



Version: 1.0

By William_Jumper
Special Thanks: SpiteAnon

Welcome, Jumper, to the Regions.

Somewhere between sci-fi and fantasy, this solar system holds several planets of various technological and magical prowess. Races range from the vampire-like Mystics, to the fully inorganic Mecs, with other such creatures like the familiar Humans or the shape-changing Monsters, and the various planets are even more varied. Travel from one planet to another is easily accomplished via trade ships, so no need to worry about travel. The Regions are open to traverse to everyone, as long as you have the coin to pay for travel.

Your adventure here will depend on your choice of origin. Seven stories are woven into the fate of this world, and thus there will be seven paths that lay before you. There are many secrets here in the Regions, nearly as many as there are stars in the oceans between each planet. You can spend your time here simply enjoying the variety of life that it provides, or perhaps start to peer into the many people, the many corporations, the subterfuge, the intrigue, the magic and more that all await you.

Take these **1000 CP**, and enjoy your time here, Jumper.

Age and Gender

Rather than roll for such things, as all manner of people are capable, you may freely choose your age and gender for the duration of your stay.

Origin

Origins do not cost CP. You may take any one Origin, which has a suggested Race and Starting Location listed. Keeping the suggested earns you 50 CP each (for a total bonus of 100 CP)

Drop-In

Race: Mec | Starting Location: Scrap

You wake up without a directive. You may have had one at some point, but your memory banks are strangely empty. You're taken in by a family with an interest in robotics and it is here that you start.

Mage

Race: Human | Starting Location: Luminous

To master all magic is your sole purpose, or so it feels like. There are many different schools of magic in this world, and you will find it both easy and compelling to learn them.

Model

Race: Human | Starting Location: Despair

Naturally beautiful and with learned charm and grace, you turn heads wherever you go. However, you find yourself framed and in prison for a crime you did not commit.

Savior

Race: Monster | Starting Location: Koorong

An almost impossible task is put upon you by the elder of your people and yet you are the one trusted to complete it. Will you do so, or doom the world you come from?

Hero

Race: Human | Starting Location: Baccarat

A near-death experience was averted due to intervention of a Hero, who gives you the ability to also don a superhero persona, granting incredible power once you do so!

Halfbreed

Race: Mystic | Starting Location: Owmi

You had died- dead with a capital D. Yet the accident that led to your death also led you to receiving power far beyond your understanding as a Mystic shared their blood with you, granting you some of their power.

Wanderer

Race: Human | Starting Location: Yorkland

A relaxing, easy life is what you've always wanted, but that life was forced to an abrupt end. But as they say, as one door closes, another opens, and a life of adventure is now open to you.

Starting Location

Should you wish to change your starting location from your Origin, you may give up your 50CP bonus to choose from the following options:

Baccarat	A major gambling city, there are dozens of floors with all manner of gambling options available.	Manhattan	An enormous city up in the sky. It is futuristic in nature, one of the most advanced in the Regions.
Despair	An enormous prison, with a wing dedicated for female prisoners. It has developed its own community within.	Owmi	A lakeside town that's not quite a city, but nonetheless has a great deal of options for food and rest for travelers.
Devin	A town based around fortune telling, many answers can be found here. Arcane and Rune magic are sold here.	Scrap	A major scrap-trading hub with wild west theming, but accentuated with a great deal of technology.
Koorong	A central hub in the Regions, it has become a crossroads. Just about anything can be found here.	Shrike	A fairly normal city- something that might be found anywhere from a more modern time.
Luminous	A beautiful city lit by a large crystal formation set into the rocky cavern. Light and Shadow magic are sold here.	Yorkland	A rather quiet area with rolling fields and swamps. A relaxing place to live, with a grand brewery as well!

Races

Much as above, should you wish to change from your Origin Race, you will give up your 50CP bonus, and you may choose from the following options:

Human	The most populous race within the Regions, humans are able to do just about anything with enough training. Humans are capable of fulfilling any role, and are the only race to get stronger and learn new techs by combat.
Mec	Mecs are rather regimented in what they can do, as their body frame and equipment determines how they fight. Additionally, they can download information from other defeated Mecs, gaining skills.
Monster	Among the most versatile creature, Monsters constantly change their shape based on what they've eaten. Generally, devouring more powerful monstrous foes will lead to the Monster becoming even more powerful.
Mystic	Similar to humans, Mystics are embroiled in magic, and unlike humans, do not get stronger from battle, but instead on absorbing their foes. Magical weapons and armaments aid them in this to gain their power.

Perks

An Origin will discount all perks and items tied to it by 50%, and the 100CP perk is free for that Origin.

General

Follow My Lead (100 CP)

You have a knack for getting your allies to work together with you. While you could each work on part of a project or each attack an enemy individually, instead you can inspire them to work as a unit. When you get everyone working together on a single goal, you'll find that the sum is many times greater than the parts going into it.

Mixed Heritage (100 CP)

Whatever Race was chosen, you may now choose a second one. For the secondary race, you receive all discounts as normal.

School of Magic (100 CP)

You begin with one type of magic already unlocked and ready for you to use. You needn't go on any quests or Region-spanning adventures to do so. Each school of magic is paired with another- by unlocking one, you seal the opposite for yourself:

Light(seals Shadow), Shadow(seals Light), Arcane(seals Rune), Rune(Seals Arcane)

For an Additional 50 CP (for a total of 150) you may choose from the following schools:

Time(Seals Space), Space(Seals Time), Mind(Seals Evil), Evil(Seals Mind)

For an additional 100 CP (for a total of 200) you may choose from the following schools:

Realm(Seals Mystic,) Mystic(Seals Realm), Mirage(Seals Life), Life(Seals Mirage)

Special: This Perk may be selected multiple times, each time applying to a different School of Magic (But you may not gain one of the opposing types of magic in this way).

Drop-In

Deeds Over Looks (100CP)

You might not always look like you can get the job done, but nonetheless, that will never lower anyone's opinion of you. Even if you look like a homeless beggar or a robot made of scrap parts, that's irrelevant. You will always be judged upon your actions, rather than your appearance.

Word of Trust (200CP)

As long as you have someone who speaks genuinely on your behalf, convincing others of anything you can do is much easier than it would be otherwise. Someone only need to mention that you are strong to another, and the new individual will trust in your strength, even to defeat something that seems far above your skill with the fullest confidence.

Integration (400CP)

If you find yourself in a new body, be it from a different Jump or even magical or technological means, there is no need for you to 'learn' how to use your new body. Once you're in and awake, you become aware of everything that your new body can do, and your exact limits in all areas.

Prime Directive (600CP)

Once per Jump, you can designate one task as your Prime Directive. As long as you are in pursuit of this, anyone attempting to get in your way, including nebulous concepts like Fate, will find that you are nearly impossible to stop. If that Directive involves a specific entity, no matter how powerful they are, they too will find it difficult to stop you. Even entering into the realm of a deity you have designated to destroy as your Prime Directive will be unable to bring their full ability to bear against you.

The Mage

Androgyny (100CP)

It's difficult to pin down whether you're a feminine male or a masculine female- you seem to hit that perfect sweet spot to appear exactly as you wish. All the same, you are quite strikingly beautiful, and tend to draw the eye. May turn this on or off as you wish, and may apply it to any altform.

Endearing Asshole (200CP)

You've got a way about you that tends to make people put up with your less-than-appealing social traits, even when they wouldn't otherwise. Whether you're being incredibly selfish, snide, or just kind of an asshole, no one really seems to hold it against you.

Magical Aptitude (400CP)

You have a natural talent for magic, to the point where it seems almost too easy to learn it. If someone teaches you the basics of a particular school or type, you've mastered that in the span of a week, and are using the rules and principles of what they've taught you to create your own, more powerful magics far above your teacher's skill level in only a few months' time.

Fused Energies (600CP)

Most schools of magic in the Regions have opposites. Arcane and Runic. Light and Shadow. One who learns one branch can never learn the other...except this doesn't apply to you. Furthermore, you can actually combine these different magical forces into new and powerful ways without a great deal of effort, creating magic that works of two opposite schools of thought. This also allows you to combine other energies as well, infusing one into another, combining that which normally couldn't be into something greater than the sum of its parts.

The Model

Own It (100CP)

When you wear something, no matter what it is, it will always look the absolute best it can. You don't need to constantly adjust your hair or smooth wrinkles out of a shirt or dress- any attire worn will naturally complement you in any and every way possible.

Woobie (200CP)

People just seem to want to help you. You don't even really have to ask most of the time. While sometimes they might be doing it to get your assistance on something, at the end of the day, their assistance in helping you will far outweigh whatever they get in return.

Dressed to Kill (400CP)

When you slip into something a little more comfortable, you do so in a way that actually augments your ability in relation to what you're wearing. Put on a casino bunny outfit? You'll find that your luck is substantially increased. Wear a commando jacket and your skill with a gun skyrockets. Any clothing you wear will have a noticeable effect of some kind, relating to the outfit itself and what it's used for.

Happy Ending (600CP)

Once per Jump, near its conclusion, you have the ability to manipulate the sequence of events to turn something that would be negative into a happy ending for yourself or another. Someone who was thought to be dead might be a mind-controlled goon for a big bad that you can rescue, for example. This perk can only affect people and events that are close to the user and will generate genuine happiness. Letting something live 'for jumper's amusement' would not qualify.

The Savior

Sliding Scale (100CP)

With any non-human form, you can actively adjust just *how* non-human it is without losing any of its ability. As an example: you can take a Pokemon form and go anywhere from Gijinka to a human with themed clothing. Additionally, this avoids any oddness with making a form more 'human.'

Boundless Optimism (200CP)

Bad things can and will happen, and while to some it can shatter their mood for days to years, you never quite have that inability. Even if your entire homeworld were to become uninhabitable, within moments you'll find an irrepressible excitement at the idea of finding a new place to live, no matter the work involved.

Sculpt Flesh Like Stone (400CP)

You have the ability to shift your body in a number of ways, from changing nails to claws or elongating limbs, to even changing how durable parts of you are (such as chitinous plates). At first these changes are obvious, but as you grow more skilled, you can retain whatever appearance you like with the efficacy of the shifted options. Additionally, this allows you to blend and mix your altforms as well to your preference.

McGuffin Finder (600CP)

While this isn't a radar to find important items in a particular setting, it does correlate to your luck in locating them. Need to gather three keys from around the world to open a door? You'll find a map or run into someone who knows exactly where they are. Ten magical amulets to seal away a monster? No need to hunt for them, you'll run into someone who likely already has some and knows exactly how to get the rest of them. Mostly works on plot-relevant McGuffins, but you'll still get some info on other rare items or artifacts in a given setting.

The Hero

Effortless Mundanity (100 CP)

Basic skills have become incredibly second-nature to you, to the point where as long as something isn't actively stopping you from performing it, you can do so with ease. Holding a conversation while in a speeding convertible with the top down? Easy. Juggling flaming chainsaws while reading your extensive collection of comics? No problem. (Note that this perk does not give you the *ability* to juggle flaming chainsaws- just that other mundane activities will not interfere. Being bound or under intense gravity or things out of the ordinary will impede your skill as normal)

What's Yours is Mine and What's Mine is Mine (200 CP)

You have a knack for taking techniques that you see your opponents use, making them your own. While you might not be able to replicate the effects exactly, you can use what you have available to get very close. Also, this can also be used on your own techniques, allowing you to easily work out and master derivatives of your own existing techniques with little effort.

Fight! ALKARL! (400 CP)

You have a super hero transformation, along with a superhero name and a number of special techniques that you can only use while transformed. On top of that, all of your combat skills are greatly elevated while you are transformed. The downside? Each person who knows that you and your superhero identity are the same person will exponentially reduce the efficacy of your transformation. This includes your Companions.

Note: Mechanical allies, AIs, mindless undead, beings with animal-like intelligence and so forth do NOT count toward this.

You Are Now Alkaiser (600 CP)

You may bestow upon others a Superhero transformation with similar powers and drawbacks as the 'Fight! ALKARL!' perk. However, they become subject to the full rules of the Hero (that you could conveniently sidestep). They cannot use their new power for anything unjust, or they will be eliminated by the Heroes. Revealing their true identity to a non-Hero sapient being will cause their mind to be wiped. Those you convert into a Hero do not diminish your own Hero form.

The Halfbreed

Free From Preference (100 CP)

The Mystic blood that's in your veins allows you to be seen as attractive, no matter what someone's preferred gender (or genders) are. While it doesn't necessarily force them to harbor desires about you, they will no longer be against such a notion even if you're not a gender they'd prefer.

Emotional Anchor (200 CP)

"Power Corrupts, and Absolute Power Corrupts Absolutely." While you may gain sudden strength at times, this perk will allow you to keep your head and stay down-to-earth, as long as you have at least one individual that you can trust and confide in. No matter how outlandish the situations might become or the thoughts that come to mind, you can ensure that you keep yourself mentally steady as long as you have your Anchor.

Chessboard of Pawns (400 CP)

While your allies are likely important to you in one way or another, sometimes there comes a need where you've found yourself in a corner and there isn't a way out. In those situations, once per Jump, you can choose to 'sacrifice' an ally, allowing you to escape or otherwise live to fight another day. You can, after a period of time (which increases the more dangerous the situation was), rescue the 'sacrificed' ally from whoever had been their captor. Just ensure that you don't get in over your head a second time.

Charm Lord's Blood (600 CP)

When a Mystic's blood mixes with a human's, it keeps all of the allure and exotic lust of the mystic, but tempers it with humanity. While you are unearthly beautiful and attractive, you retain enough humanity that you don't seem to be unapproachable, and others will find it hard not to think fondly of you. This is powerful enough that even those who are only somewhat aware of your existence can, and will, fall in love with you. Can be turned toggled on or off.

The Wanderer

Musical Talent (100 CP)

Music has been at your fingertips for as long as you can recall. You're high-virtuoso talent with a single instrument of your choice, and all instruments of a similar style (Strings, Brass, Percussion, Woodwind) you're innately skilled with. You also get a very high quality instrument of your specialization.

Trustworthy (200 CP)

There's something about you that people just seem to trust. No one can really put a finger on why, but when you talk, people tend to take your word. Not always, of course, and the more outlandish your claims the more difficult it will be for people to believe you, but you just come across as someone they can trust.

One Hand Washes The Other (400 CP)

Some people collect stamps, or waifus, and while you still might collect those things, you've also developed a serious knack for collecting favors. When you help someone with something, they become indebted to you, and you may call upon that favor at any time. The reciprocating favor will be roughly on-par with what you had originally assisted them with, and so if you helped them find their lost dog, don't expect them to repay that by pledging their life to your cause (unless that dog was *very* important to them, of course).

The Stars Have Aligned (600 CP)

One of the most powerful forces within the Regions is little more than luck. And luck is something that you have in droves. Need a ride and *just so happen* to get one on the ship owned by your father's killer, and at a bar in your destination you meet a *random individual* that knows the entire backstory of your father and the one who gave you a ride, and when you get revenge, that killer had left his entire company to you in his will? That's pretty standard fare for you, now.

Racial Perks

A Race will discount all perks and items tied to it by 50%.

Human

Once in a Century Talent (100 CP)

Humans have a tendency to have a sudden insight on a particular craft or combat style, and you are no different. When choosing this perk, you may choose a single skill or style of combat (unarmed, swords, magic, etc) and when either training or even in a more stressful application, such as combat, you will also be granted sudden insights into new techniques or developments far more often than you would otherwise.

Special: This perk may be selected more than once, but apply to a different skill/combat style with each purchase.

Swords or Sorcery (200 CP)

While you can, of course, generalize and utilize all aspects of your abilities in order to meet any challenge with an answer, you can also specialize and restrict yourself for a benefit. For the duration of this jump, as long as you only use one particular set of skills (unarmed, swords, magic, etc) then all techniques from that style take much less effort for you to perform. Once this jump is concluded, you can carry this into future jumps as well with similar restrictions.

Effort Yields Results (400 CP)

Unlike Mecs, who just wear new parts, Monsters, who gain new forms, or Mystics, who steal power from others, Humans have to gain power all on their own. Effort of any kind will lead to you improving your strength, intelligence and so on, as long as the actions being taken would correlate to that attribute. More difficult tasks will allow that to increase with more certainty, but as you improve in that area, it will become more difficult to continue to do so. However, you will inevitably continue to increase without an upper limit, as long as you can find sufficient challenges.

If you have been granted a Transformation from the Heroes, this ceases to function while you are Transformed. Taking the perk ('Fight! ALKARL!') does *not* interfere with the use of this perk.

Mec

A Mec's Body (100 CP)

Mecs do not utilize equipment or wear armor in the same way as others. In fact, you don't necessarily have a 'head' or an 'arm' given that you are fully mechanical. Due to this, you can even wear and assimilate multiple suits of full armor into your form, and beyond that, weapons, even non-magical ones, will increase your natural offensive attributes (i.e. you will be physically stronger and faster with a weapon equipped). Similarly even non-magical armors will increase your natural defensive attributes (i.e. your skin will be more resistant to damage, more magic resistant with armor equipped).

Assimilate (200 CP)

All technology is compatible with other technology, but it may take some work to get things to interface with one another. But as long as things are on the same relative tech level, you can combine, integrate and so forth with exceptional ease.

This is made even easier if you're integrating the tech with your own body.

Core Survival (400 CP)

Regardless of how much damage your body takes, as long as your Core survives, you can easily have that Core transplanted into a new body and you'll be no worse for wear. Even moreso, once per Jump even if you would be otherwise destroyed (such as falling from orbit onto a planet, burning up in the atmosphere,) your Core will survive, allowing someone to integrate it into a new body (or rebuild your old one) for you.

Monster

Iron Stomach (100 CP)

You can eat anything without suffering any side effects from what you've eaten. Whether it's a rotting corpse or a suspicious monster made of jelly, or a sheep with a canon coming out of its shoulder, you can devour it and any toxins or difficulties from such an action will prove of no consequence to you.

You Are What You Eat (200 CP)

If you eat the flesh of a deceased creature, you can assume its form. This change is permanent until you choose to discard the form, or eat another creature to gain its body. While assuming a creature's form, you gain all strengths, powers and so forth of the creature that you're taking over. Additionally, you learn its primary, signature ability. Normal Monsters can hold up to 8 of these in its 'genetic memory' but you have no such limits with this perk.

Knowledge is Power (400 CP)

As a wise man once said, there is no knowledge that is not power. And this is more true for you now than it was before. Any time you learn a new ability, your body's natural resilience increases. Whether this is a new spell, a new sword technique, a new method of hacking a computer, or something else entirely, you'll find that you can absorb more and more punishment.

Mystic

Eternal Youth (100 CP)

Mystics are creatures borne of magic, and as such, once they have reached an age that they would prefer to stay at, they do so. They no longer age, and their bodies do not deteriorate from this. And similarly, as a Mystic, you too gain this property, with your body remaining at the age you choose, and not needing to worry about growing older or ever looking less than your prime.

Soul Armaments (200 CP)

A Mystic has the ability to form weapons and armor from their own soul, manifesting as you grow as a Mystic. With the defeat of a foe, your weapon and armor will absorb a portion of their soul, steadily growing stronger as they supplement the soulcrafted armaments. Most Mystics can make three, but you can make as many as you would like, but they only resonate with your Soul- you may not make these soulcraft items for others. As these are representative of you, you may also change their appearance to suit you.

Soul Forging (400 CP)

Similar to the above, but this is a different process, allowing you to craft weapon and armor from the life force of others. As these are not naturally created through the process of being a Mystic, there is much more involved. You can use this life force to create powerful weapons and armor, and the stronger the life force of your target (or the more of their life force you drain) the stronger the armament will be. You can drain up to about a third of someone's life force safely to create exceedingly powerful weapons or armor. Normally, this life force wouldn't recover, but you're skilled enough that it will (slowly) recover, given time. The speed of this process cannot be increased, even through use of magic or a Sanctuary Stone.

Items

Items are discounted 50% for their respective Race.

General Items

Credit Stash (50 CP | 1 Free for All)

(Just about) everyone needs money to survive, and you are no different. These will help to pay for your time in the Regions. 20,000 Credits to begin with, and you'll receive 10,000 credits every year in this Jump. This item will follow you into future jumps at an equivalent currency for the world.

Sanctuary Stone (100 CP | 1 Free for all Origins)

An extremely rare stone that has the power to fully recover all health, lifeforce, magic and so forth of you and your allies to maximum. If used, the power returns to the stone after one month.

Backpack (100 CP)

A backpack chock-full of various healing items that you'll need on your way. They're all conveniently in one spot, allowing you to easily grab what's needed. Inside you'll find 20 of each Magi-Water, Cure and SnakeOil, and if used, you'll find the backpack fully restocked at the beginning of each month.

Asura Blade (200 CP)

A blade formed of the life force of someone or another, but for whatever reason bonded to you. Exceedingly powerful, this blade is among the most dangerous to be found in the Regions. Even holding it, the life force within pulses in time with your own, slightly increasing all of your physical and mental capabilities. Additionally you can import another weapon into this one, adding the previous power into this blade.

Human

Region Map (100 CP)

A map of the Regions, allowing you to easily teleport to any Region that you've been to previously. The transportation is immediately and allows all allies to travel with you as well. After this Jump, you can continue to use this item to teleport to major cities and landmarks in future Jumps (as long as you've visited the location)

Tavern (200 CP)

A tavern than that's unreasonable levels of comfy, with a live band that seems to play their heart out, yet isn't overly loud, allowing multiple conversations to happen without difficulty on the floor. The tavern can be attached to your Warehouse or integrated into any property you own. Additionally, wandering adventurers tend to be inexplicably drawn to it, and thus if there are those that tend to wander about and aren't tied down, they'll find their way to the Tavern in one way or another.

The Cygnus (400 CP)

An exact replica of the Region-spanning ship, the Cygnus. An enormous, opulent ship which only the wealthy travel upon, it is decked out with numerous state rooms, fully stocked bar and kitchen, with a full crew to run it for you. It can travel between Regions in only a day or two, making it one of the fastest ships ever to be crafted, and now it's yours.

Mec

Specialized Mec Body (100 CP)

While your default body isn't all that bad off, this gives you a specialized body. Whether it's equipped with multiple ranged weapons as a sniper type, a stealth function or simply able to take extreme punishment, your body will be fitted to your specifications (to the maximum tech of the Regions)

Nakajima Robotics (200 CP)

A group of robotic enthusiasts that are loyal to you. If you or one of your allies is a Mec, they can safely transplant a Core into a new Body without you actually needing the knowledge. They can also learn how to craft new body types for you if given the schematics (or just bringing a mechanical body to them). Given time, they can also mix and match body types for you, helping to combine parts into customized forms. They can setup shop in your Warehouse or in any property you own.

Regional Ship (400 CP)

An enormous ship that a Mec can integrate their Core into, allowing it to be controlled easily. The ship can travel great distances quickly, and is a military-styled ship, with enough defenses and firepower to stop something designed to destroy entire Regions.

Monster

Shifting Attire (100 CP)

As a Monster, you're constantly changing your form and sometimes the monsters get a little close to humanoid, and having something to cover your more sensitive bits is always nice. This is an outfit of whatever style or design you'd like that will adapt to whatever monstrous form you take, appearing as something appropriate for that form. Furthermore, this can be 'combined' with any clothing or armor to allow it to adapt to your shape as well. It can later be removed and added to other attire at your choosing.

Mystery Meat (200 CP)

Some random assorted bits of meat and flesh from the Monsters here, which can allow you to assume the Monster's form. This can still change you, albeit temporarily, even if you do not have 'You Are What You Eat.' Or you can just use it as a snack. Restocks fully each week. This also comes with a 'Nutrition Guide' that will teach you the order to eat some of the more powerful monsters in the Regions in order to grow into some of the most powerful Monster forms.

Kyrin's Paradise (400 CP)

A pocket dimension paradise created through the use of Space Magic. It has an amusement park with carousels and Ferris wheels, and in one of the buildings is a maze made of cookies, wafers, and candy. As it is created with Space Magic, the funhouse has a number of different doors that you can exit into the Regions at any place you'd wish to travel to. Post-Jump, you can assign the twelve doors to a location in whatever world you find yourself in, allowing you access to any twelve points in any world.

Mystic

Jar of Souls (100 CP)

A collection of monstrous souls, useful primarily for powering up your Soul Armaments as they can absorb the souls directly from the jar. If you have other vocations that manipulate souls, these would also work for that as well. The jar holds twenty, and creates one soul per week. Alternatively, you can use it to store up to twenty souls indefinitely.

Seamstress (200 CP)

An exceptionally skilled Seamstress who is completely loyal to you, with enough talent to make any sort of clothing or outfit that you would wish to wear. If not given specific tasks, she will make outfits that she believes will look good on you (and she will be correct). She comes fully equipped with an infinite supply of mundane clothing-making materials and a workshop, but can be given rarer material to work with as well.

Orlounge's Harem (400 CP)

Count Orlounge, the Charm Lord, has a harem of hundreds of beautiful men and women alike. With this perk, you gain access to it during your stay here, and all of them treat you as well as they would Count Orlounge. The harem is filled with all sorts, from master swordsmen to powerful spellcasters and are all willing to serve you. After the jump, any that you've seduced away from Orlounge will follow you freely. As an added bonus, you'll also gain a copy of Orlounge's opulent mansion, complete with waitstaff, which will attach to your warehouse or any property you own.

Companions

The Regions are a dangerous place to be without allies. The following are the rules for Importing or Creating Companions within the Regions. Note that unlike the Jumper, Companions do *not* gain the bonus CP for using the suggested Race and Starting Location as their Origin.

Imported Companions

You may Import companions at 50 CP each, or pay 200 CP to import up to 8. Imported companions gain 600CP to spend, gaining an Origin and Race, as well as discounts, as normal.

OC Companion (50 CP)

Another wanderer like yourself in the Regions. Much like an imported companion, they will gain an Origin and Race, as well as 600 CP to spend in the same way as an imported one, but will be native to this Jump.

Canon Companion (100 CP)

A Canon Companion is one of the main characters from SaGa Frontier. If it is one of the 7 main characters, they will receive the 100, 200 and 400 CP perks of their Origin and Race for free, along with the 100 CP item for their race for free. Additionally, they gain 200 CP to spend, showing their growth.

Drop-In: T260G | Mec
Mage: Blue | Human
Model: Emilia | Human
Savior: Riki | Monster
Hero: Red | Human
Wanderer: Lute | Human

Asellus is unique and instead will gain the 'Half-Breed' Origin, as well as the Mystic *and* Human Race options (as if she had taken the 'Mixed Heritage' perk), gaining the 100, 200 and 400 CP perks of her Origin and both Races for free, but no items and no bonus CP.

Other Canon Companions gain an Origin and Race their 100, 200 and 400 CP Racial perks for free, and 400 CP extra CP to spend, showing their growth.

Mass Import (200 CP, minus the amount spent on Imported Companions)

Need to fill your roster? You may also import as many companions as you like with this method. Each of them may choose an Origin and Race- but only gain the 100 CP perk of each for free. They will not gain CP nor can they take Drawbacks for CP. They may, however, learn things the old fashioned way.

Drawbacks

Item Scarcity (+100/200 CP)

I hope you're prepared to come down to the wire when it comes to items. Shops are sold out everywhere of even basic necessities, and the dungeons are already looted. Sure you can get by with resting and magic, but who would really want to?

For an additional +100 CP, all items that restock are delayed by an increase of one unit. (Items that restock daily now restock weekly. Weekly now restocks monthly. Monthly restocks yearly, and yearly or longer only restock a single time at the 5 year mark.

These Battles Don't Feel Random (+100 CP)

Normally, enemies are around and about in each area just sort of doing their own thing, but now it seems like they're always making a beeline for you. No matter what you do to avoid them, they unerringly head your way. They aren't any more difficult than normal... just a lot more annoying.

An Enemy of the Organizations (+100/200/400 CP)

Whether it's BlackX, Trinity, Gradius, IRPO, or one of the other factions in the Regions, you'll find that they just... don't really like you. They won't be outwardly aggressive toward you, but any characters that belong to these organizations won't want to join you, and they won't really help you with anything.

For an additional +100 CP, they *are* aggressive, sometimes even cooperating to try and take you out as they see you as a threat to the order that has been established here in the Regions. They'll be on par with your companions in power and ability, and coming at you in large numbers.

For an additional +200 CP (requires the previous increase), they are now on par with you, and just as aggressive as they were before.

Ring Collector (+100/400 CP)

Somehow you found yourself holding a Ring of Power, and it's exerting a very subtle influence that's undetectable, compelling you to find the other rings. You'll find yourself abandoning plans and going off to hunt these other rings without realizing why, and neither will your companions. Worst of all, once you have them, you won't see a need to use them for a wish.

For an additional 300 CP, you are compelled to make a wish, and unbeknownst to you, that wish will be corrupted in the most damaging way to you. It won't kill you, but it *will* make your life hellish.

Don't Forget- This is a SaGa Game (+200 CP)

Your weapons can (and will) break from use. Less fanciful ones will break more quickly, but even the high-end ones that you've amassed a fortune to buy will break after constant use. Mystic's Soul Armaments will break as well, requiring constant maintenance via souls and magic. If you bought the Asura, it will eventually piece itself back together, taking about a month after it breaks to restore itself back together.

Sparks in the Darkness (+200 CP)

As a Human, learning new tricks of the trade, new spells, weapon techniques and so forth will become all-but impossible for you. You'll be resorting to your most primitive, basic attacks in order to proceed. As a Mec, you'll struggle to learn anything from any of the other parts you're assimilating, leaving you woefully behind on upgrades. As a Monster, you'll almost never get new techniques from the flesh of monsters you eat, and your forms will either stay at the same power or (more than likely) decrease, with rare increases. As a Mystic, your

Soul Armaments will take seemingly forever to form, and even when they do, draining soul energy from monsters is difficult, making it difficult to grow them at all.

I Gotsh Shuh Gu-RAIL Card! (+300 CP)

You... drank way too much when you were getting the Grail Card. So much in fact, that you're absolutely smashed for the remainder of the Jump. Constantly staggering about, impaired judgment and more await you. You must obtain the Grail Card within the first five years of the jump, and once you do, the remainder of your time here will be spent *highly* intoxicated.

True Mystic Quarry (+300 CP)

Orlounge and the other mystics have taken an interest in you... and by that, they wish to capture you and make you one of their prized possessions. As True Mystics, unless you are a Mystic that is stronger than they are, you cannot kill them. You can harm or wound them and force them to retreat, but they will always find their way back. If you are captured, Orlounge will turn you into one of his Harem, and if you don't escape before he bores of you, you'll be put into stasis until the end of the Jump.

Sub-Directive A: Recover Primary Directive (+300 CP)

Is this not your first time to the Regions? Are you aware of how things work here, where the best places to grind your stats are, how to take advantage of the Junk Shop? Unfortunately if you take this Drawback, those will no longer be the case. All in-setting knowledge is sealed until the conclusion of the Jump, meaning you'll need to feel your way through the Regions as you go, without the support of meta-knowledge.

Offense: Deplorable

Defense: Deplorable

Movement: Deplorable

(Up to +400 CP)

It seems that all those benefits that you brought with you are no longer helpful. Taking this Drawback seals all perks, items, altforms and such from all previous Jumps, leaving you with only the perks, items and so forth you've taken from this Jumpdoc. Adds 50 CP per jump locked (so if this is jump number five, you're only getting 200 CP from this drawback)

Scenarios

T260G Scenario - Stop the GenocideHeart AI!

Requirements: Take the place of T260G in their quest to stop the GenocideHeart AI. You do not have to take T260G's Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: GenocideHeart AI - An AI powerful enough to be able to destroy entire Regions. It is contained, and some work may be needed to fully convert it, but it is extremely capable.

Blue Scenario - Master All Magic!

Requirements: Take the place of Blue in his quest to Learn all the magic in the Realms. You do not have to take Blue's Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: All spells and spellcasting takes half the normal amount of 'MP' or 'Mana' or equivalent for you (or you may grant this to one of your companions)

Emelia Scenario - Find your Significant Other's Killer!

Requirements: Take the place of Emelia in her quest to find her fiancée's killer. You do not have to take Emelia's Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: Joker's Mask, a white mask with shallow features, with red markings near the eyes. If you force someone to wear it, they must follow you and your directions. Strong-willed individuals can resist, and those who are exceptionally mentally powerful can ignore it altogether. Otherwise, they are your pawn.

Riki Scenario - Gather The Rings of Power!

Requirements: Take the place of Riki in his quest to gather the Rings of Power to save his home. You do not have to take Riki's Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: The Rings of Power themselves, which can grant a single wish. The more powerful the wish, the more energy required, and if it's too strong, it will drain the life force of those in the area, but as long as there's enough life force, there is no limit to what they can do.

Red Scenario - Heroically Stop BlackX!

Requirements: Take the place of Red in his quest to defeat the dastardly BlackX Group. You do not have to take Red's Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: A full Squad of Five Heroes, who you can call upon once per Jump to help! It had better be a heroic or just cause, or the Heroes may refuse to cooperate or worse- turn on you!

Asellus Scenario - Discover Your True Path!

Requirements: Take the place of Asellus in her quest to be free from Orlouge and discover who she truly is.. You do not have to take Asellus' Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: A Soulsmith, who can create Soul Armaments for others that function similarly to a Mystic's power.

Lute Scenario - Where the Wind May Take You

Requirements: Take the place of Lute in his quest to journey around the Regions, and avenge his father's demise. You do not have to take Lute's Origin or Race. You get the perks that you received from your purchases, plus one other Jumpdoc from a previously-taken Jump. All other perks/items/etc are locked.

Reward: A powerful corporation at your command with many employees, which makes a great deal of money.

The End

The Regions are here to stay, with their tales continuing onward. The question is Jumper, are you?

Go Home:

Take all the powers gained thus far and return home, at the moment in which you left.

Stay Here:

There are far more things to explore within the Regions. Perhaps you'll find one undiscovered, or create one of your own? This land can become your home, should you wish.

Move On:

The people here will surely miss your presence, Jumper. All the same, move onto new Regions, new Worlds, and seek out *your* true calling.

Changelog

0.1

First Draft

0.2

Updated 'You Are What You Eat' to clarify you can store an infinite number of Monster Abilities

Clarified 'Fight! ALKARL!' to indicate which allies do NOT trigger the power reduction of your hero form

Wording update to 'Whats Yours is Mine and What's Mine is Mine' so other updates didn't break formatting

Clarified 'Effort Yields Results' to differentiate between earned-in-universe vs perk-bought Transformation

Clarified 'Credit Stash' item that the extra funds *do* follow you into future jumps

'You Are Now Alkaiser' perk adjusted based on the rules of the Hero.

Added two more Drawbacks and a set of Scenarios.