>Magical Craftsman -300 CP

>Charisma of Kings -100 CP

### Items

>Gold -50 CP

>Magical Item: The One Ring (WitchDriver Imported) -2000 CP +800k GP (Expert Discount)

### Drawbacks

>Start In The Abyss +300 CP

>Delicious +500 CP

>Pig Bond +700 CP

>Elder Evils x4 +1500 CP

>>Hulks of Zaretha

>>Atropus

>>Worm That Walks

>>Pandorym

### The One Ring

+6 Dex (36k GP)

+6 Str (36k GP)

+6 Con (36k GP)

+6 Int (36k GP)

+6 Cha (36k GP)

+6 Wis (36k GP)  
+5 Deflection AC Bonus (50k GP)  
+5 Insight AC Bonus (62.5k GP)  
Feather Fall (2k GP)  
Sustenance (2.5k GP)  
Continuous Protection From Evil (4k GP)  
Freedom of Movement (40k GP)  
Favor Of The Martyr (112k GP)  
Continuous Death Ward (80K GP)  
Hathran Ring of True Seeing (75k GP)  
Continuous Detect Thoughts (24k GP)  
Immunity to Poisons+Minor Regen (27k GP)  
Immunity to Disease (8k GP)  
Endure Elements (1k GP)  
Continuous Comprehend Language (3k GP)  
Continuous Speak With Animals (4k GP)  
Continuous Tongues (45k GP)  
Continuous Mind Blank (120k GP) (Effective Price 90k GP) (Second Most Expensive)  
Ring of Adaptation (9k GP)  
Continuous Haste (120k GP)  
Continuous Spider Climb (18k GP)  
Minor Universal Energy Resistance (84k GP)  
Ring of Evasion (20k GP)  
Continuous Avoid Planar Effects (24k GP)  
Ring of Spell-Battle (12k GP)  
Starmantle Cloak Ring (132k GP) (Most Expensive)  
Continuous Delay Death (120k GP)  
Continuous Beastland Ferocity (4k GP)  
Continuous Drug Resistance (2k GP)  
Continuous Hidden True Name (72k GP)  
Continuous Mask Of The Ideal (30k GP)  
Continuous False Gravity (72k GP)  
Once-Per-Day Mage's Disjunction (55.1k GP)  
Once-Per-Day Prismatic Sphere (55.1k GP)  
Twice-Per-Day Polymorph Any Object (86.4k GP)  
Twice-Per-Day Bestow Greater Curse (65.5k GP)  
Thrice-Per-Day Plane Shift (48.6k GP)  
Thrice-Per-Day Sequester (98.3k GP)  
Five-Per-Day Distilled Joy (27k GP)  
Five-Per-Day Heart's Ease (27k G)  
Ten-Per-Day Zone of Truth (27k GP)  
Ten-Per-Day Goodberry (3.6k GP)  
At-Will Magic Missile (2k GP)  
At-Will Prestidigitation (1k GP)  
At-Will Arcane Mark (1k GP)  
At-Will Mage Hand (1k GP)

Budget: 800k GP  
Sub-Total: 1142.8k GP  
Class Lock (Truename) (-30% Final Price)  
Final Total: 799.96k GP

Basic idea: Jumper enters this world in the Abyss and immediately gets into a battle to the death with Orcus. Killing Orcus with the WitchDriver and promptly consuming him, Jumper feels the innate bond that this form of Divinity forms with this realm and resolves to get rid of it as soon as possible-she has no desire to remain here forever. Unfortunately, "as soon as possible" takes a while as she's forced to destroy Elder Evils and gets in a grand war against the Gods where she kills and consumes nearly every single one of them-forcibly holding the Forgotten Realms together with her own growing Divine powers as she does so. At the end Ao descends and negotiates with Jumper-who had only defended herself and mortals from retribution by the Gods-and with his blessing she goes on to use Fertile Soil to spawn a whole new pantheon to manage the Forgotten Realms-shedding all the Divine Ranks she accumulated along the way onto them. In-between all of that Jumper develops her various Classes and abilities, learning immense amounts of magic, develops and integrates her own Weave into her Godrealm, and develops herself as a Gold Dragon.

It could be said that Jumper entered this world three times over. The first time she entered this universe, it was to be stunned by the sheer...absurdity of what she was witnessing with her myriad senses. It must be said-Jumper did not think like a human being at this point. She had centuries to acclimate to infinite processing speed, infinite multitasking, viewing time as an infinite tapestry that she could weave and walk through freely, and myriad advanced sensors that allowed her to perceive the world in more colors and at greater ranges than any human being could have possibly imagined. And what she saw-through eyes that could perceive colors that had no human name, through senses that could freely walk the weft and weave of time, through will that could touch upon the very fabric of reality-was WRONG. It was so completely, utterly, indescribably antithetical to Jumper's sheer existence and sensibilities that she simply couldn't do anything but stop and stare for several long real-time moments. Her infinite processing speed was naught when the data input was garbled nonsense that she simply couldn't parse or accept, no matter how many times she tried. Her infinite multitasking simply let her take in more and more of this simply WRONG data. The weft and weave of time was WRONG.

Jumper had entered this multiverse through a dimension known as The Abyss. The Abyss was an infinitely layered set of dimensions stacked upon itself and also an endless font of life and power. But that life was WRONG. That power was WRONG. The Abyss was a pit of pure suffering, agony, hatred, malice, sadism, EVIL in a way that Jumper lacked the words to describe. Every single lifeform born in The Abyss was fundamentally twisted and evil, desiring nothing more than to inflict suffering, madness, and the very nature of the Abyss on everything around them and especially the greater multiverse beyond the Abyss. Every single layer of the Abyss was constantly competing, suffering, hungering, twisting, and tearing at itself, its neighbors, and the reality beyond itself-desperately consuming what it could like a cancer that only sought to grow further and further, kept in check only by all the other cancerous tumors that were the other layers of The Abyss. Jumper's eyes in the future saw possibilities that constantly contradicted each other and competed without regard for either cause or effect-pure elemental Chaos and Evil breaking the very nature of time as Jumper perceived it purely to continue outdoing itself in just how degenerate and disgusting it could be. It was WRONG. It was WRONG. It was WRONG.

Perhaps if Jumper had been a more callous and pessimistic person she would not have reacted the way she did-but she was a deeply empathetic woman who had dedicated her life over and



over again to helping others, at least in small ways. She truly believed in the good of humanity, truly believed in doing what she could to help others, truly believed in the power of love and hope that could overcome all. She perhaps did not do everything she could to help everyone in existence at all times-but Jumper had made peace with that fact and had even begun to set up the infrastructure to ensure that the multiverses she traveled to would always be better off than when she found them. Even without her explicit action her Godrealm would begin to uplift and protect multitudes of timelines and worlds that she was not immediately acting within-Attendants forming and falling to countless worlds and timelines to bring forth light and love while Jumper had her own adventures in whatever universe she found herself in. It's a big part of why Jumper specifically designed the Tapestry of Stars to be capable of perusing timelines and dimensions even without Jumper's specific work or aid-this way, her Godrealm could act as an untiring force of good throughout all realities.

The Abyss was a living, breathing, writhing refutation of everything that Jumper believed in-it was an endless tumor of evil and chaos that was antithetical to the very core concepts that Jumper based her life around. Where Jumper believed that ultimately love and kindness would triumph, the Abyss exulted in sadism, cruelty, and hatred. Where Jumper believed that there was a fundamental good in most every being, the Abyss gleefully spat out endless hordes of demons who existed purely to bring about further evil and suffering to all existence. Even the most fundamental precepts of reality-where Jumper saw infinite timelines where anything could happen, the Abyss actively twisted itself with chaos and sadism to show that all timelines within itself only ever had one outcome: pure suffering. Chaos in motion that could not be predicted, but only ever led to the exact same outcome over and over and over again. It was antithetical to Jumper's sensibilities, to her ideals, to her very sense of identity. And so for several real-time seconds Jumper could do literally nothing except stare at the infinite depths of the Abyss, uncomprehending of what she was seeing. Not because it was incomprehensible, but because it was incomprehensible to HER.

And then some asshole used divine power to skin her alive.

It didn't hurt mind you, but it was a shock enough to the senses that Jumper just...stepped backwards for a moment, moving backwards through time as easily as another person might take a physical step backwards, and forced herself to reassess both her surroundings and general situation. At this point, though utterly incomprehensible to her personal values and ideals, Jumper could at least recognize the Abyss. She couldn't understand WHY or HOW something like it could exist at all, but she could recognize that yes-it did exist. Her atemporal gaze drifted over it and-even now in the midst of frozen time-she could see it as it seemed to squirm and twist even frozen in a single infinite moment. It was a truly disgusting thing. It wasn't beyond Jumper's power or grasp, just...anathematic to her core identity. Nevertheless, now that she had time to get over the shock of the sheer existence of something so utterly disgusting to her...now came the rage. Wrath like an endless river flowed through her-a sheer unrelenting hatred of this thing which existed as a monument of sheer evil and suffering. Jumper wouldn't just blindly give into her anger of course-but right then and there she swore that she would be destroying this Abyss before she left this multiverse. Her very core sense of self demanded nothing less.

But first, priorities. Her senses reached out and scanned reality once again-very pointedly taking on a clinical and unbiased view of reality while restraining her emotional centers for now-something trivial for an infomorphic AI like herself. The Abyss stood out of course-but she pushed past that to look for what WOULD skin her in the future-because it was being enforced with Divine authority and thus became an immutable fact in time. The moment Jumper stepped back into the timestream she'd be skinned, it was simple divine fact. She could of course just change out her skin so that even the little damage a skinning would normally do was effectively negated, and promptly did so-but it was an annoyance to deal with regardless. And thus she analyzed the divine being that harnessed their authority for the sake of skinning what should have appeared to be a random woman...and came to know the loathsome existence of Orcus, a literal divine being of Evil.

When Jumper had first entered this reality, she had done so standing less than an inch away from a remarkably fat pig-or rather, the divine being Orcus who had taken the form of the pig. Said pig proceeded to waddle exactly two steps away, so that Jumper was slightly more than two inches away from it...and then transformed back into the form of Orcus, who did not waste even a single moment in exercising his authority and influence over the Domain of Evil to literally skin Jumper alive purely because...he could? Jumper honestly couldn't parse his motives for doing so, but could view the immediate future and KNEW that Orcus would proceed to fight her to the death and wouldn't be swayed from that action regardless-literally divinely stubborn and taking active joy in her suffering and frustration if she tried to convince him away from that. Nothing but death would stop him, and Orcus had multitudes of methods of reviving from death so he wouldn't hesitate to fight to the death. Despite the fact that killing ought to be a last resort, Jumper knew she wouldn't regret killing this monster of a divine being. Some of the Titans and Titanspawn back in Scion were quite horrible, but few even came close to how deeply and utterly corrupt Orcus was.

There was just one teensy tiny problem with killing Orcus...the moment she did so, the greater structure of the local multiverse would begin to undergo a collapse event. It had something to do with his divine makeup, Jumper realized-his Divine Essence was tied to certain concepts and energy fields in this reality, and if he were to die then those fields would begin to collapse and shatter without him acting as a living keystone. Jumper struggled to simply comprehend a reality so utterly demented that its very existence relied on a being of pure elemental EVIL to continue to exist-but she had an answer to this problem in her toolkit already. In fact...Jumper flexed a power she had for many decades now, but had only used a single time. Her off-hand burst into inky darkness, growing into five long thin black claws that dripped an all-consuming black liquid. This was only the second time that Jumper had ever used her EGO, the Hungry Dark, but with how completely and absolutely the Abyss revolted her very core identity there could be no greater weapon in her arsenal to wield for its complete and utter destruction.

The Hungry Dark expanded one of her hands into being the size of her torso, with long thin finger-like claws that extended out half her height. It was pitch black, so dark that it seemed more like a void in the world than an actual existing object-so deep was its darkness that it created an optical illusion of being entirely flat than an actual three-dimensional shape. And from the tips of her fingers endlessly dripped an oil-like liquid, just as black and painting everything it touched in that very same blackness. The Hungry Dark was Jumper's will made

manifest-specifically, it was her will to destroy. It cut through everything it touched as if impediments didn't even exist, and all that its oil touched was consumed and utterly unmade. If it was pure destruction then Jumper would not mind it as much as it did-but no, it was also preservation. Everything that it cut, Jumper would see the history and experiences of. Everything that it destroyed would be perfectly preserved in her memory-history, form, powers, its very essence, etched into Jumper's mind eternally. And with an effort of will Jumper could shape her darkness into drawing out those memories-spending her will to recreate anything the Hungry Dark had destroyed, only now she held absolute command over it. Her Hungry Dark did not give back what it took after all-it only temporarily shaped itself into the forms of things it had consumed, vestiges that held all the previous powers of what was consumed but were now nothing but Jumper's will made manifest. It was a will of destruction and perversion; she destroyed all she came into contact with, and what she took became an extension of herself.

It was a truth that Jumper grappled with, a truth of her nature and part of why she was outright addicted to the usage of the Ascension Engine. She wanted more. Wanted to experience more, wanted to become more. She wanted to help others-but the Hungry Dark revealed that what she truly wanted deep down was to make others into a part of her own narrative, fill her life with meaning by taking in the meaning and experiences of others. Not too different from what Agent Smith once grappled with, Jumper thought ruefully to herself. Jumper had long since made peace with this nature, but that didn't make it any less ugly to her-and so normally she would never actually manifest her EGO. The Ascension Engine had ensured that her EGO was forcibly manifested regardless, but she still found it utterly distasteful...yet. Yet, it was perfect, absolutely perfect for destroying The Abyss. Yes, it would imprint the very nature and existence of The Abyss onto Jumper's psyche for all eternity. But it would also stand as an eternal reminder that /Jumper had DESTROYED the Abyss/. The Abyss's evil would remain etched into her memory, but so too would the fact that it was nothing BUT a memory-just an aspect of her existence that she could call out and command at will. The Abyss could not corrupt her through the Hungry Dark, not only was her will strong enough to withstand even the weight of the Abyss's evil but her EGO just didn't work like that. She wasn't actually taking in anything of the Abyss itself-just the memory of it. Nothing of the Abyss would remain by the time the Hungry Dark was done-just the memory of what it once was, and its total destruction, etched eternally into her darkness. Yes, Jumper could think of nothing more fitting.

For a second time Jumper stepped into this reality, re-entering the normal flow of time and allowing the evil deity to skin her and remove a completely useless and sacrificial skin she'd prepared for exactly this reason-a trivial matter given her body was composed of smart-matter. No longer paralyzed by the sheer unmitigated evils of the Abyss Jumper was quick to retaliate. Her Hungry Dark speared right through Orcus's body without even the least resistance, her will more than enough to tear the evil god apart with a mere flex of her fingers...but Jumper refrained. She also refrained from letting the Hungry Dark consume him-his death was guaranteed at this point, but she needed more than that. Jumper's WitchDriver glowed with an unholy dark light as she opened her All-Devouring Maw and swallowed him whole-crushing and killing him irrevocably as she did so. Orcus died screaming, but his power did not die with him-Jumper's divine nature and the Black Feather Shroud drank deep of his divine ichor and ripped his divinity right out of his corpse. Jumper actually shuddered as she felt Orcus's power flow into her, and she swiftly turned her own divine powers to the task of scouring it clean of any and all influence

from the evil god. What was left was pure divine essence free of identity, tied directly to the concept of Undeath and loosely connected to Chaos, Death, Evil, and Darkness. Truly repugnant, even stripped of all identity.

Jumper did not want to keep this divine essence, regardless of the power it might grant her. Not only was it just outright antithetical to her principles in general, but it was also directly and intimately tied to the realm itself-she had an instinctive, ontological understanding that so long as she retained these powers she would not be able to continue utilizing the Ascension Engine. That said, she wasn't exactly going to hurry to get rid of them-destroying them would end up collapsing reality for some strange reason, and she had no idea who she could gift these powers to in order to get rid of them. For now she'd simply hold onto these domains so that reality didn't begin to collapse. Jumper instead turned her attention back towards The Abyss, her new influence over the domains of Chaos and Evil allowing her to see that this place truly was nothing more than an infinite pit of suffering and despair-an endlessly bubbling cesspit of pure elemental Evil and Chaos. Now, how exactly did one destroy an infinite cesspit like the Abyss? Well, you used your own infinite. Jumper drew up Divine Power-not divine power, but the Symphogear multiversal Divine Power-activated the D-Ripper inside of her, channeled the force of her Stellar Matrix through her EGO, and allowed her Hungry Dark to reach outwards. And outwards. And outwards.

Throughout the Abyss, far off in the distance, a spot of purest black appeared. Even in the darkest layers of the Abyss this spot of umbral darkness stood out-so complete was the void that it seemed to make the darkness around it shine. Then it stretched out-five long thin protrusions emerging from it, until it resembled a tiny clawed hand. Then it began to grow. And grow. And grow. Regardless of what layer of the Abyss one was one, this clawed hand was visible-and doubled in size over and over and over until it consumed the entire horizon, until it covered the skies and until its darkness seemed to swallow up everything that was not part of the land. And then the very land itself began to disappear-purest black liquid surging throughout the Abyss, swallowing and consuming everything as the Hungry Dark stretched out further and further throughout the infinite layers of the Abyss. There was no escape. There was nowhere to hide. There was nowhere to run-all layers of the Abyss were being consumed simultaneously, and not even the divine powers of the gods who made the Abyss their home could so much as slow let alone stop the Hungry Dark.

Throughout the Abyss Jumper watched, her very will infused into the Hungry Dark as it consumed and destroyed everything that it came across. Every single demon was eternally etched into her memory. Every single stronghold was carved into her darkness. Every single Demon Lord died screaming, and their screams would echo eternally within her. Every single Layer of the Abyss that her darkness consumed was etched into her mind, never to be forgotten. She bore witness to the Abyss in a way that no other being, not even demons or gods, could ever do so-witnessing the true depths of its chaos, its depravity, its sheer disgusting nature. Even in its death throes Jumper felt as it tried to reach through her very memories and corrupt her in even the smallest ways-force her to become acclimated to its horrors, force her to take in some of its evil nature and become a little darker, a little more twisted herself. Jumper rejected its influence entirely and utterly, her informorphic AI existence allowing her to section off the memories of the Abyss so that they would have no impact on her mind despite their overwhelming intensity

and sheer disgust. Jumper would still possess the raw data-but the nature of the Abyss would hold no influence over her.

Each time Jumper sensed a divine being through her Hungry Dark, her claws would shoot out from the sky-and the ground, and the air, and a thousand other directions-and rip through the divine being's body and existence over and over again. Such was Jumper's will and the essence of the WitchDriver infused into the Hungry Dark that her claws cut through even the strongest of defenses without any resistance, and as each deity died one by one they would be drawn into her All-Devouring Maw and consumed. There, Jumper would tear apart their will and identity even as she segregated and purified their divine powers-fusing like portfolios into deeper and more pure expressions of themselves and separating out the pure divine essence that was leftover separate from the portfolios and domains themselves. THIS was much more impactful on Jumper than the consumption of the Hungry Dark-for it was actually drawing something into herself rather than simply creating memories that would be etched into her eternally. But Jumper's will and soul were forged of stars and divinity beyond divinity; she would not be corrupted by the likes of this.

If one could step beyond the dimensional boundaries of reality and into the Astral Sea, they would be able to witness the Abyss twisting and writhing. This is a rather natural state of the Abyss, but something was different this time. It was visibly changing, an indescribable darkness spreading throughout its layers and darkening the entire Abyss at once. After less than an hour-or what might pass for one in a space without a true flow of time like the Astral Sea-the entirety of the Abyss was simply a black void against the infinite span of the sea. And then, the black void stretched outwards-opening into a massive clawed hand. For a few moments this clawed hand did nothing, until it suddenly and violently CLENCHED. And then it simply...disappeared. And when it was gone, the entirety of the Abyss-every last one of its infinite layers-was gone as well. All that was left was a single humanoid floating in the Astral Plane. After several moments, that humanoid simply disappeared.

On the nearby material plane a Gold Dragon Wyrmling appeared, seeming oddly dazed and confused. Yet that dragon wyrmling hummed with suppressed divine power, and on one talon was a shining ring of unimaginable mystical might. That wyrmling was Jumper, who had decided to take on the new form granted to her by the Ascension Engine for the first time...and was having a little bit of trouble adapting to being a quadruped-let alone an infantile dragon. It was nothing she couldn't adapt to swiftly, but it was the first time the Ascension Engine had granted her such a non humanoid form...well, discounting the Typhon form she'd gained a long while back, but Typhon were shapeshifters by nature so that was just quibbling. Still, it was an odd and novel experience for her. The changes to her WitchDriver were rather interesting as well; she could feel that it was broadly and deeply enchanted, protecting her from a WIDE assortment of...stuff in general. And had a few abilities directly implanted into it as well.

The final and most important thing she came to realize-after the task of utterly destroying the Abyss had been completed and she could now consider other matters beyond its complete and total destruction without its existence weighing on her conscience-was that several new paths of knowledge and power had opened up within her mind. Seven was the number of paths that the Ascension Engine had opened for her-seven "classes", seven paths and ideals that she could

follow. Some paths felt similar to each other, yet others felt strange and new to her-bearing ideas and force she had no context for. After a few moments of thought, Jumper blinked and simply pulled out her Information Card. A few quick finger swipes and she found herself on a whole new character sheet for herself. Yup-seems that still worked. Apparently her current species was quite literally a "Gold Dragon", and she had seven different classes: Archivist, Erudite, Factotum, Swordsage, Totemist, Trunamer, and Wizard. It really was quite handy that she could literally access her own character sheet these days-especially since it also meant she could apply her Experience Boosters to the development of these classes!

Before she went about breaking the system wide open though, it was rather important that she understand the system that she was now operating within. Thus Jumper carefully reviewed her character sheet, taking note of all information she could draw from it and actively utilizing her various precognitive and esoteric senses to gather more information from the world around her when needed. What she sensed in the world around her...did not bring her any comfort, but did further solidify several plans that Jumper had brewing in her mind for this particular multiverse. That was for later; for now, she was plotting out her character progression. Despite appearances she was actually starting at something of a disadvantage; due to being a Gold Dragon she had a Level Adjustment factor-a low one due to only being a Wyrmling, but present nevertheless. That Level Adjustment factor was 4; she was operating as if she was four levels higher than she actually was, which was both a good thing and a bad thing. A good thing for resisting certain effects...but her WitchDriver actually blocked most of those effects, as she could see its enchantments and new capabilities on her character sheet.

Bad in that, as she was operating four levels higher than normal, she'd need quite a bit more experience to level up at all. Worse was the fact that she was multiclassing, and multiclassing HARD. Seven different classes was a broad pool of knowledge to draw upon and if she could master the arts that they offered her she would be effectively unstoppable within this universe even with their powers alone. But seven plus four was eleven-which meant that she was operating as if she was an eleventh-level entity despite only being level one in seven different classes. To gain just a single level she'd need to advance from the equivalent of level 11 to level 12, rather than from 1 to 2 as anyone else would. At most she could gain nine levels before she hit "level 20", and then things would become exponentially more difficult. But that was what the EXP boosters were for; with the power of those experience multipliers and requirement reducers, she should be able to level up faster and more easily than anyone could possibly expect. And with the monsters she intended to hunt...well, it would make things all the easier.

Her earlier efforts in destroying The Abyss hadn't granted her any Experience for a simple reason: she hadn't utilized her Dragon form or this world's native abilities in doing so. She hadn't actually gained any /experience/ with her new capabilities, and so she earned no Experience despite destroying a literally infinite amount of Demons. If she were to summon up the demons of The Abyss via her Hungry Dark and defeat them with this world's native abilities, that would likely work to provide her experience...at a penalty due to them being extensions of her will though. But Jumper knew she wouldn't need to resort to much effort, given what she could sense of the local world. She'd have more than enough acceptable targets for gaining Experience. In point of fact, it was more difficult to figure out which to attack FIRST than it was to find actually acceptable targets. But...since she had just finished utterly destroying the Abyss, and if the

memories she'd gained from that act via the Hungry Dark were correct...then her next destination was quite simple. She was going to Hell.

Considered from a mythopoetic angle, the Blood War was something that made a certain amount of narrative sense. It was a metaphor for the nature of good and evil-how evil would spring forth eternally but inevitably defeat itself, and how even a small glimmer of good would last the ages and stand as a guiding star for all to follow. When looked at from a rational perspective it painted a very dire picture of the world-of how existence itself was constantly under siege by literally infinite forces of pure malignance, kept at bay only by the fact that they were literally more busy enacting cruelty and evil onto each other than they were the rest of reality. If someone were to do something so simple as to reposition the Abyss and Hell so that the rest of existence was between the two rather than to the sides of them, then the Material Realm would be invaded endlessly by both sides who would happily continue their endless war only with reality itself now suffering the consequences. And her memories pointed out SEVERAL entities who had the power to initiate such a shift in dimensional geography. But that was all hypothetical, because Jumper had removed one actor of the Blood War from the equation entirely. Which meant she now had to act to remove the other side of the equation, or the material realm would suffer the consequences of the Blood War now having a "victor".

Rather than traveling back the way she came before, Jumper instead utilized one of the new powers of her WitchDriver-utilizing the "Plane Shift" ability to instantly move herself from the material plane to the first layer of the Nine Hells. Simple and seamless-though not particularly accurate Jumper noted. She'd probably be able to guide the process with greater accuracy using her D-Ripper or other spatial capabilities, but for a simple test run this was acceptable. Pushing such thoughts aside, Jumper took up a humanoid form-using her inborn abilities as a Gold Dragon rather than swapping to one of her other Frames-and took off on golden wings to go find some Devils to kill. This would be the start of many weeks of devil-slaughtering as Jumper wielded her new capabilities, developing Spells at a rapid fire pace and learning to wield her WitchDriver in new and incredible ways. She actively held back from destroying the whole realm at once; Hell wasn't constantly generating an infinite number of Devils the same way that the Abyss had been generating an infinite number of Demons, so she could afford to take her time a little and "play around" to gather up strength.

Nevertheless, eventually Jumper's desire to correct the existence of this needless and pointlessly evil realm outweighed her desire to test and develop her new capabilities. That point came right about the time she encountered what could be called the "ruler" of Hell: Asmodeus, Once upon a time part of a duality whose actions formed the local multiverse, only to be ripped apart and cast down into the bowels of Baator-of Hell. Risen again in a new form, he fought alongside young Gods against Demonkind for uncounted aeons, revealing his true nature of Evil slowly in an attempt to corrupt and twist many Gods to his will. The author of the Pact Primeval, yet cast down a second time back into the pits of Hell as the gods finally realized his true nature and the corruption he sought to spread. Jumper's eyes could see back through history and view all that Asmodeus once was, and could see just how terribly far he had fallen...and how terribly powerful he still remained. And yet-she would not falter. She would cast him down a third time, and this time there would be no recovery or ascent in the aftermath.

In his prime Jumper wasn't honestly sure if she would have been able to slay Asmodeus-or the grand serpent he originally was. But so utterly reduced from those heights was he that he held not even a tenth-not even a hundred, not even a thousandth!-of the might that was once his to command. Countless eons and the energy of countless mortal souls poured into him and he was still merely an Archdevil-the greatest of them and the cruelest, but an Archdevil no less. Not a greater deity, not a multiverse-shaping serpent, just an Archdevil. And if he was killed at this point, there would be no consequence to the greater multiverse-for it was already long formed, and his power dwindled to almost nothing by comparison. He was perhaps the origin of the very concept of "evil" in this multiverse, but evil would long outlive him now. Jumper would make sure of that.

When fighting her way through Hell before she'd limited herself to only wielding her native capabilities in this world-to more swiftly develop them. After weeks of battle she'd reached Level 20 in her Archivist, Erudite, and Wizard classes, though even with her experience boosters her rate of growth was slowing down tremendously at this point. When she went to face Asmodeus, she did not bother with the pretense of being a native or developing these powers. She immediately retook her Generabilis form, activated her WitchDriver in full, and stepped outside of the normal flow of time to move unhindered by the speed of light. A being of Asmodeus's like demanded no less. Even in moments of frozen time Jumper could see that Asmodeus was attempting to react to her actions-and she didn't allow it. Her command over Time and Stars forcibly ground down his command over reality, and with swift strikes her blade separated him into countless slices that ended with her burying it into his heart. But that was only the start of her efforts to slay him; the ancient serpent that was Asmodeus's true form still lived. In time he may reform from this, though still greatly weakened. Jumper couldn't allow that.

She dove to the very depths of Hell, guided by senses that transcended realities and her own divinity unconnected to the divine power of this multiversal cluster. There, in the deepest pit, she found the ever-bleeding corpse of a grand serpent whose blood was Law and whose marrow was Evil. It was mighty once. Mighty beyond compare. But now, it was weak-so weak that it was nearly indistinguishable from a corpse. Yet there still lingered the barest spark of life within it. Raising her WitchDriver high, Jumper let her blade drop-and that spark was snuffed out as the serpent's head was cut clean from its body. The entirety of reality seemed to shudder at the act, but after a few moments it fell still; though this grand serpent was the architect of Reality in its most primal form, it was not the KEYSTONE of reality. Asmodeus would not rise again. And with his true and final death, the Pact Primeval was broken.

Once more Jumper ascended out of Hell. Once more a wave of all-consuming darkness washed throughout the realm, consuming all-with her WitchDriver lashing out only at specific points to snipe those Evil Deities who claimed parts of Hell as their home. Once again an entire realm was consumed by the Hungry Dark, leaving reality shuddering and quaking at the imbalance that Jumper's actions caused-but flexing some of her own divine power and the powers stolen from other Deities who called Hell and the Abyss home allowed Jumper to re-stabilize reality in the face of such overwhelming change. With both the Abyss and Hell destroyed, the two worst blights that existed in this multiverse were purged...but there were still other truly detestable existences. Things she knew of only by ripping the memories out of deities who she had



consumed. She'd already come this far; no reason to slow down at this point. In fact-if anything it was time to pick up the pace and really get moving.

From Hell-or the location that once was Hell-to the Fugue Plane Jumper traveled by the powers of her WitchDriver. It only took her bare moments to find the City of Judgement and the Wall of the Faithless that surrounded it. This was not something she could allow-it went against the very principles of her being. She descended on the City of Judgement like an avenging angel and did something that nobody could have expected; she did not just destroy the Wall of the Faithless, but unmade it utterly. Time unwound backwards, souls consumed and destroyed by the Wall reformed and cleansed of the endless torture they underwent. Her Attendants descended from the Moon's Gentle Respite and carried up the manifold souls consumed by the Wall to her own afterlife, where they would be accepted without any desire for worship or the like. Once every last soul had been freed from the Wall-from the very moment of its inception-she pulled back her blade and smote what little remained of the construct with divine force. From there she turned her attention towards the City of Judgement itself and declared herself as the Titanic Empress, Goddess of Another World who had descended to shatter Evil and bring an accounting on all those who had allowed its flourishing.

Kelemvor rose from the City of Judgement to meet with Jumper, and explained that it was not by his will that the Wall of the Faithless was erected. He was a God of Death who simply sought to make death as simple and painless as possible-not one who wished to inflict endless cruelty in this way. But Jumper's actions in tearing down the Wall would not go unpunished-he would not be the executor of that punishment, but there would be a reckoning. From the other Gods, and for the one who stood above all Gods in this realm. Jumper accepted Kelemvor's warning in the spirit it was given, but refused to back down; if she allowed evil such as this to go unchallenged when it stood before her then she wouldn't be who she was. In respect to what Kelemvor had done for the dead and for his genuine kindness she swore that she would protect and preserve the City of Judgement from further retaliation-sending down an army of her Attendants to protect it in her stead. This would serve to prevent the Gods from erecting another Wall of the Faithless, and the Attendants would do their best to assist Kelemvor in his duties as a god of death.

Once more Jumper moved to Aber-Toril, and this time her voice rang out throughout the entire material plane as she announced herself. Her voice rang out to the Gods and divine beings alone, announcing that she had come to destroy them and set this realm right-to guard and protect life as well as ensure the downfall of Evil. This was the only courtesy Jumper gave the Gods of this multiverse before she began an unrelenting war of extinction upon nearly every single one of them. Each God she slew was slain by the blade-form of her WitchDriver, ensuring a true and absolute death from which there could be no return. Each God slain was consumed by her All-Devouring Maw and focused by her WitchDriver, allowing Jumper to rip their Divine Power and Portfolios from their corpses to forcibly take their place in the constellation of existence. God after goddess after deity after deity fell under her blade as she traveled through the realm, hunting after divinity and evil hand in hand. If she exercised her temporal abilities she could have done all of this in a single moment-slain every single god in Abeir-Toril at once. She did not, as she preferred to move within the normal flow of time and act at lower scales of power when possible.

As Jumper traveled across the whole of the Material Plane she found a wide variety of other threats that she felt it was prudent for her to fight off. Some were simple things, such as the rogue alien bio terraforming devices that were locally dubbed the "Hulks of Zaretha"; those she only needed some raw might and her Hungry Dark to destroy, after tracking down where the waves of madness that they emanated throughout the world was coming from. Slightly more difficult was the evil lich made of endless worms and crawling things that awoke and seemed to want to make it everyone's problem; their magic was powerful and practiced, but Jumper's WitchDriver defended against nearly all of it and it only took a moderate working of Sympathetic Magic to ensure that there was not a single worm left after Jumper's Hungry Dark consumed him.

Other threats were more grand and terrible in scale-things that required her to wield her WitchDriver rather than her EGO.

[can't think of how to do AO interrupt; come back later]

- >Jumper kills Atropus and Pandorym, gets loads of psychic powers and abilities out of Pandorym
- >Jumper continues to kill gods, culminating with an Ao Interrupt who tries to stop Jumper
- >Big scary battle that Jumper just barely manages to win occurs, only for Ao to basically just undo it entirely
- >Ao can't kill Jumper but can't banish her, and Jumper can't kill Ao because he's just too powerful for her right now
- >Jumper and Ao negotiate, and Jumper explains that she just can't stand how the universe is being managed right now
- >Ao basically tells her that if she can prove that she can do better, he'll give his approval to her actions
- >Jumper proceeds to set up a "reflection" of the Godrealm that she developed for herself in this multiverse, complete with afterlife and Galaxy Cauldron
- >She creates a small but powerful pantheon of deities who she shucks her FR Divine Ranks and Portfolios onto, developing them into Greater Gods
- >The deities are bound by nature, programming, and their own word to various laws that Jumper defines that ensure they always manage reality justly and diligently
- >Ao, seeing that Jumper is keeping her word, gives his stamp of approval on her actions
- >Jumper promptly offs the last of the old guard of gods (save for like two or three who joined up with her new pantheon) and infuses their Divinity and Portfolios into her children
- >The Abyss and Hell no longer exist, the afterlife is kind and caring for all sophont life, and there's no retarded "balance" being maintained for no reason
- >Jumper's deities don't even need worship to live-not because Ao retracted his clause on that, but because Jumper just figured out a way around it for them
- >During this divine management, Jumper eventually decides to do some management of her own Godrealm as well
- >Though it pains her to reveal something she considers personally shameful, she eventually decides to accept her EGO as a part of her...reluctantly
- >Thus she carves out a space for it deep inside the Moon's Gentle Repose-literally creating an endless ocean of darkness in the center of the moon
- >A secret back entrance is added to every single Palace (except for One Penance) where they can go visit the Abyssal Ocean

- >One Penance remains unchanged, as Jumper refuses to use her Hungry Dark for that purpose
- >In the meanwhile Jumper trains and develops her skills and abilities, reaching Level 20 with all seven of her classes
- >She could go further than that, but decides that it's more than enough for now-even with her experience boosters, things are getting a bit tedious
- >She only grew one Age Category as a Gold Dragon throughout this jump, but even then she saw the massive jump in power that represented
- >Thus she proceeds to integrate her Dragon Altform into her Militia Frame, giving it a substantial boost in power in ways she doesn't fully understand
- >Dragons are Dragons, and adding Dragon to something makes everything better
- >Having mastered countless magics, psychic abilities, sword stances, and so much more, Jumper moves on from here to the next world

## Jump 39: A Study In Emerald

Age: 29

Gender: Female

Origin: Bright Mind

Star Sign: Voorish Sign

### Perks

>Fixitives And Formulations -600 CP

>Eccentricisms -Free

>Mimic -100 CP

>Powers of Observation -200 CP

>Erudite -300 CP

>Gloriana -400 CP

### Items

>Stout Cane -Free

### Drawbacks

>War Wound +100 CP

>Vice (Gambling) +200 CP

>JUMPER AT LARGE +300 CP

Basic idea: Deprived of her Hungry Dark for this jump thanks to it acting as the core of the Moon, Jumper instead entrusts the task of fixing up this world to her Attendants and followers while she decides to play victorian doctor. This ends up working very poorly for the Attendants, and Jumper steps in to direct them and strike down the eldritch gods and monsters that populate this world for the sake of humanity once more-more and more coming to accept that though she still loves her work as a doctor, at this point she's grown far beyond the point where she can just sit back and heal people when she could instead direct her empire towards helping people on a grand scale. Between making war against the British Empire and every single eldritch being in existence, Jumper also finds time to indulge her gambling addiction by creating a trading card game based around Indian Poker Cards which she releases throughout her own empire and in this world. It ends up becoming WAY more popular than she ever expected it to be, eventually becoming a mainstay hobby in her own empire.

Jumper enters this world with a simple goal: do not end up upending the world order. After the events of Forgotten Realms and Scion, she just desperately wants a break from divine shenanigans and empire building-fully intending to return to her roots as a back alley doctor. It doesn't help that some strange interaction between the Moon's Gentle Repose and the Ascension Engine has literally ripped her arm off for the jump, leaving her incapable of accessing the Hungry Dark for the duration of the jump-as if a punishment for her overusage of it in the previous jump where she ended up consuming /multiple fucking dimensions/ with her EGO. Which was fair after a fashion-she did kinda go crazy with it once she finally started using it properly. And it wasn't like she couldn't call upon it if she really wanted-it was still there, both as a part of her identity and in the core of the Moon's Gentle Repose. She just didn't have her arm for a decade, that's all-she could deal with that.

What was much more difficult for Jumper to deal with was the casual monster empire that seemed to take over the world-who would rip out mortals souls and eat them as snacks, who would inflict cruelty and madness on a whim, and who everyone was just trying to ignore and get by as best they could in a topsy-turvy world where humanity very much was not the top dogs. Along with the fact that said monstrous empire-specifically the Queen of England and several other members of Royalty across Europe-had it out for her specifically due to her being an "interloper" to their kingdoms. Jumper's sense of compassion would not have allowed her to stand aside and allow this sort of tyranny to continue regardless; the fact that the various royals and nobility throughout Europe had declared her Public Enemy Number One just gave her all the more incentive to take the fight to them. Except...she didn't really want to. She was tired of doing this "upend the world order" thing, and just wanted to relax for a change. Work as a doctor, pick up a gambling habit, make a bunch of wacky and strange medicines or something like that-she didn't want to go to war with ANOTHER world.

There was, of course, a way that she could get both things. Jumper was not a monolith after all-she had companions, servants, Attendants. All it took was her word and the Attendants of the Moon fell from the Godrealm by the billions in an army that was ready to declare war on the whole world for the sake of human life. Her companions and the other members of her Pantheon were more than happy to take up the cause of war against the world, leading the Attendants towards fighting back the eldritch influence in her stead. And while this occurred, Jumper simply...slid from one timeline to another, where her own army was not making war. A branch

off of the main timeline where she wore a pale white mask to hide her face and acted as a doctor for the common folk while hiding from the authorities. A realm such as this one was one of an infinite number of possibilities-and even with the support of her Godrealm and her manifold capabilities she could not truly police an infinite number of realms, nor had she the desire to do so. But for the sake of having her own fun while also ensuring that she left the world better off than she found it, it was more than enough.

In one world the endless armies of the eldritch and inhumane met the equally endless Attendants who were formed from moon dust and starlight, determined to safeguard and exalt humanity against the predations of those aberrant monsters. In another world Jumper hid under a smiling pale white mask and lived a simple daily life in a Britain ruled under the tentacle'd fist of Her Royal Majesty, helping those in need in her little back alley clinic and occasionally heading out to gambling parlors in the evenings. A simple white mask shouldn't have been enough for her to hide her identity from those authorities that sought her even in this reality, but one that was weaved with strange magics and Dregs to obscure the very idea of her identity and allow her to pass underneath notice-that sort of mask would do the trick, regardless of it visually being a simple smiley face etched into a pale white oval. More pertinent in Jumper's mind was the fact that her otherwise absurd luck seemed to fail her night after night, leading to loss after loss in her gambings. Not concerning-Jumper had effectively infinite money at her disposal thanks to her capacity to generate matter from nothing-but pertinent.

Purely for the fun of it, Jumper decided that she'd make her own little game to gamble upon...a collectible trading card game, at that. The basis of the trading card game would be the Indian Poker Cards from back in Academy City; the novelty of being able to crack a pack of dreams and experience all sorts of strange and incredible things simply by sleeping with a card pressed to one's head would be pretty interesting in its own right, let alone whatever game she could make of it. She settled on five different rarities of cards: Common (C), Rare (R), Super Rare (SR), Super Super Rare (SSR), and Ultra Rare (UR). In a Standard Pack the ratio of rarities would be 80%/13%/5%/1.9%/0.1%, though that would get skewed in various ways by things like Holiday Packs, Themed Packs, Gold Packs, and more...but then came the question of how to actually divide up what went into each rarity of card, what kinds of cards there even were, what sort of game she could even make out of these cards, and more. She was more focused on making the gambling part than the actual game at first, honestly.

The game was called Dream Dive Determination-DDD for short. The game was, in essence, a shared dream between players; DDD cards would allow players to form a "Dive Connection" that forged a shared temporary dream realm, which would be the play area for the game. Divers-the name for players-had two stats to keep track of: Lucidity and Influence. Lucidity was effectively their life-point equivalent, and represented how much they could resist the narrative and dreams the opponent forged with their DDD deck. Influence represented how much control they had over the D-Link; it was the currency spent to play DDD cards as well as shape the narrative of the dream they were crafting. Influence grew over time at a generally steady rate during the game, while Lucidity was gained and lost by playing the game itself. The game was played with each player holding a deck of one hundred cards; each turn a player could draw up to two cards, and started out with five in their hand.

Each DDD card had an Influence Cost, a Prop, a Narrative, and an Ego Value. Influence Cost was straightforward-it was the cost to bring a DDD card into play. The Prop was an element of dream narrative or archetype that the DDD card was condensed down into during play that could be used to forge a narrative; a dream about fighting a giant monster could make a Monster Prop, a dream of being a grand knight could make a Sword Prop, so on and so forth. The Narrative was the "tone" of the DDD card-whether it was an exciting and uplifting Prop that buffed, a demoralizing nightmare Prop that struck fear, a melancholic Prop that made one reminisce, or more. Finally, the Ego Value was the strength of the DDD Card's actual effect on the structure of the D-Link itself-how much effect it would have to strike at the Lucidity of an opponent, or how much it could be sacrificed for to restore or empower the Lucidity of the player. The key to DDD was not just in having a high Ego value-but in wielding Props and Narratives strategically to shape a dream that could multiply the potency of one's Ego Values to defeat the opponent.

DDD was fundamentally a game about dream-shaping, so the actual usage of DDD cards was less about raw statistical values and more about the narrative one could put together using those cards as well as countering the narratives that your opponent makes. Even a weak deck made purely of Common cards could beat a powerful deck made of pure SSR cards if the player had a truly creative mind and the opponent couldn't think of a way to escape their narrative-though rarer cards generally equated to more versatile and powerful cards that could be used to craft more complex and gripping narratives. No two games would ever be quite alike, as even with exactly the same hands drawn each time those DDD cards could be played to craft entirely different stories and narratives that could utterly shift the balance between players. The game was highly versatile-not just being competitive, but also having cooperative modes where players could work together to craft a grand and incredible D-link experience, or having several players at once in a single DDD match.

The last-but most important-part of the DDD card game was the actual dreams that would be contained within each DDD card. With her frankly absurd knowledge of neurology, psychology, and simulation technologies it would have been utterly trivial for Jumper to simply design a virtual intelligence that would automatically generate randomized dreams given a set of values or prompts. It wouldn't have even taken her more than an hour to design and generate such a machine. But this was something Jumper was doing for fun, and she didn't want it to just be something she contained entirely to her own work; she put out the word of her development of a dream-based card game throughout her Godrealm and simply asked her subjects to donate their dreams to her efforts, in return for getting a DDD-card containing their dream. She only needed a good hundred thousand dreams to start with, and got several thousand times that amount of dreams from her subjects. Luckily the powers of alchemy and careful distillation of conceptual qualities let Jumper focus and perfect these dreams down into a set of one-hundred thousand DDD-cards. These would be the Moon's First Dream set.

Then, she proceeded to scan and copy the minds of tens of thousands of people throughout the world that she was currently working within. These dreams she distilled into a set of one thousand cards, and labeled them the "Study in Emerald" Dreampack-set one of ten. Throughout the following decade she would proceed to gather up and form nine more Study in Emerald Dreampacks, for a total of ten-thousand DDD-cards, showing off the unique dreams, ideals, and eldritch influence of this world. It would make for a fun and interesting way of cataloging new

and different worlds, Jumper figured. She kept a special archive of each and every single DDD-card ever printed in her personal quarters as the founder of the game, but also allowed herself to indulge in the fun of cracking open Dreampacks. Unfortunately Jumper's luck was utterly abysmal throughout this decade; over thousands upon thousands of Dreampacks, she never managed to get more than a single SSR.

Beyond just working on Dream Dive Determination, Jumper also explored her new capabilities gained in this world. The capacity to heal others with mere physical contact was rather novel but not something truly remarkable in Jumper's eyes; she would not recognize the true value of Gloriana for some time, how it could heal truly anything-break any curse, cure any infection, undo any affliction-heal ANYTHING short of utter death given enough time to work. What was of significantly more interest to Jumper were the medicinal formulae that were flowing through her mind. Jumper had a WIDE variety of alchemical experiences and was a doctor of truly indescribable skill, but the medicines that she could now envision-the fixatives and formula that she could create with just a few simple chemicals and reagents...things that were once far beyond her grasp seemed utterly trivial for her now. Medicine to heal and manipulate the soul, fixatives to preserve thoughts and emotions in time, a simple regimen that would allow her to twist a biological body into a mechanical one through naught but a simple pill a day. Strange and incredible medicines, but it unlocked whole worlds of possibility to her.

The most important aspect of that ability was the fact that Jumper could devise medicines that could interact with the soul-because prior to this point, Jumper has only ever been able to interact with the soul at a remove. She could only lightly influence it, touch upon its edges, trusting only the work of the Ascension Engine to elevate her own soul to becoming something far greater than before. Now she could take that work into her own hands. The first step in doing so was, of course, research-she had to analyze the shape of her own soul, study its interactions with the rest of her systems, explore how it was constructed, and see where she could actually improve upon it. It wouldn't do to simply rush into this and botch things with poor preparations. Of course-she wouldn't experiment on herself. She only had the one soul after all, and she had absolutely no desire to see what would happen if she did something truly irreversible to it. Instead, she simply posted some advertisements in the local classifieds-offering generous payment in return for hiring people as test subjects.

That more than did the trick, with plenty of people-both normal and quite strange-streaming into her clinic seeking the compensation she offered. With such a supply of test subjects at hand and with a bit of machinery dedicated to utilizing W-Corp's Reversion Singularity just in case something truly unfortunate happened, Jumper proceeded to slowly and steadily work her way through various fixatives and formulations that she dreamed up, all in pursuit of developing her skills with manipulation of the soul. One of the biggest issues that Jumper faced was the fact that she knew exceedingly little of the "anatomy of the soul" as it were-she could see its existence and how it connected to other systems both mundane and supernatural, calculate its power based on Soulfire output, even perceive its shape through the usage of artificial Soul Stone technology, but she could not see into its inner workings nor how it actually /functioned/ beyond the edges and connections it held to other aspects of a person's existence. This, more than anything, Jumper sought to rectify with her newfound spiritual medications.



The first series of tests were the worst as she slowly worked out from base principles what would and would not affect the soul, as well as what those affects even /were/. Things got both easier and faster as she built up a working theory of Soul Interactions, and slowly began to chart out a series of graphs and tables that made up what she knew of the anatomy of the soul. It was by no means complete, but the more Jumper developed her theories and tested them the further she was able to chart out the interactions and processes that occurred within the soul-building an understanding of it without ever being able to actually perceive it in its entirety. Combine that with her own immense calculative capabilities and her highly advanced simulation technologies, and Jumper was swiftly leapfrogging her way through the development of a scientific understanding of spiritual anatomy. All that said-she needed to broaden her horizons to corroborate her findings and ensure that what she was discovering was truly universal rather than simply the specific spiritual anatomy of humans in this specific multiverse. Which meant more test subjects-but specifically amongst her own citizenry, as well as on those who were nonhuman or eldritch.

The former was extremely easy for her to achieve; the Attendants of her Godrealm existed to serve her will after all, so it only took a single request to have them line up by the millions to undergo whatever tests she desired. She didn't need anywhere near that amount-not even a hundredth of it-but it was useful regardless. Careful testing and analysis of the souls of Attendants both corroborated earlier tests that she'd conducted on the humans of this universe as well as revealed new aspects and qualities that she hadn't perceived before. Further tests showed correlation between spiritual age, the miraculous energies of Legend, the starlight that forged Attendants from moon dust, and more. Doing tests on her own citizenry-specifically normal humans who had died and taken residence in the Moon's Gentle Repose-further corroborated her findings and revealed new insights-such as a specific /lack/ of certain reactions and aspects of the soul. Specifically certain characteristics that normally related to Ki and the binding between the physical body and the spiritual. Finding this was quite obvious in retrospect, yet an incredible breakthrough in her chart of spiritual anatomy as Jumper was finally able to pin down an entire aspect of the soul which was specifically related to its connection and manipulation of the physical body it was hosted within!

Jumper still had to do a wide variety of tests on both humans, Attendants, and even animals just to confirm her findings-but she had well and truly isolated an aspect of the soul which defined its connection to the physical body, and even how it related to the shape and structure of the physical body. The soul influenced the shape of the body; that wasn't something Jumper expected to find, but it was an undeniable finding of hers. This actually allowed Jumper to discover that certain aspects of her own soul were holding back her own transhumanistic desires-she kept defaulting to a certain body shape and type even as she evolved into a greater and more complex being, and it was this exact quality why this occurred. It was partially a psychological influence in that she was just most comfortable with this particular appearance, but there was also an undeniably spiritual quality to it as well. More importantly in Jumper's eyes was the fact that this particular aspect of the soul governed the generation and manipulation of Ki-the spiritual binding force between body and soul. She'd been able to hack together Ki generators and Ki-manipulation cells and organs over the years, but only by manipulation of the physical side of things. Now she could attack the issue from the spiritual side as well.

She'd long since mastered the manipulation of Ki via biomechanical and physical systems, but by exploring the spiritual aspects as well she was able to exponentially multiply the output of her various Ki generators, integrate Ki-manipulation into systems that should have had absolutely no Ki affinity, and even outright automate various Ki techniques in a way that had absolutely no physical analog. Even with her mastery of Ki systems from her knowledge of Komyaku and the Lifestream, this newly developed capacity to manipulate the soul allowed her to shape her /soul/ to enhance her Ki flow and cycles, rather than working purely through the Ki alone. But this was only a secondary benefit of her various explorations into Ki and the spiritual bindings between body and soul. The much more important research was in changing how her soul adapted to her form...which allowed her to adapt her soul to fit much more exotic forms.

Her soul was human-structurally, at least, it began that way. Her body hadn't been human in a long, long time. So Jumper went through the long and complex process of slowly shifting and manipulating her own soul's "shape" to fit her new bodies-giving it greater depth and granularity, allowing her soul to fill in every single picomachine that made up her various Frames, and stretching out her body in strange and inhuman ways while she developed her soul to ensure it could grow and change alongside her. That was only the most basic work though-merely the prelude to her true intention. Building off of her Esoterica Frame, she slowly began to push her soul to develop in a direction that wasn't quite a direction-to infuse itself into something that was only an idea, a thing that only existed as data and thought. She began to cross the divide between reality-warping Esper neurology and spirituality as she stretched her soul to take the form of her own Personal Reality.

Jumper's development of Esper neurology and Personal Realities had been entirely divorced from spirituality before-a perfectly mechanistic and scientific process which held no aspect of the soul despite warping reality to fit one's own desires. Jumper had no clue of this was truly how Espers were supposed to function in Academy City, but it's the style she'd managed to develop after an immense amount of research and effort. With the assistance of Artificial Infinity Stones she'd even managed to temporarily elevate herself to a Level 6 Esper, then with that experience in mind she repeated the process and became a Level 6 on her own merit alone via an achronal Network of her own existence. Through this Network and the nature of her own Personal Reality she had become an infomorphic existence-a living language which could infect and rewrite reality wherever her language was perceived or simply recorded. Jumper very rarely actually made use of this immense capability, always oddly uncomfortable with exerting her existence as a living language and much preferring to simply exist in a variety of cybernetic frames that were customized for her own usage while making use of her Personal Reality only to augment her capabilities.

Part of this reluctance was simply her psychological limitations-her desire to remain "human" even while she transcended humanity. Part of it, Jumper could now recognize, was the reluctance of her soul to stretch in unnatural ways. While Jumper wouldn't be modifying her own psychology as she enjoyed being who she was, she could do something about her soul now. With careful medicinal application and monitoring, Jumper's soul was slowly and steadily fused into her Personal Reality-and Jumper slowly ceased to truly be "human" in soul. She became something more-a living phenomenon, an idea, a truth that imposed itself on reality. This was the essence of Divinity in a way that Jumper had never truly grasped, and it was still something that

she could only loosely understand-but it was a change that was deep and fundamental. Her Personal Reality was both an entire universe and merely a dream, and so her soul began to take on that very same quality-infinite and unbound, yet subtle and hidden. Her Personal Reality was infinitely networked into itself, recursive and self-referential-and so her soul took on those qualities as well.

When Jumper was finished, she expected to be capable of generating Ki from her Personal Reality. She was indeed capable of this feat, but it was barely scratching the surface of what infusing her soul into her Personal Reality had actually changed. The "binding force" that connected Soul with Body was of an entirely different "flavor" when the Body that the Soul was connected with was something so esoteric like a Personal Reality; Jumper's "Body" was a universe, and that meant something to her Soul. In the short term this was actually extremely uncomfortable and even outright detrimental to Jumper-for she'd forcibly grown and expanded her soul in ways it was absolutely not prepared for. Suffering an experience that was similar to both starvation and exhaustion, Jumper was forced to develop quick and dirty medications that would feed and grow her own soul to expand and support its newfound connection to her Personal Reality-forcibly swelling her own soul's size and strength so it could maintain a connection to the self-sustaining physics structure of her Esper ability.

It took her months for her soul to fully adapt, and it was a deeply uncomfortable and strange experience as her soul grew and changed over and over again in ways that Jumper had never predicted. The whole experience made Jumper resolve to not mess with her soul further until she could more accurately perceive and manipulate it directly rather than only through medication. Once the experience was passed though, Jumper found that she had changed in very subtle but profound ways. Her precognitive capabilities effortlessly expanded outwards through countless timelines. Her capacity to generate and manipulate Soulfire was also nearly endless-taking so little from her that she genuinely thought it no longer cost her anything at all to generate the spiritually exhaustive resource until she'd generated a whole planet's worth of Soulfire at once and felt as much of a sting as she would have felt when generating a thimble-full previously. The force and potency of her Ki had grown-not increasing in quantity exactly, but increasing in /depth/ in a way that was hard to describe but very easy to observe in action. Her Ki was simply deeper, stronger, overwhelming and crushing opposing Ki unless it was faced at something like a five to one ratio.

Personality wise she faced nearly no changes, but this was a poor test as Jumper had a very strong grasp of her own neurology and psychology thanks to her existence as an AI. Any changes in her mentality were always carefully analyzed and curated to prevent deviancy, so even if her spiritual transformation should have induced changes in her psychology she would simply have reverted or corrected them as they occurred. Nevertheless, Jumper reaffirmed her decision: messing with her soul while she was still largely blind to it was honestly a pretty dumb idea. It'd /mostly/ worked out for the better this time, but there was absolutely no guarantee it would continue to do so in the future. It was best if she just put away her ambitions of further spiritual transhumanism for now...

...Right after finishing one final task.

More than a decade back, she'd collaborated with Uraziel to develop a formula for intermixing Humans and Spirits to become a perfect unified hybrid of them-of Form and Force that did not clash with each other but instead worked to augment each other. Chaos and Order in perfect harmony. Jumper couldn't quite complete that formula, for she felt that she was missing something-some quality that would allow her to steadily grow stronger and develop endlessly rather than remain stagnant at whatever level of Spirit she'd developed her formula to achieve. Now, she had what she needed to complete that formula. The solution was so simple that Jumper didn't know how she couldn't have seen it before, yet describing it was so difficult. It was a complex formulation that Jumper added to the Seed of Spirit Essence, sparking "life" within it that would allow it to endlessly grow and develop while remaining connected and synergistic with the rest of her soul. And with the Seed completed, Jumper drank deeply of that golden chalice-allowing it to dissolve into her skin as the Essence rushed down her throat.

Force, Essence, Life, Spirit...all that Jumper was intermixed within her, and once again she became something a little bit greater than she was before. It was as if her very existence gained a layer of depth that it previously lacked. Within her Soul and congruent with her Personal Reality formed a whole new dimension-a dimension of unbound Force and Energy. Within her Personal Reality formed a force of pure Form and Structure, perfectly aligned with the carefully designed self-sustaining physical laws of her Esper ability. Life thrummed through her like blood as Chaos and Order clashed and mixed within her, flowing together to create something more than the sum of its parts. As things slowly began to settle down Jumper found herself empowered-able to effortlessly wield the abilities of a simple Djinn, but with no particular energy costs or limits. Beyond that, she was slowly and steadily growing stronger over time. Soon she'd grow to an Afrit, then a Marid...then, who knew how far she'd grow beyond that.

Jumper's spiritual existence was becoming more and more strange; she'd developed a World-Soul, was developing energy and principles that were truly unique to her own existence, and soon, she'd be capable of generating Sub-Souls from her own Essence. Jumper had no idea what exactly she was evolving herself into, but walked the path fearlessly regardless.

In the original world, where Jumper unleashed her Attendants to wipe the slate clean of eldritch beings, her armies had fought long and hard against the inhuman forces which ruled over Earth with an iron fist. The evils they fought were tenacious, mind-rending, and utterly alien-yet the Attendants held power of their own and wielded the technologies and artifacts of the Godrealm. Elder evil after ancient abomination was struck down, the very stars seeming to shriek in rage as those beings who should not be were struck down one after another-where they could not be truly killed they were tossed directly into the core of the Moon, where Jumper's EGO would break them down into nothing but a memory. It hardly took five years of grand world-shaking war before the old gods were slain and humanity was freed of their grasp.

Freeing humanity from the grasp of the Old Ones was just the first step though; Gold Serenity and the other Queens of Jumper's empire collaborated to help build up infrastructure and restore order to the world without crushing humanity under their own regime. It was a delicate balancing act, not helped by the fact that other terrible alien beings from beyond the stars still occasionally invaded without a care for the fact that they were not welcome in the slightest. In the end the best that the Serenities and other Queens could do was to make this world a vassal state to the Lunar

Empire-not ideal, but better than nothing and maybe someday they'd have enough infrastructure and cultural stability to stand on their own.

In the parallel world that Jumper inhabited purely for her own amusement and research purposes, Jumper was summoned by her assumed name to the British palace, in Queen Victoria Gloriana's court. Knowing that her disguise would hide the fact that she was in fact Jumper, she decided to answer that summon mostly on a whim. The sight of the dread corpse Victoria Gloriana did not frighten or even inconvenience Jumper in the slightest, and it was the very fact that she did not cower before the queen that let Victoria know that Jumper was exactly who the queen thought she was. And so Queen Victoria Gloriana declared to Jumper that the conquering of one world would not be enough to shatter the empire of the Old Ones-that her death in one timeline was not the death of Queen Victoria. With a dozen mouths and several tentacles Victoria Gloriana explained to Jumper that the Old Ones and those of Nobility could see her actions across time-but those actions were as fruitless as they were pointless. Time and space were the domains of Yog-Sothoth, and should the correct rites be spoken Jumper's empire would simply cease to be.

Jumper, of course, was utterly unimpressed with the eldritch queen's threats. Removing her mask-as it was utterly useless at this point-Jumper told the dread queen that the only reason she did not strike her down was the fact that Jumper simply didn't care to. She was a visitor in these lands, not a conqueror-but she would fight for the sake of humanity and life all the same. At the same time she would not make herself into Sisyphus and eternally roll a boulder up an endless hill; she had no desire to fight an endless war against infinite timelines for the sake of a single planet. She would do what she could for one world, leave things better than she found it, and accept that she had done enough. Besides...the Great Ones that the Dread Queen and her ilk worshiped held no power over the Godrealm that Jumper commanded, held no influence over her own domain and will. This entire multiverse could collapse all at once as the blind idiot god Azathoth awoke, and she and hers would remain untouched.

Victoria Gloriana spoke not a word in response to Jumper, instead shifting herself until a single tendril emerged from her mass and presented to Jumper a strange mask carved of pitch black wood. She held enmity towards Jumper, but those above her desired for an armistice-and so she delivered this gift. The Mask of the Messenger, she called it; accepting it would mark an end to this pointless war that neither of them wished for. Jumper said absolutely nothing in response, yet was swift and decisive in her choice. Without hesitation or further consideration Jumper manifested her WitchDriver and stabbed it directly into the black mask, shattering it all at once as an unholy screech of eldritch agony emerged from it. Then, with a simple flick, she lopped the head off of Victoria Gloriana and bisected the bloated mass of the rest of her body-killing that which could never die and committing regicide in yet another Britain. She would not accept a poisoned chalice from these eldritch beasts, nor would she tolerate their insults any further.

In two different timelines, a creature that was indistinguishable from the night sky shifted, eyes-like-stars blinking open and closed for a moment as its titanic maw began to close around the entirety of the solar system that the Earth was inhabiting. In one timeline, the war-engines of the Godrealm burned bright as Potentia fueled them with raw energy to unleash blasts of power that could scatter stars to cosmic dust, tearing apart the beast with rays of prismatic light that

emerged from nowhere and everywhere. In another timeline Jumper simply raised her WitchDriver and slashed once, the sheer force of her strike sundering the eldritch godbeast like so much paper mache yet doing absolutely no harm to anything else. There were many other threats throughout this world, but none that Jumper cared to deal with herself. Jumper left a special kind of beacon in the moon of this world-one which utilized principles of the D-Ripper and Lutece Particles to resonate across dimensions to the Godrealm so that her armies could find it and act there. Then, she simply returned home.

She'd gained much in this realm, but it was time to move on to the next world.

## Jump 40: A Practical Guide To Evil

Age: 17

Gender: Female

Origin: Foundling

Location: The Lands Below

### Perks

>Turn Of Destiny -Free

>Hit Them With The Box -100 CP

>The Only Choice That Matters -200 CP

>Namer -300 CP

>Blood, Death, And Demons -400 CP

>Named -Free, +600 AP

Name (Ambiguous): Hollow Queen

>Corrupt -400 AP

>Void -200 AP, -200 CP

>Transcend -400 CP

### Items

>Zombie -Free

### Drawbacks

>Overdramatic +100 CP

>"Favored" By Dwarves +200 CP

>Nameless +300 CP

Basic idea: Jumper enters this world with a prophecy and a promise: the Name of the Hollow Queen, with Aspects of Corrupt, Void, and Transcend. A naturalborn goddess of Demons who would tear down the very fabric of reality once she awoke her Name-but she would not awaken her Name this decade or in this world. Jumper is actually entirely unconcerned with the fact that reality is holding back her Name from appearing, and instead is much more focused on the Gnomes and Dwarves-the former are suppressing technological advancement throughout the world, and the latter are just complete assholes who like to steal shit. She proceeds to lead a war of extinction against both Gnomes and Dwarves, teching up and wielding grand magics both from this world and many others just to really dramatically fuck around with them and tear down their empires while building up her own in turn. Due to her grudge match against the Gnomes and Dwarves she kinda entirely misses the plot of the actual setting, though she does have time to pick up a bit of understanding of how Names work, steal a few Demon powers with her Blinding Knife, and shout angrily at the sky like a crazy old person when Fate starts getting insistent with her.

Hail to the Hollow Queen, the empty darkness which consumes all, for soon she will be born. These words are etched into Jumper's mind as she awakens in this world. They are both prophecy and doom, curse and blessing-they are the echoes of a Name that does not, will not, CANNOT exist yet is already etched into Jumper's soul. It was a Name that could not exist so long as Fate existed, as long as Good and Evil battled and Gods Above and Below wagered-for it was antithetical to the very structure of Creation, the rules and laws that bound all things into place. It was a Name of Corruption, which twisted and shattered natural law with its passing. It was a Name of Void, empty and hollow within-hiding all things and echoing of the emptiness from beyond the world. It was a Name of Transcendence, which ignored all rules and limitations, climbing ever higher and achieving that which should not be possible. It was a Name from beyond Creation that had nothing to do with the grand question that was Fate, and Creation would not allow such a Name to exist within its laws.

Jumper was actually totally okay with that; she didn't currently have any method to shut off such strange conceptual powers as the emanating corruption that her Name would produce beyond just cloaking herself in Black Luxin and hoping for the best-or constantly counteracting her own abilities with the power of Fantasy. Hopefully she'd be able to find a solution to such issues somewhere in this world-or next one, if not. Either way, priorities. Her perception stretched across reality, scanning and processing as she considered the world she entered. This world was...fucked. Fucked so many ways. The endless and eternal battle between Good and Evil was a tragedy, yes, but not something that currently concerned her. The war between Gods Above and Below something that she put to the side for now. What was much more pressing, in Jumper's mind, was the Gnomes and their suppression of advanced technology. That was something that just couldn't stand in her mind.

Society grows and develops on the backbone of technology; it is only as technology advances that more complex concepts can even come into existence, and age-old issues can truly be solved rather than pushed onto future generations. To enforce stagnancy onto a civilization the way that the gnomes did was an affront to Jumper's sensibilities, and something that she could not personally abide. There was nothing for it, Jumper decided. She'd have to fight a grand war against the gnomes with a giant android army. Part of that was just sheer stubborn spite against



the gnome's suppression of technology talking. Another big part of it was the weight of Fate telling her to be dramatic, to ham things up, to chew the scenery and play up her role in existence because that's just how things are done here.

Well-she was going to start her war against the gnomes...but the Dwarves intervened first. Annoying and comically xenophobic creatures who ruled the Lands Below and very firmly believed that other species didn't have the right to own /anything/. Only a dwarf could legally own anything, according to their own laws, so obviously anything that anyone else had was just fine for them to take. Which included Jumper's own equipment and valuables...which, obviously, Jumper wouldn't allow. Anyone else would have to just put up with it; the dwarves held an empire that stretch under the majority of the continent and had armies that could utterly annihilate the surface if they were ever unleashed. Jumper, of course, wasn't from this world though-and she could bring forth competing armies and forces without care. Thus began the War Of The Deep, where Jumper forged hundreds, thousands, millions of technological automata and began a war of extinction against the Dwarves.

Jumper didn't really need to make armies, it should be said. If she wanted she could just prosecute her whole war on her own, or summon her Attendants to fight for her. But she wanted to prove a point, and so she used her knowledge and skills to refine raw metals under the earth into machines to build machines to build machines to build her army-not even utilizing her smartmatter to break down materials and conjure forth her army. No, she did this through pure technological means for the simple sake of creating a mechanical armada from first principles. What exactly the point Jumper was trying to prove was, and who she was trying to prove it to, was sort of lost in the scrum. But she was very adamant that she would prove a point about this whole thing and took it as a very good sign when she received a Red Letter from the gnomes partway through the War Of The Deep.

Her response was perfectly rational and proportional. She proceeded to send a messenger-drone back to the gnomes with an entire music video set to play out of holographic displays, with the video titled "Blow It Out Your Ass". Jumper put far, far too much effort into songwriting an actually catchy and extremely well-composed song purely to insult the gnomes. That messenger drone never returned, so Jumper fully assumed it had been destroyed-but that was alright, it was blackboxed to hell and back so the gnomes would get nothing out of reverse engineering it. And in the meantime her war against the dwarves continued-with a minor interrupt in the form of Drow.

The Drow were rather interesting, from a clinical perspective. A race of primitives, driven mad by the very power that was keeping them alive-once a prosperous and enlightened civilization, devolved into barbarity and what could very easily be called cannibalism as they sought ever greater power in a zero-sum game that had only one end: the edge of a knife. The power that was both their fuel and their curse was called Night, a strange sort of metaphysical essence that grew from feasting off of the deaths of others-whether those be living beings or undead mattered not, as long as the host fought and killed it was all equal under the blade. It was, in a way, the same sort of consumptive power as Black Luxin-but more fluid, more personal, more bound to death. The problem with it, of course, was that it came with certain costs and caveats-primarily in the form of the patron deity of the Drow known as Sve Noc.

Jumper had met her fair share of divine beings throughout her life-from AIs or simply supremely powerful lifeforms that could make a claim to godlike power, to living phenomena, to the incarnate absence that was the Outsider. Sve Noc was definitely further towards the scale of "incarnate concept" than not-being a strange sorcerous combination of two ancient Drow, a blessing of power from the Gods Below, and the built up history of the Drow made manifest. The nature of reality itself seemed to twist and change under the weight of their power in a way that Jumper didn't fully understand but much likened to something like an Esper's Phase-an incarnate dimension with its own rules and logic, but at the same time it was something a bit...deeper. It was interesting in its own way, and perhaps if the deity was anything except what it was then she'd have been interested in some sort of cooperation. But the Drow were not exactly a sane or rational species nor was Sve Noc anything remotely resembling a benevolent force for anyone save the Drow-and even then it was very arguable.

The choice was simple: do nothing and allow evil to flourish, or cut it out with the Blinding Knife and harvest a bounty of new knowledge and power while objectively making the world a better place. When she put it like that, it was hardly a choice at all. Her Knife flashed and slew the Mighty-those Drow who had drunk deeply of the Night-and with their deaths she pulled forth the essence they had cultivated through murder into herself. Somewhere both very near and very far she could hear someone scream in rage, for while she wielded the Night-it was not beholden to its creator. Jumper could feel that the Night she had stolen was...incomplete, in an odd way. It could be more, could be something truly grand. For now, she simply formed a locket of White Luxin and stored the Night that she generated with the deaths of the Drow within it; she'd figure out what to do with the stuff later. In the meantime, she had a god to kill.

Sve Noc, of course, didn't exactly come screeching out of the walls to fight Jumper head-on, but that was okay. She had her ways of dragging particularly tricky and elusive gods out of hiding-specifically, thaumaturgy. Night was an individual power cultivated by each Drow, yet it also had an intrinsic bond to Sve Noc-making it the perfect thaumaturgic tool to latch onto the Drow deity and drag them out of hiding and into the open. In fact-Jumper could skip the middleman entirely. With the Black Feather Shroud's power in her WitchDriver she could just forcibly drag Sve Noc's power and existence directly into her being, consuming the god wholesale. And that's exactly what she did, forcibly drawing Sve Noc into her All-Devouring Maw and consuming the god-a Lesser God, she discovered as it was assimilated-entirely. Perhaps they had high hopes for the Drow in the beginning. Reviewing Sve Noc's memories, Jumper did lament that the Drow were changed into monsters by circumstance...but monsters they yet were, and she would not lament their deaths.

So ended the Drow, barely even a footnote in Jumper's war against the Dwarves. Yet the power that the Drow held, "Night", would become the very cornerstone of a new sort of power that would eventually become part of Jumper's very essence. As mentioned before-currently, Night was oddly incomplete, something fundamental missing from its structure. Jumper worked on fixing it herself, analyzing and dissecting it with her Cross Layering Singularity, but all she was able to do was snap the connection the Gods Below held to the energy; it would no longer slowly but steadily drain away without being fed, but this alone did not complete it. She'd begin to

acquire hints of how to complete Night when she first encountered the absurdly xenophobic Elves of this world.

The tunnels of the Dwarves extended throughout the entirety of Calernia-the continent that Jumper was fighting under-so it was eminently understandable that Jumper would accidentally end up right underneath the Golden Bloom-the domain of the Elves-while persecuting the War Of The Deep. War, being war, was not particularly quiet-and she frankly caused a bit of a disturbance while her armies harnessed repeat particle cannons to gun down Dwarven structures. Jumper emerged from the earth to apologize for her disturbance and offer to fix it-only for the Elves to immediately attempt to kill her for the temerity of existing in their domain. Obviously, Jumper did not die. And she wouldn't just take attempts to kill her lying down. The Blinding Knife flashed, and several elves lost their lives. And with their deaths, Jumper gained the power of "Assertion"-the power to enforce her will upon reality, to carve her existence so deep in the pattern of Fate that she could ignore a single law of Creation at a time to achieve grand effects.

She would have been content to let the elves be-but they were not content to let bygones be bygones, and so Jumper once again fought a war on two fronts briefly. Briefly, because as much as she looked human-she was not, and even the grand powers of Elves to Assert themselves and change how they related to reality could not resist her. Dozens, hundreds, thousands of elves died under her Blinding Knife until she took the head of the Forever King himself and left the forests soaked in their blood. Her power of Assertion did not grow more manifold for her repeated consumption of it from the corpses of Elves, but instead grew deeper, stronger, more absolute. This, too, she set aside-casting in White Luxin to examine later. Jumper didn't even notice the way the leaves of the forest bowed to her in her passing, how an ancient grudge was settled by her actions and how Fate, ever so briefly, favored her. She couldn't, for she existed outside of Fate.

It was as she had conquered about half of the Lands Below that the gnomes finally got off their asses and invaded in turn, making this a war on two fronts in truth. Of course, it was patently obvious that the gnomes were expecting an easy victory on account of their highly advanced technologies that were oddly resistant to magic, but Jumper did not rely on magic. She had her own mechanical army at her back, and death spat from the mouths of a thousand thousand rotary cannons as she gunned down the constructs and armors of gnomes. Within a year she had conquered the Lands Below entirely, turning the entirety of Calernia's underground into a shining edifice to progress and innovation-then opened up a spatial tunnel to the far-off continent of the gnomes where she continued her war. Six more years she would persecute her war against the gnomes, fighting against and conquering an empire that utterly dwarfed Calernia in both scope and power. Seven years after she arrived, the Dwarves, Gnomes, Drow, and Calernian Elves were all extinct by her hand-whether by blade or by automata.

Of course-the actions of her automata didn't necessitate that she constantly guide them from the front. She was able to continue to explore the continent of Calernia while her army fought far away, able to communicate with them effortlessly across such distances. And so explore she did, wandering the land, encountering many a strange thing, studying the magic and powers of this world, and seeing strange and incredible sights. It was as she was wandering that she ended up encountering the living wall that the Gigants had created to protect their home. Such a thing was

fascinating to Jumper, and she couldn't help but seek out the magic that allowed such a thing to be born. It was fairly trivial for Jumper to simply bypass the wall altogether and wander directly into the Titanomachy, and from there it was simply a matter of opening up a dialogue with the Gigants.

Said Gigants weren't exactly pleased with her casual disregard for their attempts to maintain closed borders, but at this point she had conquered the Lands Below and become the defacto King-or perhaps Queen-Under. Thus they were willing to parlay-and if part of that was teaching her how to wield Ligurian Sorcery, then so be it. She learned under the tutelage of Gigantes for five years, learning the secrets of Ligurian Sorcery in an impossibly swift period of time. This had nothing to do with any Name blessing, but instead was simply Jumper's natural learning rate; she was an infomorphic being with a hypercomplex supercomputer for a brain, after all. It was while studying under the Gigantes that Jumper was able to figure out the final aspect required to perfect and perfect Night. The key was the Second Soul that was the cornerstone of Ligurian Sorcery.

As part of mastering Ligurian Sorcery, the Gigantes would take in sun and starlight to form a Second Soul around themselves, filling themselves with vitality and power that could be wielded through song to affect the very nature of Creation. Gigantes were not naturally immortal, but such was the power of the Second Soul that they could restore their vitality through bathing in starlight in sacred places while singing certain Ligurian songs. This was done through a perfect and harmonic alignment with the very principles of Creation, aligning with both the Earth and Stars to become something utterly in harmony with reality. It was an interesting and incredibly potent form of sorcery that allowed the Gigantes to achieve truly remarkable things, but not something that appealed to Jumper fundamentally; it fell into a trap that she knew from early on, that of relying on the physics and laws of a given universe. Potent and beautiful in its own way, but it would become immensely weaker if not outright useless if taken outside of its native environment. She could take inspiration from it though.

First she infused the very nature of Assertion directly into Night-intertwining the concepts together. Night would grow stronger as one's "pattern" grew deeper, as one aged and did grand things or simply followed their nature. Next she reweave the essence, rearranging it into song as she carefully reshaped the Night. From blackest midnight and the essence of murder she forged a second soul out of Night, held in shape by the song that formed its very base-the Midnight Song, she called it, which would align the essence of Night directly with the soul of the user without changing the user's soul in turn. The Midnight Song would be subtly different for each singer, but as it was fueled by Night it would still teach its user to sing it all the same-until the user formed their own Second Soul. And with this, the power of Night was completed. In honor of its completion, Jumper rechristened the power that she had forged as "Deep Night", or simply The Deep.

The Deep Night was a metaphysical blessing that aligned itself with its host, a second soul that gave its user the power to Assert-though such a thing was weak at first. By following one's nature, by carving their shape deeply into the Pattern of Fate, they could grow the power of the Deep Night greater and greater until it fully realized itself as an internal Domain and granted them the power of Assertion in truth. Or they could take the shorter and simpler route of simply

/taking/ power from others; by killing others, whether they be living or dead, they would generate Deep Night that would strengthen their own "shape". Deep Night would empower the host, granting strength, durability, vitality, eternal life as long as they followed their nature or fed their second soul with murder. It could also be shaped into Songs-instead of the Secrets of Night, Songs were almost akin to whole Aspects though they started far weaker. But as with all things with Deep Night, the more one practiced and the more one killed, the more powerful one's Songs would grow. And unlike a Named, the only limit to the number of Songs one could form was their own will and the Deep to fuel them.

With time, one's Deep would grow to the point that they could extend their Domain outwards into a wholly contained world-a cyst upon reality, a Throne World where their will and Songs defined the very nature of existence. From sheer power a host could now craft new bodies and survive death, simply retreating from physical reality into their Throne World to recover from any physical death-and the possibilities, from there, were near limitless. What Jumper had crafted was not the equal to Light. It was unquestionably the superior; Light could not escape the Deep Night, as it would corrupt and consume it all the same. And it was something that was so perfectly and intimately aligned with Jumper's nature that the Deep Night immediately fused with her EGO, infusing the Hungry Dark with a metaphysical depth that it previously lacked. Jumper had created an ultimate tool, a core essence that would infuse her very nature. And it was only after it was done that Jumper truly realized what sort of abomination she had created.

Deep Night was, down to its very essence, the ultimate refutation of the very concept of society, cooperation, or even anything except being a singular perfect shape. On a moral and ethical level, it utterly disgusted Jumper. On some spiritual and egotistical level, well...the stuff literally fused directly with her EGO the very moment she finished forming it. And that, in and of itself, would make for an excellent control mechanism for it; Deep Night would now be incapable of spreading without forming a backdoor in its hosts that directly connected to Jumper's EGO, making her the benefactor and final arbiter of all Deep. She could drain the Deep from any other wielder, prevent its usage, or grant it to others with a simple touch; in a very real way, she WAS the Deep Night incarnated. All that said...she wasn't going to be spreading the Deep Night around much here. The people here weren't exactly the type to use it responsibly; Praes was literally the Kingdom of Evil, and even the Gigantes that she learned under to form the Deep Night practiced slavery.

Jumper DID infuse their Deep Night into the automata they were wielding against the gnomes at the time, ensuring that they got a bountiful harvest of Deep from the war. And it was effortless to simply take back the Deep after said war was completed-it was still fundamentally Jumper's own power after all. As part of her studies in this world's magic she also practiced a bit of diabolism-summoning up Demons, utilizing gnomes as sacrifices for the act. This was something she ended up deciding was fundamentally just...not worth it. Demons were freaky as all hell and powerful, but damn near uncontrollable. Luckily she had an immortal-killing knife that could harvest their powers for her own personal usage! The demons may not be worthwhile to summon, but the powers they held-now those were certainly quite useful. Jumper ended up collecting manifold Demonic Powers throughout her time here, though she generally just crystallized them into White Luxin orbs until she needed them as they didn't come with a handy little toggle to prevent friendly fire. She'd figure something out for that later, she figured.

Despite the grand war for Calernia's underground that she had persecuted and the incidents with the Elves and Gigantes, Jumper actually had very little to do with the greater continent of Calernia for the most part. She'd fought her fair share of Heroes and Villains while fighting both the Dwarves and Gnomes, harvesting their Names and Aspects with the Blinding Knife-but due to her existing outside of Fate she couldn't actually make use of them so she ended up encasing them in gems of White Luxin as well. But the human nations she had remarkably little to do with, generally just ignored or even outright forgotten by them. She entirely missed the Tenth Crusade, and was almost entirely ignorant of the grand rise of Catherine Foundling. She did leave an outpost of her religion in this world, but mostly as a token gesture; by the time she left, she felt satisfied with what she'd gained. She never learned of the Fae, the Angels, or even the Light-but that was alright. Deep Night was a far more valuable prize. And when she left, she was finally able to attain her Name.

The Name of the Hollow Queen.