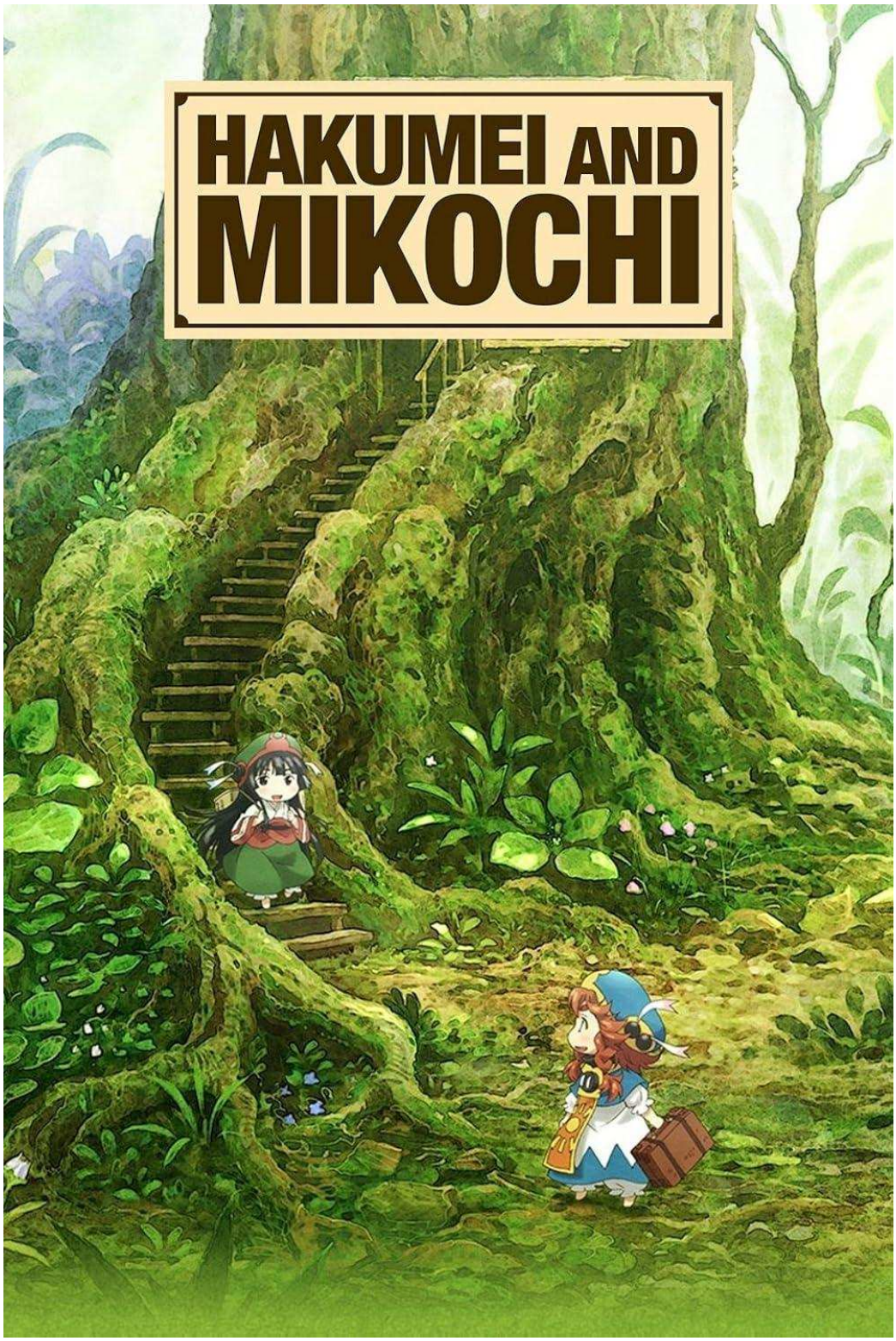
Hakumei & Mikochi Jump

Version 1.0.0



Welcome to the world of Hakumei & Mikochi and their tiny little life in the woods. An iyashikei manga by Takuto Kashiki, it follows the lives of Hakumei and Mikochi, a pair of tiny people living in the woods of Makinata, a land founded by travelers, and their neighbors and friends. It is a simple, peaceful world, one with beautiful backdrops and happenings, and nice, friendly people living nice, happy lives.

You, and what you bring with you, will be scaled down to fit this tiny world. The 'humans' around here are only about 3 to 4 inches tall, so you can expect things to be a whole lot smaller. Don't worry, this is only temporary, and everything will be up to normal, big world scales after your time here.

You'll get to spend 10 years experiencing daily life in this tiny world, plenty of time to go on some travels, really get to enjoy the port town of Arabi, or whatever you wish to do here. Still it'd not be much of a vacation without some souvenirs to remember your trip, so you should take these to help you afford them:

+1000 Choice Points

Have a wonderful time, and a good, healing rest.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Traveler: You've come from afar. Maybe it's just somewhere outside of Makinata, or maybe it's somewhere outside of this world. You're newly arrived here either way, without roots in Makinata yet. Maybe you'll be able to put some of your skills to use or find someone willing to teach you a trade. If you wish you can take this origin as a Drop-In with no connections or history in this world.

Domestic: You're a homemaker. Whether you've picked up the skills taking care of messes made by your older sibling's complete inability to take care of themselves, by playing housewife, or something else you're someone who knows how to take care of a

home and maintain a simple life. Maybe you can sell some of the clothes or food you make.

Neighbor: You're a quirky side-character. You might be a shopkeeper, an innkeeper, or someone living a free and wild life in Honey Manor. Whatever you are, you're a distinct, flamboyant, and interesting individual who lives in the local area.

Scholar: You are someone with a more academic leaning. You might not be researching life and how to simulate it in the dead, but you've got some scientific background at least to a limited extent. You've also got really good night vision for some reason.

Species:

You're going to be in a little world, and it's not much of a place for a normal sized human. During your time here you'll find all your forms scaled down so that a human form would be the same size as a 'human' here. Post-jump you'll be back to normal size and your species here will be scaled up against a normal human in the same way you scaled against a 'human' here. That is to say if you purchase a species on the scale of say a cat here, you'll be large enough to make a normal human look like a mouse in future worlds and not the size of a cat. For all the options you will not be a venomous or poisonous animal; this is a nice peaceful world. Post-Jump your chosen species (scaled up to real world humans) becomes an alt-form.

Drop-In (Free; requires Drop-In): You really don't want a new species this jump. Alright. You won't be any new species this time around, though you will scale down to fit this world making a normal human approximately 4 inches tall. You'll be back to normal scale in the next world, so maybe it's just that everything else around here is big.

'Human' (Free): You're one of the humans of this world. One of the smaller species we see. Many of these humans have pointed ears, and it might just be the art-style or maybe they have proportionately larger heads and feet which are much narrower and directly in line with their legs shaped more like pegs than feet.

Humanoid Animal (Free): You're an anthropomorphic animal approximately the size of one of this world's humans. Most commonly these are mice or frogs.

Animal (Free): You're a non-anthropomophic animal approximately the size of one of this world's humans, or slightly larger, such as the beetles which pull wagons. Maybe you're a beetle, or a hamster, but you're comparable in size to a pony or a horse. You cannot choose animals capable of flight.

Large Humanoid Animal (50 CP): You're an anthropomorphic animal up to two or three times the height of a human. Maybe you're a lizard or a weasel.

Small Animal (50 CP): For this price you may be a non-anthropomorphic animal down to the size of Koharu, the beetle who occasionally rides on Mikochi and Hakumei's heads. You can be approximately the size of a cat compared to a normal human when compared to the 'humans' of this world. You can be a flying animal, such as a moth.

Very Large Humanoid Animal (100 CP): You're huge, like Katen, one of the badger, or one of the other 'large' species found in Makinata such as cats or foxes. Somehow all of these are pretty close to the same size, large enough that their heads are somewhat larger than a 'human', and to be a towering giant. So you can expect to be somewhat more than 6 times the size of a human.

Large Animal (100 CP): You're a big animal like an otter, cat, kestrel, or owl. You might even be large enough to pull a 'bus' or to fly carrying multiple people, but you cap out at about the size of a tanuki; which is still massive compared to a 'human' of this world, something like up to around 5 times as tall or as long.

Very Large Animal (200 CP): You're an animal big enough to possibly just barely count as megafauna though you'll be on the lower end of this, or that is to say you can be up to the size of a wolf or a large dog, or something like up to 8 times as tall and nearly 20 times as long as an average 'human'. In fact you're so large you're not legally allowed in Makinata.

Location:

You will be arriving in Makinata. The world is bigger than Makinata, but it's definitely the center of the focus. If you're too large to legally enter Makinata, you'll be right outside of the gate.

Age and Gender:

If you choose to drop-in your age and gender remains the same as it was at the end of the last jump. Otherwise your age and gender can be anything suitable to your origin in this world.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Adorable (50 CP): You've got a cute charm about you, which leaves you particularly adorable. You might not have people squeeing around you, and a lot of the main cast definitely stand out with how cute they are, but you won't be being left behind by them either. You might not be the unquestionably cutest individual in Makinata, but if it was put to a vote you'd stand a good chance of getting the plurality.

Language of Birds (50 CP): You speak the language of birds, seemingly a separate language from that spoken by most individuals in this world. In future worlds you'll always be proficient in a variety of languages, including a few less common ones.

Smith (50 CP): You are a skilled smith and metalworker, knowing how to forge iron and steel. You likely specialize in something, like knives, where you're particularly good, but you're familiar with blacksmithing and generally skilled to a professional level.

Actor (100 CP): You have the skills of a professional, stage actor. You're good enough to headline in a successful troupe. At least if you've got the looks to match a leading man (or lady).

Merchant (100 CP): This isn't a world of salarymen and office ladies, if someone isn't an entertainer or in construction work, they probably make a living buying or selling something. You're good at that yourself, having a good sense for how much something is worth, and what sort of price you could charge for it. This isn't some magical sense, but you have a good instinct for setting sale prices and understanding how much you can demand for service.

Picturesque Sights (100 CP): The world shown in *Hakumei to Mikochi* is full of beautiful sights. Even the relatively barren and desert regions that Old Greentail's caravan passes through have a beauty, and even the shops of Port Town Arabi are quaint and pretty. You'll find that you seem to be surrounded by picturesque places and sights. This can manifest in two ways, and you can toggle off one without affecting the other. The first is that you simply seem to have luck in running into picturesque sights and locations, happening to take a side path with a particularly quaint and lovely shrine, or stumbling onto a particularly beautiful park. The second is that the worlds you visit seem to be more prone to having beautiful environments and lovely architecture than they

normally would have been, making there be more picturesque sights for you to encounter. This won't make them any safer, places can be beautiful and deadly, but things do look prettier around you.

Night Snail (200 CP): You are an excellent fashion designer, able to work fabric into wonderful designs making high use of the fabric's particular qualities. You have an excellent eye for what would look good in an outfit, and could become a famous designer.

Playwright (200 CP): You have a way with words. Oh not speaking them, but constructing them. Or maybe it's more with stories? Either way you're a highly talented playwright. You might not be the next Shakespeare, but you could become famous with your plays.

Pleasant Life (200 CP): This world is an idealized version of, seemingly, 19th century Japanese life. Which means while there's many modern comforts that are lacking – electricity for example and a lot of little things we'd take for granted – they're not really missed, and even things like roughing it camping are more pleasant. And now you'll find this follows you through life. Your clothes are less itchy, you don't get rocks stuck in your shoes, medieval towns don't smell as badly of animals and filth, your bed is a bit comfier even if it's just the floor. You'll find that all the inconveniences you might expect of living in an earlier era are just simply less inconvenient, and even minor modern annoyances happen to you less.

Traveler Perks

Energetic (100 CP): You're just simply full of pip, vim, and vigor. You're energetic and don't tire easily, able to definitely go longer than most people. This also leaves you physically fit and agile, good at climbing and making your way through difficult terrain even if you have to use a blade to hack yourself a path sometimes.

Restorationist (200 CP): Sometimes when repairing things, especially old things, you have to figure out how they were made in the first place if you want to properly restore it and not merely create an awkward, temporary patch which will never completely blend. Thankfully, you excel at figuring out how things were made or what they should look like when new. You do need a basic idea of the techniques and materials involved, so it's of limited application when trying to reverse engineer technology far beyond you, but you won't be stumped for long trying to figure out which method was used to bend wood, or what color a faded cap was when it was new.

Boss (400 CP): You're an expert builder. Whether it's carpentry, bricklaying, stonecutting, waterproofing, painting (as in walls not artwork), maintaining tools, or drawing up plans, when it comes to skills that'd be needed to repair or build a house you have them. Oh you might not be a smith to forge the hinges for a door, or specialized parts, but you are a builder, and you can probably prepare most machines and tools that you'd find in this world assuming all the parts are there and not so far gone as to be irreparable.

And not only are you very good, but you're remarkably fast, and very good at making do with simple and basic resources. You might not build a spectacular palace out of sticks and stones, or intricate machinery, but you could make a functional oven in not much time at all while camping in the woods, or with a helper or two of your level you could build an entire outdoor kitchen in a single afternoon.

Apprentice (600 CP): There's something about you which seems to attract teachers wanting to pass on their skills. This is especially true for special and rare skills which you show talent for. Even people not looking for an apprentice seem to be more willing to teach you and grow attached to it. You could get trained by a union or a guild without even being a part of the guild, and while they might not be so jealous about things here unions and guilds are notoriously tight about offering training to those outside of them. People just seem to like teaching you things, and see you as an ideal apprentice.

Domestic Perks

Homemaker (100 CP): There's a lot of skills to know to keep a house running happily and well. Things like cooking, cleaning, sewing, how to maintain a household budget, and shop efficiently. And you know them all. This is just a mess of life skills one might need when living on their own, or taking care of a home, especially in hard times or before modern consumerism.

Songstress (200 CP): You're a good singer. A really good one. You could sing as well as Mikochi or Conju, able to make a comfortable living off of performing for taverns or clubs, and more on the side by busking, or having people go out of their way – and find some excuse to visit your house – just so they can catch you singing while you work. Your singing seems to be particularly pleasing to spirits, such as those of household objects.

Fantastic Cooking (400 CP): You might not be a professional chef, but let's be serious that's only because you've never set out to be one. You're an excellent cook and baker, able to easily pick up on how ingredients best fit and the quality of them, and make a comfortable living selling preserved foods in (high end) shops, or get professional chefs and cooks coming to you for advice on their recipes. Your cooking seems to be especially useful in getting people to like you, or being used in a form of diplomacy or deal making; things like getting people to cut you better contracts in exchange for some homecooked meals, or soothing anger and hard feelings over a shared meal.

Well Aren't You Popular (600 CP): People like you. This won't make them ignore your bad behavior, but you have a way of getting into people's hearts especially through kindness. Still you just seem to have some unspoken thing that attracts people to you, making it easy for you to befriend people simply by acting like a friend to them, and getting acquaintances – such as shopkeepers of shops you frequent – to form fond feelings for you.

What's more, people are unusually likely to help you when you're down. You could lose your wallet while shopping and not only trust people who knew you to keep it nice and safe for you till you could find where it was dropped, but end up with more free goods from acquaintances among the shopkeepers who heard the news than you'd have bought to begin with. Maybe people just like giving you things?

Neighbor Perks

Customer Service (100 CP): You'd make a good bartender, or worker at a coffee shop or inn. You're good at dealing with people, especially strangers. You know how to make effortless small talk, are good at reading a room, and putting guests at ease or recognizing when they'd rather just be allowed to maintain peace and privacy. You'll also find that even if you're introverted by nature, socializing is less effort and less draining for you, and that you have a good ability to put up with annoying behavior from people when you've got a reason to.

Stylist (200 CP): You're a fully trained beautician. Importantly, you're not just trained but talented as one, able to bring out and highlight the true beauty and best features of your subjects. You're wonderful at bringing out the beauty of your subjects and making other people look good. Just try not to fixate on a specific hairstyle because it's your personal favorite.

Quirky Friend (400 CP): You might not exactly be the easiest person to get along with. Maybe you're aloof. Maybe you're haughty and have a tendency to turn things into a rivalry. Maybe you've just got some personality flaws. These things might keep people you don't really want to be friends with away, but those who you do – or who you would if you got to know them and be friends with them – seem to be able to ignore all these things and instead find it easy to get close to you and befriend you despite your abrasive behavior. In general, you'll find that people seem to have an easier time getting along with you, and accommodating even your odder quirks, eccentricities, and behaviors. You can still push it too far, this covers quirky and abrasive behavior, not downright abusive and malicious, but it is easier for people to forgive you for doing something that might inconvenience or annoy them as long as you aren't actually being malicious about it. Teasing someone and being something of a lazy ass is fine, actively trying to make someone's life miserable or threatening their life is not.

I'll Pick One Out For You (600 CP): You are a master at quickly sizing someone up and determining what would suit their tastes. Whether it's picking out the best food, drink, hair style, clothes, book, or something else for someone, you are uncanny in your ability to figure out what would suit them best. The more you know about someone and the sort of thing you're looking for the better you can pick it out. If you don't know the menu, it'd be easy to miss a particular type of food they might like doubly so if you don't even know it exists, but even just looking someone over tends to give you a good idea as to what they'd like, especially in a field that you're well-versed. You'd probably give great advice on gifts to give, though it might help more if you're trying to sell things.

Scholar Perks

Nocturnal (100 CP): You have remarkable vision in poor lighting. You can see clearly by the light of a torch, when others can barely make out their surroundings, or be able to tell the texture of stone and minor variations in color when it's several times greater than a person's height away from you with just the light of a small camp fire. Night might not be the same as day for you, but it's a lot closer than it should be and you have much better color vision in the dark than real nocturnal animals.

If you're 'human' this can also give you slitted, cat-like pupils, should you desire.

Researcher (200 CP): You have a fine mind, suitable for scientific research. Not only do you learn new scientific information somewhat faster than most, having a keen memory for it, and a mind that's good for wrapping around math, and scientific fields, but you have a mind that's good for identifying avenues of research and how you might be able to push your scientific knowledge further.

I Had Fun (400 CP): You seem to be lucky in having friends – or people you meet – force you out of your shell somewhat into things that you will find fun, but wouldn't have done on your own, either because it'd not have occurred to you, or because you'd have gotten too wrapped up in things and forgotten to take breaks for mental health and socialization. When you really do need to be left alone you don't need to worry about this getting people to bother you, but when you could use something you seem to find your friends (or just the people in your life) giving you a push in the right direction. Even when you don't need something new, your friends seem to be particularly good at cheering you up or finding ways to brighten your life even when it's despite yourself.

Necromancer (600 CP): Like Sen you seem to have found in your research of life a marvelous secret. That is the knowledge of how to reanimate skeletons by creating glass bulbs which respond to sound and pumping sound in them at a beat to simulate the creature's heartbeat. With this simulated heart you can cause skeletons to rise up and move on their own much like a more sorcerous necromancer would. These skeletons even seem to follow the desires of the one playing the beat of their heart, such that you could make a skeleton perform construction work at your behest, though some elements of the nature and skills of the original seem to stay within these skeletons.

You don't have to play the beats yourself directly, as one could even set up a radio transmitter and receiver to send the heart beat to the bulb, though the personality and behavior of the skeleton seems more impactful in this case.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Seedcap (Free): A seedcap is the mark of a traveler. These hats are not wide-brimmed, but they are of a tough and hard material, able to stand up to long and tough wear. The exact design changes from place to place and time to time, allowing one well versed in such things to tell where a traveler is from by the design of their cap. Yours can be designed based on your homeland in this world, or your original world, either way it will be a stylized hat much like that worn by most characters in the setting.

Cookies (50 CP): This is a box of high quality cookies. They're quite delicious, and particularly well made. You'll get a new box every week, though the exact variety may vary from week to week.

Harp (50 CP): Or another instrument. Whatever it is, it's well-made, and almost feels like a part of you, the instrument and its idiosyncrasies quickly becoming second-nature to you. You seem to play music better on it, and even to sing better when you play it to accompany yourself.

Meat (50 CP): This is a parcel of ground or dried meat. It's enough to make several meals, and the meat is tasty even if it's never specified what kind of meat it is. You'll get another parcel of meat every week, sometimes it will be ground and sometimes it will be dried, and never will it be specified what kind of meat it is.

Tea (50 CP): This is a jar of tea leaves ready to be made into tea. They're high quality and will make excellent, and delicious tea. You'll get a new jar every week, though the exact flavor may vary from week to week.

Hiromuta Cotton (100 CP): This is a bolt of high quality Hiromuta cotton – possibly with some linen mixed in if you prefer – large enough to make several outfits. You'll receive another bolt of fabric every month. This can be high quality Hiromuta cotton, some other high quality fabric you would find in this world, or even some high quality fabric you could find in your local one.

If you'd prefer not to have to put in the work to make it into something, this can instead be a finished outfit sized for a human every month; if you're particularly larger than a human you might have to wait several months to get an outfit.

Sake (100 CP): This is a bottle of high quality sake, or another alcoholic beverage. It was made by a master brewer and it tastes like it. You'll get a new bottle, not always sake but always made by a master, each week.

Egg House (150 CP): This is an ostrich egg, that has been secured into place with a floor-like foundation, and covered with a roof and thus converted into a small home. It's not really big enough for the larger animals of this world, but a human could live in it or use it as a beauty salon. It'll of course be scaled to a normal human in future worlds making it one really big ostrich egg.

Hot Spring (200 CP): This is a hot spring bath. It's a wonderful temperature and quite relaxing and pleasant to rest in. In fact it seems to really help people relax and put them in a sort of a vacation mood when they just sink into it and enjoy themselves in it. Maybe it's just the wonderful and pleasant atmosphere of the place, either way stress and anxiety seem to melt and rise up to float away with the steam in these baths. The bath seems to maintain and clean itself, so you don't have to worry about that.

If bought with the Inn the two can merge to upgrade to a hot spring inn with the proper staff for it, and divided bathing areas for men and women. If bought with the treehouse, you can receive multiple hanging bucket baths to take advantage of the view. The hot spring water will get into them without you having to do anything, don't worry.

Treehouse (300 CP): This is a large house built into the hollow of a small tree. Of course, with this world being scaled how it is, even a small tree is rather large. The house doesn't take up more than a small amount of the tree, despite having plenty of rooms for studies, greenhouses, workrooms, kitchens, cellars, living space, and more. It's really quite a large and pleasant house. It's fully furnished of course, and you have free range of the entire tree even if the house only covers a small part of it. In future jumps where things are on a more normal human scale, this would be a large house in a truly gigantic tree.

Traveler Items

Whetstone (100 CP): This is a common whetstone. It does seem to be unusually effective, sharpening things more quickly and easily than normal whetstones. Tools sharpened with this whetstone retain their edge longer, taking more force to dull them.

Bento (200 CP): This is a boxed lunch made with love and care by an excellent cook. You'll get a new one every day. They won't always be the same, but they'll always be delicious.

Windmills (400 CP): This is a hill with 5 stone windmills on it. They're windmills, an early form of windpower, using wind to turn a mill. Maybe you can use them to grind grain, or pump water, or modify them to generate electricity. Since you're paying CP for these, they'll always seem to be turning, even when the wind is still providing a somewhat steady supply of motive force. It won't necessarily be an ideal rate when things are completely calm, but you'll find that it always moves as if the windforce was closer to the ideal rate for the windmill.

Builders Society (600 CP): You have a special contract with a builders society, able to send out a request from your Warehouse (or a property you possess) and after 24 hours they'll begin to arrive at your location to meet you for the job. The group might not be the Rockpiercers, but it's certainly a similar one. The workers of this association are safe, fast, and dependable, doing jobs well and (relatively) quickly, and because of your special contract with them you get a discount which makes them relatively cheap. They'll always be experienced in the local building techniques from this world, as well as those from the local society in your current jump, and you might be able to teach and spread some other techniques through them. When you hire them for a job you can hire only those who can blend in with the locals, or include a full suite of animal-people including ones who are relatively gigantic; the former will cost a bit extra, and the latter will be noticeably faster though they'll stand out more than a little bit.

These are builders, not soldiers or something else, though, and will only accept building contracts, and not ones which require them to actively fight off enemies while doing the job.

Domestic Items

Cookware (100 CP): Knives, pots, and pans. This is a set of cookware easily enough to cook for 2 and maybe even back and prepare food for selling in a shop. They'll all maintain themselves, so you won't have to worry about getting someone to sharpen them, and even clean themselves if you leave them long enough.

Wholesale Grocers (200 CP): This is a special contract deal with a wholesale grocer. You can access them through your warehouse, or another property you possess, sending in a request for certain goods to be delivered to that property within 24 hours, or even visiting their warehouse through your own and picking things up in person. The contract ensures you can purchase things from them at wholesale prices, and they have a very good selection of foodstuffs from this world, the local jump, and while things with truly special qualities – supernatural, or science fiction chemistry – won't show up here, things that are close enough to normal from other jumps you've visited can even be purchased here, though things from past jumps do tend to have some extra cost applied, apparently sourcing them is expensive.

Sales Contact (400 CP): This is chute added to one of the walls of your warehouse, or another property of your choice. It seems to be attached to a shop on the other end, one that sells simple household goods – from preserved food to clothes to soap and other things of that nature. They don't seem to deal in electronics or technology, and you really shouldn't try and pass magic weapons and the like through it, but if you put in something you personally made that they could sell you'll find money coming back out or being credited to your account; it won't be quite what you could buy such goods for from a proper shop – they have a mark up after all – but it'll save you time marketing things or running a shop. Sometimes they might even make special requests for things to stock.

Building Block Market (600 CP): This is a large market of many crisscrossing streets, and towering buildings with many levels of different shops and restaurants. It's accessible via your warehouse, or a portal near your starting location if you don't have a warehouse. You have no special authority or deals over these shops or this market, but you will find that shops from past worlds you have visited seem to occasionally pop up here, though the more unique to the world the goods for sale the more they tend to be marked up. They'll disappear from time to time as well, but you have a chance of finding anything here that you could buy in a shop in any world you've visited, and the market will expand as you visit more worlds so while your chance is far from certain, the chance of a shop from a world won't reduce as you visit more worlds; the greater number of shops will offset the lower proportion that are from any given world.

Neighbor Items

Kiseru (100 CP): This is a Japanese style smoking pipe. The mouth piece and bowl are metal, and if you want the stem can be a single piece of them – a silver kiseru is a smoker's dream – or it can be some other material which might add a touch of its flavor to the tobacco. It comes with a supply of tobacco, and more addictive and intoxicating substances, which resupply over time.

Magic Juleps (200 CP): This is a cocktail pitcher holding a cocktail made from alcohol, mint, and honey, or if you prefer mead. It's a pretty good cocktail, and unlike Ukai's made with actually good ingredients. Like Ukai's it does seem to have a way of getting people talking, calming tensions, and soothing over hot tempers and anger. It seems to create a good atmosphere for talking to others and coming to an understanding. It won't make someone give up on serious revenge, or a diplomat necessarily give in, but it will get a hothead to calm down and talk, and help create an atmosphere where it's easier for people to be reasonable and let bygones be bygones.

This pitcher refills daily.

Inn (400 CP): This is a traditional Japanese-style inn. It's run by a pair of individuals, followers not companions, who seem to be able managers for it. Legally speaking you're the owner, but between maintenance, supplies, and their salaries don't expect to see much profit back from it as a landlord unless you start really price gouging. Still they do seem to keep it running, and if you ever need a room, a hot meal, and a good place to rest well, you are the owner so it's on the house. As long as you keep your nose out of it and don't do things like try and host free banquets here, or use it to feed and house some large group of non-paying customers, it'll keep getting supplies and keep running on its own; even where there really shouldn't be many (or any) customers.

If bought with the Hot Spring the staff will expand to include some extra help to maintain the hot springs.

At the start of a jump you can choose to forgo the staff for the inn. You'd have to run it yourself for it to make money, but apparently it has a deal with some supplier who will keep things supplied for a cut of the proceeds so you don't have to worry about that element of management.

Honey Manor (600 CP): This is a large, somewhat labyrinthine housing complex with levels made in a wide variety of architectural styles and materials; almost as if people have just been adding onto it for decades as the population expanded and with no central, organizing force. Legally speaking you own it, so if you wanted to call cops to evict residents or something you have the deed to back you up. Maybe you'd like to make money off of renting it out, or set some rules for the people who live here. But you might prefer not to given its special traits.

Specifically, as long as you leave it a lawless place where anything goes, it'll attract interesting people, criminals, and people with nowhere else to go. Now these might sound like dangerous people to attract, but you'll find that while they might be rambunctious and create hijinks things will never cross into serious crimes against fellow members of the manor, and they seem to make a real effort not to bring outside trouble down on the manor. You'll find that, as long as you give them freedom, people will come, expand upon the property, and generally make it a lively area, where you can find people who are eccentric, and often have specialized skills. And they'll also recognize that you are letting them live here and giving them a place to belong, and while they won't be slavishly loyal, or overly subservient due to this, they are inclined towards feeling gratitude for this fact so if you need some help, you're already doing them favors and they know it. You don't have to leave it completely lawless, though the more rules and restrictions you put on the fewer such interesting individuals it'll attract, and the smaller the favor you're doing will be.

Leave it alone and it'll naturally expand to hold enough people to qualify as a village or a small town with its own shops, restaurants, and rooftop/backyard gardens to be relatively self-sufficient.

Scholar Items

Bones (100 CP): This is the skeleton of an animal. Just the complete, intact skeleton of some animal. You'll receive a new skeleton every month. At least they seem to veer towards interesting animals. You might on occasion get fossils instead, and in future worlds you can get skeletons of creatures from that world, but don't expect anything too rare or unique. You won't be getting the skeleton of the original Godzilla in any Godzilla continuity, but you might get the skeletons of a titan from Skull Island in the Monsterverse if you were lucky.

Puffersub (200 CP): This is a skeletal pufferfish with a glass bulb added to replace its puffer. Despite being a skeleton and normally reliant on you know puffing up with air, it can rise and submerge like a puffer fish, and given the scale of things here, it's a fair sized submarine able to carry at least 4 people with plenty of room, and you could pack in 9 probably without touching. The skeleton is controlled by a wire attached to a smaller glass bulb where its heart would be on one side, and a small percussion instrument attached on the other. By playing music, or even singing into the instrument, you are able to make the pufferfish move, and can even control and influence its behavior. In future jumps it will be scaled up in how much pressure it can handle and how quickly it can change depths too so you can continue to use it as a submarine just as easily at normal scale as that of the little people of this world.

Turtle House (400 CP): This is a decently sized house built into the shell of a skeletal turtle. It might not be as large as the inn or the tree house (and definitely lacks the ability of the latter to be expanded upon), but it's a large enough house to have a small family in, or to have plenty of room for studies. The turtle is reanimated due to a glass bulb replacing its heart making it able to walk around and move on its own, and comes with a deer scare to keep it moving around for a mobile home. You can point it in certain directions or designate areas it can roam around in when left on 'automatic,' and its pace of movement is based on the rhythm of its artificial heart so if you wanted to make it move faster you could increase the tempo. Also since it is a turtle it can swim, though, it might leak if you have it submerge so be careful there.

Library (600 CP): This is a large public library. It's full of books on both technical matters and for entertainment, and has multiple shifts of full time librarians adept at finding something that'd fit your needs/desires. While it doesn't have everything ever published or written, it does have a wide selection of books available, and seems to pick up things from the worlds you visit from now on, as well as getting at least one copy of any books you personally publish. You can expect it to pick up books on both technical

matters and pure entertainment in every world you visit, and even to have a section for rare or old books.

This library can exist as a warehouse attachment, or it can insert into settings, though you run the risk of other people visiting it. There's a limit to checking out 10 books at a time for any one person, as well as possible restrictions on actually removing the rare/old books, and it closes 1 day a week and in the evenings until morning.

Companions:

Companion Import (Special): For free you can import or create 1 companion with 600 CP for; they gain an origin as normal. For 50 CP you can import or create 3 companions with 600 CP. For 100 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per 2 companions beyond 8 (or fraction thereof) to give them 600 CP (and ability to get an origin).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Friends Made Along the Way (Special): If you can befriend someone in this world and convince them to come with you, you can take them with you as a companion for free, but they do have to actually be your friend. If you're unsure of your ability to do so, for every 50 CP you pay you may select 1 canon character and have fate, chance, your history in this world, and other things conspire to help you out so you can convince them to come with you; this also lifts the requirement to actually befriend them.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Form Locked (+100 CP): You are unable to change your form. If you're a 'human' you're stuck looking like the humans of this world, if you're an animal person you're stuck with your fur/scales, if you're an animal well you'll be an animal, and if you're a human drop-in you'll look weird to everyone. You can't access any alt-forms, or shapeshift in any way. No one else around here is changing like that, so you shouldn't need it.

Intense (+100 CP): You have an intense personality. Like Carnelian, you're loud, and somewhat numb to the discomfort of others. You're not intentionally cruel or mean, but you're just rather extremely outgoing, and assertive, with the sort of personality that can lead to you bullishly running over the desires of others without even realizing you are.

Metropolitan Life (+100 CP): You want to have fine sophisticated things and surround yourself with higher class goods and luxuries. Also friends. You aren't necessarily any better or worse at making friends, but you do get lonely easier. You will also find your heart aching to be part of a romance story.

Shywan (+100 CP): You're a shywan. That is a shy one. You get awkward and anxious around people, especially strangers. You're somewhat alright when it's one on one and you can still enjoy hanging out with friends in groups, but you'll find that dealing with people is draining and you're very shy in general.

Voice in the Wind (+100 CP): You just can't seem to settle down. You find yourself filled with wanderlust, regularly feeling the wind calling you to set forth and travel, to uproot your life and wander somewhere new. You might eventually come back to meet old friends, but don't expect to ever settle down for any long period during your time here.

Fearless (+200 CP): You're fearless. And that's not necessarily a bad thing. You don't worry about failing things, and that means you don't actually judge your ability to do things, and you have a tendency to attempt things outside of your capabilities. Never tried to build a bridge before? That won't stop you from trying to push yourself into the middle of its construction. Never cooked a meal before in your life? You're still likely to volunteer to cook for an important event. And you won't learn from your failures. You have no concept of your own limitations. Thankfully, it does seem that when your life is

actually significantly at risk you are capable of feeling fear and keeping a sense of danger.

Flash Flooding (+200 CP): When you're only a few inches tall even relatively minor rains can be dangerous. And that's always somewhat true – Hakumei and Mikochi encounter dangerous floods – but either they don't get much rain for the plant life around them, or even the weather here is safer. Well it's not now. Even if you're a very large animal you'll find that rains come down surprisingly often with enough force and speed to be dangerous to you and threaten to wash you away or those things you care about. And snow can be even worse. Thankfully this only applies to the area around you, so you won't inconvenience people if you live somewhere relatively isolated.

Household Spirits (+200 CP): All of your items from past jumps have awakened to life as tsukumogami. Some, especially those you've had for longer periods, have decided they are tired and want to rest for the decade, and will completely fail to function for your time here. Others are merely rambunctious, prone to moving around on their own, dancing, and demanding proper respect and pampering. These items will go back to normal when this drawback is lifted.

Your Day Off (+200 CP): Never seems to come to fruition. Whenever you intend to enjoy a day off you seem to get roped into helping someone, and doing charity work. Even if you are independently wealthy, or can do a day's work by a blink and a nod, somehow you will find yourself busily working almost every day you are here. At least you'll only be working a full day's work and not overtime each day, and while they only seem to happen when you're really too tired to enjoy them you aren't necessarily incapable of having any days off.

Found a Child (+300 CP): You'll be staying here a fair deal longer than 10 years. You've found an infant child. You must give this child a stable home, teaching and raising them, until they're old enough to begin travels of their own. And then you have to let them leave, and travel on their own until they find a place they want to settle down. You have to ensure that they grow up healthy and well-adjusted, and when they leave they must live their own life, not one guided and controlled by you, being allowed to make their own mistakes and find their own happiness. That doesn't mean you can't have prepared them and given them what they need to prosper. And you will need to have done so because the reason you're paying for this is that should they die you will fail the jump, if they aren't capable of leaving home, having a journey of their own, and settling down happily you will fail the jump, if they can't live their own life because you've manipulated every aspect of it you will fail the jump. Thankfully they won't die due to

pure bad luck; if they tempt fate or make stupid choices well that's their fault, but as long as you take proper care of them they should survive till they set off on their travels, at which point it will be up to how well you prepared them.

World at War (+300 CP): This is an idyllic, peaceful world. It's a happy world. It's a nice world. And by taking this you are changing all that. War, famine, plague, all the worst aspects of life will be tearing across this world. And they will impact your life. No matter where you flee to you will find that even normally infinite out of jump food stores have a way of running low and that famine, plague, and war will tear through where you go. You might not get sick yourself, and this won't make their war abilities scale to you, but you can expect to be in a world that is suffering and to watch idyllic, happy lives ruined simply to give you more points.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Yes, Quirky Friend is inspired by Conju.

Consult your Benefactor on what happens when you choose to import a house bought here into another house bought here. If you purchase the Tree House and the Turtle House and choose to merge them, maybe you have a fossilized Megalochelys with a small tree growing on its back (which post-jump when everything scales up becomes a massive tree). If you import an egg house into Honey Manor maybe it just becomes part of the manor, or maybe the manor becomes a village of egg houses. If you import a Tree House into Honey Manor maybe you get a whole sprawling building around the tree, a larger tree with an arcology built into its trunk, or just treetop apartments.

With Wholesale Contract you won't be buying the spice melange from *Dune* while outside of a *Dune* jump, but you might be able to buy meat from various mundane animals from the universe if you ever visited it. Just don't expect anything that has fantastic effects from eating it even if it would have been sold in the setting it's from.

Wholesale Contract vs Building Block Market: Wholesale Contract you will be able to buy pretty much any mundane foodstuff from past jumps, or at least the ingredients. Building Block Market you might find magical or non-mundane foodstuff – you might find a shop that sells the spice melange – but you won't have the good discount and you won't be able to access everything from a setting at any point, and shops come and go. So you might have a shop that sells shields from *Dune* but not laser weapons, stillsuits, or spice, and then a year later it might be gone and replaced with a hobbit pub.

The inn has a limited amount of automatic resupply. If you wanted to close off the inn and accept no customers whatsoever, it would still have enough automatically generated supplies for you and its staff to live there. If you open it to customers it'll resupply for paying customers; the follower staff will set the prices and they'll be fair for the area. But if you try and feed an army off of it for free it'll run into problems (now if you just paid the army enough for them to pay for its services that'd be fine).

Puffer Sub vs Turtle House: The turtle house can move around on ground, and is a lot bigger. It has a kitchen, a dining room, a bathroom, and at least 3 other rooms, maybe more. Instead of being a single room submarine.

Normally I would leave companion recruitment rather vague. Can you take companions for free if they agree? Can you only take companions you pay for? Does paying for a companion ensure they agree? As a general rule that works best between a Benefactor and their Jumper, and just giving a basic recruitment option so if you're in the camp of 'must pay to take companions' or 'paying guarantees they come with you' you have a price you can pay. I made an exception this time because it just seemed like it fit the world and tone to come down firmly on the side of being able to bring your friends along for free.

Changelog:

Version 1.0.0: Released.