

Welcome to the world of Terra!

Terra is ravaged by Catastrophes; various large-scaled natural disasters of such destructive scale that much of Terra's inhabitants are forced to adopt a nomadic way of life through mobile cities instead of a sedentary one, with few exceptions. A crystalline substance known as Originium is left behind at the site of Catastrophes and are widely used as a source of energy and the catalyst for magic-like Originium Arts, but at the same time it is capable of causing a terminal disease known as Oripathy from direct or prolonged exposure towards Originium.

The technology level of Terra is almost similar to that of our own world, but noticeably more advanced though not too far-fetched. In regards to warfare, however, medieval weaponry (e.g. swords, spears, shields, bows, crossbows, etc.) are used most of the time; firearms do exist, but they use Originium Arts as the operating mechanism (since gunpowder was never discovered in Terra) and their projectiles are made of Originium, thus making firearms a rare sight with handguns being more common than long guns, the latter of which are exclusively used by the Sankta.

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Background

Age and Gender: Roll a d12+6 for Age. Gender can be freely chosen.

Race: Terra is inhabited by Ancients; humanoid races with partial or complete traits of various animals and mythological creatures in our world. You may gain a minor boon from the type of animal you are similar to, and are free to make one up.

Races are separated into [Normal](#) and [Mystic](#).

If you want to be part of a Normal race, you may do so for free, you may gain a minor boon from the type of animal you are similar to, and are free to make one up. If you want to be part of a Mystic race, you need to pay a 100 CP, but you will gain a significant ability.

And now a special option!

Chimera: You may make a combination of any race above, gaining both benefits.

The price rule is this.

The first race is priced as noted, with any after increasing in price by 100CP

So:

Normal+Normal=100CP

Mythical+Normal=200CP

Mythical+Mythical=300CP

Unless you have a perk that specifically allows for you to have an insanely weird genetic mixup, two races are the limit.

Origins

Drop In: You find yourself waking up in a new world, in a place that might or might not be friendly with you. Choosing this Origin also allows you to play the role as the Doctor, the main character of Arknights, however this is not necessary.

Rhodes Island Pharma: Based on a landship of the same name, Rhodes Island dedicated themselves to developing treatments, and possible cure, to Oripathy which plagued Terra since the advent of the Catastrophes. However, they also have to deal with the problems associated with it, such as social discrimination to the Infected, which is why R.I. possessed a paramilitary branch to provide security for their personnel and patients, as well as providing combat support should the need arise.

Reunion: The advent of the Catastrophes in Terra had led to the proliferation of Originium, but at the same time, the Infected had become marginalized thanks to years of

prejudice, propaganda, and misinformation, driving many non-Infected people to view them with fear and disgust.

While some of the Infected eventually saw Rhodes Island as their hope for salvation, some decided to take matters more directly into their own hands and formed the Reunion movement. At first, Reunion started out as a decentralized social movement organizing protests around Terra, however this was then followed by a period of silence and inactivity.

It was when Talulah took over as the movement's leader and primary spokesperson. Under her leadership, the Reunion transformed into a militant organization overnight, partaking in increasingly more violent actions in order to attain their rights.

Taking this Origin means that you will need to take at least 1 level of the Oripathy drawback.

Location

Roll a 1d8, you start at the time of the prologue.

Chernobog: A quaint city that is part of the formidable Ursus Empire. Despite its peaceful front, tension has been boiling underneath its surface for years due to the Ursus Empire's harsh attitude on the Infected, and soon it will all spill out into a big explosion. If you take the Doctor scenario, you will start here.

Great Lungmen: An independent city-state that is among the most prosperous in Terra. Ruled by Chairman Wei Yenwu, this city boasts progressive thinking and acceptance, but hides a more unpleasant side underneath its facade.

Siesta: A seaside resort city fabled for its annual Obsidian Festival. Untouched by conflict, however, its citizens have been experiencing strange rumblings from the nearby volcano that had been more intense as of late.

Kazimierz: A nation famed for its knights. While it keeps a front of a noble and just nation, many of its knights exert their privilege to oppress their own people, and the nation itself has abandoned its countryside villages to the mercy of ruffians and outlaws.

Victoria: Once a mighty empire that spreads its wings across Terra using the might of its war machines, but now is relatively content with its own business. However, there has been a dispute in regard to its current ruler as of late.

Columbia: A nation that is seen as a land of hopes and dreams. They claim to accept everyone, even the infected, and is a popular destination for those that seek to create a new start for themselves. However, this masks the nation's aggressive expansionist policies as well as unethical research, among many other things.

Kjerag: A snowy nation of the north that is very traditional-leaning until recently when its own Karlan Industries opened it to the rest of the world. They revere the mountains that surrounded them as holy. While as of recently it became a popular tourist destination, the constant tension between its noble houses leads to many deaths on the peaceful nation's back alleys.

Free choice: Choose any of the above.

Perks

For those who don't know the drill - 100 CP perks for your chosen origin are free, the others get a 50% discount

General

Arts (Free): Everyone can use the Arts, but few are actually strong enough to make it matter. Being basically a small amount of energy manipulation, enough to engage everyday formulas, it is nothing remarkable.

An additional Note, while Infected does require you to take Oripathy of the corresponding Stage, you may choose to gain the CP. This will make the gain of power only temporary for this Jump however.

Oripathy, a sickness caused by proximity to Originium.

-Stage 1 (Free, Requires you to take Oripathy Stage 1 for 0): Everyone can use the Arts, but few are actually strong enough to make it matter. You are able to affect the scale of a house where others, lesser, users might as well only affect a room.

-Stage 2 (Free, Requires you to take Oripathy Stage 2 for 0): While not the strongest, your power is respectable in its own right, easily able to affect large multiple level buildings .

-Stage 3(Free, Requires you to take Oripathy Stage 3 for 0): Your powers are noted to be among the upper echelon of power, easily able to affect entire city blocks.

Note: Dracos with this stage can be safely considered WMDs and are comparable to Talulah in terms of power.

Combat Training (Free)

The world of Terra is a harsh one and conflict rages on everywhere. Thus, it's not uncommon for even children to already be recruited as a soldier, and civilians too often already have the right aptitude to become a combatant if necessary.

This perk grants you basic combat training as well as weapon handling. No matter how you are in the past, you will now have the aptitude to take part in Terra's conflicts directly.

Necessary Solutions (100 CP)

In the harsh world of Terra, one will not be able to survive alone, even if that means working with someone you personally despise. In this situation, you are gifted with the ability to be able to easily form temporary alliances even with someone or a group that actively despise you as long as you share the same short-term goal, they will certainly prefer you over the next other.. The other side will tend to uphold this alliance, having

little reason to betray it, but the moment the goal is achieved or a sufficient reason is given, the alliance will crumble once more.

Personal Arts Manifestation (200 CP)

While most people are only able to utilize basic and rudimentary forms of Originium Arts akin to basic magic spells, you are able to skillfully utilize a personalized form of Arts here. For example, you can specialize in causing spontaneous combustion of the air around you or turning the ground around you into quicksand. Just be reasonable on what form it takes. Naturally, the stronger your potential in Originium Arts and the more training you do with it, the stronger this will be..

Aura of Power(400 CP)

There are many goals in this world, many ideals and many agendas. Common people rarely actually fulfill any of these, they certainly try, but often fail. Those that don't often gain a high standing and seem in an entirely different world to the common folk. A saint may invoke feelings of comfort and a warlord fear by their pure presence. This Perk is this phenomena. Your "Aura"'s intensity is directly tied to your power.

Manifestation of Power (600 CP)

An ability based on the two Reunion leaders FrostNova and Talulah, both being noted as absolute monsters in terms of Power of their Arts, meaning likely that such phenomena are natural for such users. This ability allows you to spread a field around you that manifests any elemental power (Be it Fire, Ice or something more abstract such as gravity) you have. It will be noticeably less powerful than anything you can manifest should you actually use that power, but it will neither cost energy nor concentration to create or control.

Drop in

I am the Doctor(100 CP)

You are a master of a scientific field of your choice. While not unmatched, there are only a handful who can match you in this field. This can be taken multiple times, however, only the first purchase is discounted.

Nutcase Logistics (100 CP)

Or perhaps you are the kind to not think your actions through and just go with your gut feelings. As long as you don't put too much brain power into your plans, things tend to go swimmingly for you. Note that this doesn't give your plans a guaranteed success. It is simply a sizable luck modifier as long as you trust your guts more than your brain cells.

Planned Operation(200 CP)

Every commander has to be able to command - that's the whole job description, for heaven's sake! When you give subordinates direction, whether that's precise orders or general guidance, they're more likely to succeed. Handing them a step-by-step plan is almost guaranteed to work, but even simple suggestions make failure less likely and, if it must occur, less painful.

Dirty deeds done Deception (200 CP)

Whatever dirty, dirty deed you commit while in a group, it will rarely be traced back to you, and even then, the group would be held accountable, not you, You yourself, unless direct evidence of your personal involvement that nobody can deny shows up, will always be a white sheep in the public's eyes and that of a majority of your group.

Here's the Plan.... Again!(400 CP)

“I fear not the man who has practiced 10,000 kicks once, but I fear the man who has practiced one kick 10,000 times.” But more someone who can use that Kick in 100 different ways. Repeat, Repeat, Improve, Repeat. Adapt. Any plan that is repeated improves in quality. Training becomes more effective over time, cooperation becomes smoother. But the biggest boon is perhaps the factor that this effect also affects things that are similar to the action. This does extend towards subordinates.

CEO of War and Profit (400 CP)

Terra is a harsh world, but scarcity breeds opportunity. You have a very keen eye on how to profit off even the most unfortunate situation, and you are capable of utilizing resources that you have access to as effectively as possible. Should you already have a business on your own, with this perk you will especially thrive during times of conflict, even if you're not necessarily an arms dealer.

Ghost of Babel (600 CP)

Legends said of a master tactician aligned with Tower of Babel. Little was known about them, but any trace of their existence disappeared alongside the fall of the Tower, eight years ago.

Whether you are that tactician or not, you share their nature as an exception among commanders. So good you are at leading your own allies that you can even share your capabilities with them temporarily. The capabilities granted by this ability are not permanent and will only last during an operation, however if you so desire, you can train your allies on these capabilities later on.

Self-Governance (600 CP)

You yourself are the captain of your own life. While you may join groups, cults and more, you will never lose that little spark of self-control. Anyone who follows you, be it as a group under you, or just an ideal, will find themselves in a similar way. You shall never be considered an expandable subject, but a valued and equal being. While fortune may not lead you to riches and fame, it will always allow you to be self sufficient enough to survive. Not to prosper, but to endure.

Rhodes Island Pharma

PR Bunny (100 CP)

You are cute as hell, but also very charismatic. People just seem to naturally take a liking to you, and where the motivation may at first differ, all will respect you. While

people won't work for free for you, at first, they almost certainly will never deny you service, and often will do so for a discount.

Disaster Relief (100 CP)

Rhode Island is famous for how capable and willing it is to serve as Disaster relief, and that is manifested in this ability. For one, as soon as you choose to, you will be able to effortlessly integrate and take control of any disaster relief effort. Additionally, as soon as you desire, you will be able identify how and when you can help best..

New Age Paracelsus (200 CP)

Rhodes Island is primarily a medical company, and so, you tend to grasp anything medicine related pretty damn fast. This extends to anything that can be explained in terms of medicine. Additionally, you can at least figure out band aid solutions to all but the most grievous and insidious injuries and sickness. It won't magically heal them instantly, however it will prevent the immediate danger and with constant care, will eventually let them recover.

Emotional Absorption (200 CP)

You are gifted with the ability to sense the emotions of others, noting the existence of negative emotions among them, and absorb them to empower yourself. With practice, you can even guess others' intent through changes in their emotion as well as activating this ability automatically during battles to empower your attacks with the chaos of the battlefield.

Logistics (400 CP)

You are a master at logistics. You can build up bases and contacts without effort and regularly are able to get things that would normally take years to make in weeks. This comes with the additional benefit of being a master engineer

Tomorrow's Ark (400 CP)

Rhodes Island is many things. It is a pharmaceutical company, a private military contractor, an independent state, but more than all that, Rhodes Island is the bearer of the torch for the future of the Infected people, symbolized by its leader, Amiya. With this perk, as long as you keep a pure ideal, you will find it in yourself to continue walking forward to achieve it, no matter the situation. Furthermore, you are able to instill hope even to the most disaffected of people, and you are able to form strong bonds with them through your kindness.

Katty Beast (600 CP)

There are rumors that Dr. Kal'tsit of Rhodes island possesses the capability of summoning something otherworldly through her spine. While information about this is scarce, with this perk, you too can summon an approximation of that monstrosity.

Its default form is that of a dragon made of minerals and cybernetics that is slightly larger than a human being, though you can shape it to your own specification should you need it. This beast is very powerful, easily stronger than the average operators, and it can restore itself by using the lifeforce of its enemies. Summoning it takes practice and easily tires you out at first, but the stronger you are, the stronger it will be, and later on it can even fire energy attacks should you need it. However, do note that most forms of healing would not work on it outside of its own ability (although if it dies, you can eventually resummon it after some time has passed)

Black Rabbit (600 CP)

This Arts is an exception among exceptions. Just by possessing this, you will find that any of your own attacks will be able to bypass your opponent's protections by some degrees. However, its real strength is showcased when activated. For roughly the next half minute, you will be overloaded with so much Arts that outside of making yourself more than twice stronger, it will also form a protective layer around you. But more importantly, during the duration, your attacks will be absolute - no matter what protection your enemy possesses, your attacks will deal true damage when they hit.

Activating this perk in such a way however, will cause you to be tired for the next hour.

Reunion

Crowd Surfing (100 CP)

You are incredibly good at getting the crowd heated and moving. You're not a public speaker nor a politician, but you are the people. You are part of the crowd. Be it to start a revolution, keep the peace or anything else, you have a natural ability to incite a crowd into an action. You will have an easier time finding what a crowd of people want, and to drive them into a collective action. Naturally, this is going to be even smoother if there are any strong tensions already present in the crowd you roused.

Devil's Friend (100 CP)

Based on the Reunion leader Faust, this ability allows you to add a special quality to your ranged projectile of any kind, be it magical or physical. It will double the impact and the resulting damage of that projectile. This effect is stackable but has a 30 second cooldown and will vanish after 2 minutes if not used.

Rally those that suffered (200 CP)

Now you can actually serve the people, the suppressed and those subjugated! Any force that fights under you for a goal that they believe in gains boosts so that even a common thug could match a heavily armed military member.

Crownslayer (200 CP)

Based on the Reunion leader Crownslayer, you gain a stealth blink ability which allows you to teleport behind enemy lines while providing additional camouflage. Even the most tankiest, bulkiest bulwarks can be easily circumvented by you with this. This does have a cooldown of about 10 seconds though.

Franchising the Disenfranchised (400 CP)

You have the uncanny ability to rally people suffering from some kind of oppression under one banner with disregard of their actual differences. You are the focus, the storms of chaos that follow liberation needs. Don't mistake this for a guarantee for peace though. You are the

lynchpin that keeps them together at first, and only effort will lead to a stable group. While under your command and leadership, they will be a well oiled machine, but as soon as you are missing, they become once more the angry mob they were before.

Hellish Healing (400 CP)

Based on the Reunion leader Mephisto, this ability allows you to effectively double the healing rate of any healing effects used among your side while giving you access to a healing spell that can recover up to half of someone's health instantly, which has a cooldown of 30 seconds. You may also animate the corpses of your fallen comrades for a short amount of time.

White Rabbit (600 CP)

You possess the ability to manipulate ice and coldness with immense power and control, allowing yourself to perform feats between freezing the tongue of an enemy caster with enough speed to prevent them from casting anything, to freezing over an entire city block.. Overuse of large-scale abilities within a short time period will risk you succumbing to your Oripathy, however. This limitation will no longer apply in future jumps.

Dragon's Wrath (600 CP)

Based on the Reunion Supreme Leader , you gain the very ability to control heat itself. While that may not sound all that impressive, the canon user has destroyed entire city blocks simply by being near them when she fully used her power, though it is also known to be able to do actions such as boiling tongues and other precise actions, though as a exchange for the increased base power of this perk, it loses the more finer control of it's counterpart. Overuse of large-scale abilities within a short time period will risk you succumbing to your Oripathy, however. This limitation will no longer apply in future jumps.

Operator

Now we come to one of the more interesting features of this Jump. Nearly every character in Terra has some sort of military training, since it is what is required to survive in this world.

Class (1. Free, any additional costs 200 CP)

Classes are a central factor of power, each coming with certain boons. Classes you buy here start at the basic level unless you buy Elite 1 and Elite 2. These apply to all your classes.

Caster: Using Arts to dish out damage that penetrates most conventional armor, the Caster class provides one with knowledge of a basic energy blast Art and the ability to learn new arts relatively quickly. At Elite 1 you may be able to unleash entire barrages of blasts at once, in full control of each, while at Elite 2 you could now command them as if they were your limbs.

Defender: A defender is a class of high health and defense. Defenders are the most resilient fighters who are responsible for blocking enemy units at the front line of operations. Thanks to their naturally high resilience, even the most basic Defenders can endure multiple high caliber weapons as well as being able to pull the attention of multiple enemies. At Elite 1 one could already compare to a panzer in terms of endurance and easily able to hold a dozen or two back. Elite 2 can compare to a diamond in hardness, and able to hold off multiple squads.

Guard: A guard is the main class for close combat. They are responsible for blocking the danger at proximity and eliminating it in time. Usually their qualities are more comprehensive, so they can better cope with most enemies. A basic Guard would have significant skill in their chosen weapon, enough so to stand out among the most talented common users. Elite 1 Guards would even stand out among their baser peers, often being reinventors of how their weapons are used. Elite 2 are legendary, their skill with their chosen weapon at the very apex of possibility.

Medic: A medic is a class for providing treatment and health recovery. Medics are the core of the team, and they help other characters who have been attacked on the front line and treat their injuries. As a basic medic, one would be able to treat most common injuries in seconds,

be it bullet wounds or else with a healing art. Elite 1 Medics are able to heal even nigh maiming attacks with ease, while Elite 2 could heal all but the most brutal injuries. This naturally comes with a wealth of knowledge in Medical Arts and arts.

Sniper: Snipers are the primarily Ranged class, and are much like the Guard and their chosen weapon. Elite 1 Snipers would even stand out among their baser peers, often being reinventors of how their weapons are used. Elite 2 are legendary, their skill with their chosen weapon at the very apex of possibility.

Supporter: A supporter is a class that provides a variety of gains and benefits to their peers. Supporters help combat personnel within their range to enhance their capabilities or weaken the capabilities of enemy units. Although they do not have excellent therapeutic or aggressive effects in essence, the longer they are involved in the operation and the more personnel they have, the more qualitative their involvement will be. Base Supporters have a skill to be aware of the status of their battle brethren while having usually an Art which allows them to support them in some manner, while the higher levels of Elite 1 and 2 are respectively able to do the same with their enemies and even has such in-depth awareness such as Cooldowns, injuries and general intentions. Each Elite level also doubles the scope and effectiveness of the Art.

Vanguard: The most important task of the Vanguard is to seek out the enemy and secure ground in advance of the main force. As such, the common skill, even beyond ability at arms, is the skill of movement. While most common Vanguards could outrun and outclimb most Parkour runners, Elite 1 are known to easily keep up with most vehicles inside a city. Elite 2 could keep up with a certain web slinger in terms of agility...

Specialist: The specialist class covers skills and roles not covered by the other classes. They range from operators specializing in assassination, infiltration, covert crowd control, disruption, or even operating specialized equipment such as a portable water cannon. Either way, while they are by no means frontliner, their role is unique and indispensable when the situation calls for them

Base Specialists are usually considered at least proficient to a near masterful degree in their area of expertise, while Elite 1 are , while even more skilled, also known to be able to

seemingly integrate Arts without difficulty, such as invisibility for assassination and more.. Elite 2 are considered to be among the apex in their area of expertise, to the point they are usually as equally skilled in the areas that are only associated with it.

Elite 1 (300 CP)

Elite 1 signifies the levels of heroes, a level only the Apex of terran abilities may reach. Operators on this level perform at nearly superhuman levels. A Caster could level a building with ease, Defenders could stop a tank with their endurance, Medics could heal but the most brutal injuries such as getting a head smashed in in minutes, the list goes on. The only thing that would be superior are...

Elite 2 (300 CP, requires Elite 1)

This is the stuff of legends. Where Elite 1s could take on 10 highly trained normal operatives, Elite 2 could do so with a 100. Where before a Caster could level a building, they now would be similar to actual missiles, Medics can revive the recently deceased, snipers can hit from up to 10 miles away with ease and a blindfold...

Notably, this isn't pure power, but a matter of skill. This doesn't replace the power gained by the Infection Stages .

Items

General

Personal Weapon (Free/100 CP)

While it's not a norm for all operators to possess it, you are able to get yourself a personalized weapon built to fit your class and personal specifications (A crossbow for a sniper for example, or a wand/staff for a more Arts-based class). Outside of it being well-built, it also is made as a good conduit for your Arts. You can import a

weapon you already have into this to make it work well with Originium-based Arts. If you feel that for some reasons you need more than one of these weapons, you'll need to pay 100 for further purchases.

Codename (Free)

Individuals of interest in Terra tend to give themselves a code name. Something easy to remember that would be their mark of fame (or infamy) in this world. You too, will be able to make one such name for yourself. Everyone will know you as this code name.

Urban Fashion (Free/200 CP)

Terra is a weird place. Even with conflict everywhere and a recent economic slump, even the lowliest grunt will somehow wear stylish outfits fit for a fashion star.

You will get a set of stylish but practical and comfortable outfits for you to use to match everyone else. They are also surprisingly resistant to damage, though they don't protect you from damage. By paying extra, you can also get all the outfits of operators that had been released so far in the game at once, including bonus outfits.

Firearms (200 CP)

Firearms, something that would have been quite ubiquitous in other similar worlds, is a rarity in the world of Terra primarily due to how this world never developed gunpowder-based technologies. Instead, handheld firearms are a recent development and requires the precise usage of Arts to use them. This does, however, mean that firearms of Terra are in general more powerful than similar weapons built normally. With this perk, you will gain 1 of such firearms of any particular type of your preference. Note however that the higher the rate of firing these firearms possess, the harder they are to utilize.

Specialized Weapon (400 CP, Discount Elite 1)

Everyone practically has their own weapon in Terra, however perhaps you want something with more oomph. Perhaps you want a crossbow with enough strength to punch through buildings, or a staff that help you channel volcanic activities as your attack? With this, you can purchase a weapon magnitudes stronger than normal. They will always be a good conduit for Arts, and their craftsmanship alone allows you to perform feats normally seen as impossible for that weapon. Just be reasonable. Even the most specialized weapon won't help you against an army.

Arma Incarnatio (600 CP, Discount Elite 2)

An rather interesting purchase, this makes your weapon your ultimate tool in multiple ways.

The weapon becomes semi-sentient, able to project a Spirit like- corporeal form of a animal , be it normal or mythological, that will act as an extension to your will. While you can command it directly, you may also give it a task which will be worked to achieve with maximal efficiency. This comes not with a personality, though see the last paragraph for how you may gain one. This spirit has a lesser version of all your abilities, at $\frac{1}{4}$ of their strength .

Additionally, you may give other weapons to this weapon spirit to “Eat” (read assimilate) gaining any attributes they may have, though purely negative ones, are ignored till explicit wished for. This can not be used for combat, and only on weapons you own. Lastly, it becomes able to be imported into any other weapon you may gain further on, regardless if said options is offerer.

Keeper of Lock and Key (600 CP)

Originium Arts manifests in many forms, however for it to manifest as the ability to affect the flow of time itself was completely unprecedented. You possess both the Black Lock of Shattered Time and the White Key of Chronology, a twin pair of staves carrying this very power for yourself. The Black Lock allows you to lock everything

around you in time for up to 7 seconds, while the White Key allows you to attack with ripples in space-time itself, slowing down the enemy while also pushing them back as you deal damage. Naturally, these are not the only things these pair of weapons could do, but it will require a lot of effort and training to unlock more of these weapon's powers.

Emergency Deployment Device (100 CP)

A small device that allows for teleportation. It may be used to teleport to each other. It also automatically teleports the user to a pre-saved location once critical damage is sustained. It has a cool down of 60 minutes.

Mobile Outpost (200 CP)

A small mobile island, it has enough room to house at least two dozen people without a problem. It lacks any facilities outside of a command center.

- *Tier 2 (+100 CP)*

The size of the base doubles and you now gain a small amount of facilities such as a Workshop, Factory, etc. which are of low quality compared to the tech level of others

- *Tier 3 (+100 CP)*

Once more the size doubles and quality of the facilities increases, making you now able to stand toe to toe with others in that area.

- *Tier 4 (+200 CP)*

The size of the mobile base now equals to that of Rhodes Island, so around the size of a city block. On top of an increase in size and production capacity of all the above features, it will also include vast, high quality living spaces as well as various shops. People not included. These living spaces may be redecorated

with any kind of aesthetic you get in later jumps. This version contains any theme existent in Arknights and is self updating on that front

Drop in

Originite Prime Bundle (100 CP)

You gain access to several crates of pure Originium that can be utilized for various means, and will restock itself every week. Wrong handling will be dangerous, however post-Jump, this will be perfectly safe to use in any way.

Headhunting Office (200 CP)

You have a dedicated office that will point you towards promising recruits for your faction. No matter the situation, they will give you a list of names each week that you can pick one of to recruit. However, these recruits range from old masters of the battlefield to spunky rookies. If you buy this perk, your first purchase of a Canon Character Companion will be free.

Arcane Staff (400 CP)

A staff capable of channeling offensive Originium Arts, reminiscent to the one that is used by Angelina. While originally it was more the talent of Angelina herself, this copy of her staff allows you to replicate what she can do. The staff allows one to manipulate the weight of yourself and others in a limited area, effectively manipulating the gravitational forces in the area. You can have someone suddenly several times heavier, making them sluggish, and with practice, you can even use it on yourself to fly. The more experienced you are with Arts, the more potent this staff will be.

You can choose to import a weapon you already have to get the properties of this staff.

Jumper Logistics (600 CP)

You now own a multinational company and is now also seen as its CEO. You can pick any of the game's preexisting companies, or you can make one yourself. While the prospect of business in Terra is wide open, the danger posed by these opportunities are no joke either. And with all the conflicts going on, owning such a company would also mean that you'd be a person of interest to many political figures and factions around, whether for the better or worse.

Rhodes Island Pharma

Building Drones (100 CP)

Rhodes Island has been in a sorry state for quite a while, and to answer to its growth caused by the conflict with Reunion, some heavy work must be done first. And these drones are perfect for it. They have absolutely no combat ability, but they excel in building various structures in a relatively short time if given the materials and blueprints for it. You start up with only 20 of them, barely enough to build one simple factory at a time

Robot Deployment (200 CP)

Sending people into the heat of battle is always a risky proposition. Even if the battle is won, the loss of an ally will always weigh heavily the further you go. However, that is not something that has to happen. You have the ability to drop in up to five robot operators as a way to support you and your allies. While they might not be up to par against most operators, they offer various tactical advantages, and even if they are destroyed, they will respawn in your base/Workshop after a day. Sacrificing them for the sake of victory surely would weigh less on you, at least if you still see sacrifices as something to avoid.

Emergency Defibrillator (400 CP)

Through the advancement of medical technology and your own daring nature, you have someone install a complex defibrillator system on your chest. In some ways, as long as the

system is not directly damaged, it will give you a second wind in combat should you fall. On top of that, it will also inject you with enough adrenaline that you would be able to fight recklessly afterwards.

Naturally, it doesn't exactly protect you from fatal hits.

Originium Flame Emitter (600 CP)

A very powerful tool developed by Rhines Lab in some of their more secret research. A weapon that uses liquified Originium to create an inferno in a 15 meters range from the user. Originally the weapon is so volatile that it can easily infect an entire building with Oripathy, however this version of the weapon is safe to use. Due to them being lit by liquid originium, the flames will be unable to be doused by normal means, and it will also not run out of fuel for continuous firing.

You can import a pre-existing weapon you have as this item.

Reunion

D12 Sticky Bombs (100 CP)

Several packages of explosives meant to be attached directly onto its target, whether it's enemy units or a particular target of interest. A little fickle to utilize especially without expertise, but is very deadly with trained use. Refreshes every 3 days

A2 Arts Drones (200 CP)

A group of 6 semi-autonomous drones powered by Originium. They are capable of firing Arts-based beams towards a target and possess quite a great protection against arts-based attacks, however they are decently easy to destroy using physical attacks. Restocked every week.

Skullshatterer (400 CP)

The equipment of a former Reunion leader. It was said that despite his(?) young age, he(?) was so devoted to the Reunion cause that he resurrected himself from death to buy time for his allies to escape a rout. While this set of equipment won't cause you to magically resurrect yourself, wearing it allows you to push yourself forward through sheer determination even when your body would normally not be strong enough for it.

The set itself comes with a set of very well-insulated light armor that includes a face mask, as well as a pair of Arts-based grenade launchers that also has blades attached to it for close-range combat. Picking this Gear also would mean that the original Skullshatterer (Alex) will take a different name and ability set.

Dragon's Claw (600)

Both a symbol of power and an artefact of power itself, this blade is wielded by the leader of Reunion. The art infused in it is what allows said leader, outside of her own impressive power, to stand against even those who would normally have the advantage. It is a cruel weapon that can't be defended against as much as endured, shattering even the most secure fortresses and defenses

Companions

This is what people are actually waiting for., Discount only apply for the first time

General

This is My Operator (100 CP)

Pick any one Operator you can obtain from the game - yes, this includes any characters we don't have access to in English Land, if that's what you want. They may be elevated to Elite 1 for 300 CP and Elite 2 for 500 CP in total.

New Recruit, Old Friend (200 CP)

If you so desire it, you may import someone you have brought along into this world. They gain 600 CP worth to buy their Race, items and perks. They do gain an additional free class.

Drop in

And This is My Blade (400 CP)

If you're looking for sheer numbers rather than specific Operators, you can take along all the Operators you gathered here as a Group Companion. Gear will be shared between all of them - for example, if you import them into a world and buy them an artifact sword, only one of them will actually be able to use it at any time. Perks, however, are applied to each Operator separately - all of your Operators get magical ability if you buy it for them, for example. However, you may only have out 5 at a time, the rest being put in stasis outside of reality. For +200, each of them is additionally equipped with an E.D.D.

Rhodes Island Pharma

Operator Team (400 CP)

You are given a team of 5 new operators who each get 700 CP. They all have trained to work well as a team with you, and in future jumps, they will count as one companion slot. Also, unless said otherwise, they can also take 200 CP or less drawbacks in this or future jumps.

Reunion

Jumper's Squadron (400 CP)

You'll get a team of 10 that you pick one class for each of them. They cannot buy any perks, but you can give them up to two perks from what you bought in this jump that totals to 600 at max. They all have the Oripathy drawback, and if you want to promote

them, you can pay separately using your own CP, but it applies to all of them at once. In future jumps, they count as one slot, however you can still give them two of your perks each jump

Scenario

Doctor's journey

In this scenario, you take the place of the dear Doctor and will follow the canon events for the most part. Doing this will cause you Amnesia of all memories beforehand but will establish you as one of the leaders of Rhode Island right from the beginning. Pulling through to the end will give you the Perk [Doctor's Mind] Which protects you from any sort of mind alteration and gives you a perfect memory.

Panacea

These issues of this world can be all traced back to the sickness that is spreading throughout this world. Rhode Island has made some progress in their pursuit for a cure, but that won't be enough to save the world. To succeed in this scenario, you have to, within the first five years of your stay here, develop a cure for Oripathy and the rest to build up the resources to produce enough to supply the world. As a reward, you will get 300 CP and either the Perk [Miracle Doctor] or the Item [Rhode Island]. This cure has to, at least, fully halt the progression of the sickness permanently, while it is not required that everyone was treated with it at the end of your years here, you do have to set up a system that will lead to that.

[Miracle Doctor]

You will gain the skills of medical professionals across all fields whose raw skill is unrivaled by any ordinary doctor. You however, take things one step further by seamlessly incorporating anything into your medical procedures as well. No disease or ailment, mundane or supernatural, will be beyond your skill. Your specialty however,

lies in making cures of any kind, as well as the skills to replicate or create more for an unimaginably wide variety of uses. As one would expect, you are not able to make medicines that would require a physically impossible process in order to produce, nor can you make the medicine if you do not have the ingredients.

[Rhode Island]

The mobile island headquarters of Rhode Island Pharma, a large land-carrier the size of a city block. Within it contains all of Rhodes Island's (the organization's) asset, including its operators (and facilities (such as its factories). The entire thing will always be self-sufficient and will not require any sort of fuel to operate independently.

On top of that, unless the disease has special properties inherent to its universe, the advancements you made in Rhodes Island has resulted in you and this organization having the capability of providing treatment and cure for any disease.

True Reunion

In this Scenario, you will be part of the Reunion Movement. Your Goal ? Their mission statement. You have to achieve world wide respect for the infected which means that any laws against them has to be removed in a permanent manner. As an additional success possibility, you may decide to take the extra step and remove any prejudice against them. The first step is to ensure that the Reunion movement doesn't go off the bad end as such will ensure the hatred against infected.

How you will go about this is up to you, but I will outline the winning conditions here.

1. Not a single law that is unreasonably harsh against infected has to exist globally. Laws that are reason in context of the sickness being contagious are fine though it may not impede the rights of the infected.
2. Reunion has to be noted as some level of authority or threat to ensure global compliance and to give infected a station they can turn to.

3. You have to ensure the permanency of such standard.

With the additional optional goal of :

4. You have to increase the acceptance of Infected in the global community or have at least set the path for it to be the logical end result.

The reward is 600 CP and either the Perk [Herald of Catastrophe] or the Perk [Star of Revolution], both if the special condition is fulfilled.

[Herald of Catastrophe]

There isn't a better argument to the question “Why should I listen to you ?” than “because you will get a meteor storm to the face.” Indeed, this ability allows you once a month to cause a Catastrophe. This doesn't have great combat application, but great for political coercion.

[Star of Revolution]

This perk showcases one's ability to install great change into society by peaceful means. While you are not able to convince the carnivore to not hunt the Herbivore, due to their nature, you are universally seen as a star of innovation and progress, allowing you to easily hold grant speeches to change the public view and gain political power.

Tales of two Dragons

This Scenario requires you to reunite Ch'en and Talulah, the two sister who are torn between sides, one free, the other chained by her uncle. If events proceed as normal, it is almost fated that these two will fight and only one leaves. But, perhaps, you could change that.

To succeed in this Scenario, you may only require to achieve that the two aren't hostile to each other anymore , but should you aim for a higher degree of success, you may try to get them closer...

Should you succeed, you may decide to take either [Elemental Liberation] or [Serpent's Style], and, if you manage to get them closer, you gain the option of taking both as companions.

[Elemental Liberation]

Similar to the Dragon's Wrath, you may freely choose an element instead of being bound to either cold or heat. It may not be things like time however.

[Serpent's Style]

The style of Ch'en Chi Xiao, allows you to wield any blade with nigh unmatched skill as well as access to two abilities.

Chi Xiao - Unsheath, is Ch'en's most infamous skill; she performs a quickdraw attack with both of her swords, you may do one with the damaged combined instead if you so wish, that does two instances of massive damage, one physical and one Arts, to multiple enemies, both ground and aerial, in a radius of 2x3 tiles with a 2-tile extension ahead of her . A tile translates to 3 meters.

Chi Xiao - Shadowless, has Ch'en seek enemies in a radius of 2 tiles around her and launch rapid teleporting attacks – in an almost similar manner to Omnislash from the Final Fantasy series – at them that does high damage on each hit with the last one also stuns the victim for a short time. Though each hit is not as damaging as Chi Xiao - Unsheath, the number of hits make Chi Xiao - Shadowless excellent for clearing groups of enemies and the stun on the last attack also allows it to cause serious damage towards bosses, if not killing them outright.

Drawbacks

Oripathy (Variable)

You have somehow contracted Oripathy, an incurable disease unique to Terra where your cells will slowly be assimilated by Originium lesions on your body. It is an incurable disease and eventually will result in certain death, however treatment could halt a significant progress of the damage temporarily. However, due to these originium growths, your Arts also become stronger. Naturally, the more severe your Oripathy symptoms are, the stronger your Arts will be. But is it even worth it?

You will not die from Oripathy taken by this drawback, however they each carry their own risk. Do also note that as an Infected, no matter your stage, you will be driven out from most settlements in Terra.

Stage 1 Oripathy: Lesion growth in one part of the body, minimal impairment to daily life, however this will advance to higher stages if left untreated. Picking this stage of Oripathy will give you 200 points.

Stage 2 Oripathy: More lesion growth in parts of your body, high chance of originium in your body damaging vital bodily functions. Eventually it will damage one of your primary senses. This will give you 400 points.

Stage 3 Oripathy: Significant damage done to your body. Unless you are undergoing major routine treatment, you will lose the function of a significant chunk of your body. You become a danger to yourself as much as you are a danger to others. This will give you 600 points.

-Terminal Oripathy (+200 CP, must be taken with Oripathy)

Now you will actually die from Oripathy if it's left untreated, and no matter what, ten years after the normal start of this jump, if the cure of Oripathy has not yet been found (or at least, a treatment plan that can give you more than 10 years of life expectancy), you will die and your Chain will end. Everyone except Rhodes Island and Reunion will still hate you on top of that.

0 Sanity (+100 CP)

The constant conflict and how you need to continue to participate in some of it just to make a living is mentally exhausting. You will find yourself to be more easily mentally exhausted even by menial missions, and pushing yourself further while in this situation might cause some lasting damage on your mind. Having some decent sleep and personal restraint is important.

LMD Crisis (+100 CP)

Maybe you spent so much on sanity potions lately. Maybe you had to pay for damages like the million LMD grand piano you destroyed the other day. Or perhaps you need to pay for your allies and underlings' various expenses and it all add up. Either way, you will find yourself very easily without any money if you don't do your hardest in finding ways to make it. Naturally, this also means that any money-related perks will not work if you pick this drawback.

Renegade (+200 CP, must be allied with a faction)

Someone, one of your allies, is secretly working against you. They are very good at pretending that everything is fine, and your perks and abilities that would've been able to detect them would be something that they somehow managed to figure out how to find a workaround for. If left unchecked, they will cause many issues for you during your duration of the stay that will become bigger and bigger as time passes.

You should figure out a way to sniff them out manually.

Hidden Enmity (+200 CP, cannot take if Drop In)

You might not remember it anymore, but you have somehow wronged someone very close to you in the past, and they had not yet forgiven you for it. Or at least, that is what they believe. Your allies would keep their true feelings about you and your mistakes hidden, talking about you behind your back and keeping certain things frustratingly into a secret. They will still work with you, but ultimately it is entirely out of necessity. Your ability to make friendship bloom in this sort of situation will be tested.

KOKO DA YO~ (+200 CP)

Subtlety and some degree of carefulness is important for the success of a mission... but it seems your allies missed that memo. No matter what your goal is, at least one of your allies in any given situation will be very, very loud and it will always alert the enemy. Even if you deploy a squad of mute allies, they will still figure out a way to be loud, unless you actively doing mitigation effort to deal with this.

Children of Ursus (+300 CP, must not be the Doctor)

You will find yourself in the middle of the city of Chernobog in 23 December 1096, the day where riots broke out on the streets of the city due to Reunion, and moments before a Catastrophe would hit the city.

You will be without any of your powers and items from your previous jumps, and any perks that isn't inherent to your person from this Jump will also be locked along with any of your faction allegiances. Survive for two weeks in the middle of this chaos, and you will join your faction at the end of it alongside getting all your powers and perks back.

Catastrophe Inducer (+400 CP)

A term describing the variety of frequent natural disasters that occur in the world of Terra, including but not limited to thunderstorms, earthquakes, floods, and even meteor showers. The unpredictable nature of these calamities caused the society of Terra to develop technologies such as the Nomadic Cities and the Multimethod Catastrophe Prediction System in order to flee from imminent destruction

These events now happen often in your presence

Ending

Now, your journey comes to an end. Choose one of the following options.

Stay:

Go Home:

Continue Jumping:

Notes

Thanks to A_Wannabe_Unworthy for pointing out mistakes I have made.