Overlord (the series) v1.4

In the year 2138, virtual reality gaming is booming. YGGDRASIL, a popular online game strongly influenced by nordic and other well known myths, is a DMMO-RPG (Dive Massively Multiplayer Online Role Playing Game) developed in Japan, serviced from 2126 to 2138 AD. One day it is quietly shut down. However, one player named Momonga decides not to log out. As the game shuts down, Momonga is then transformed into his avatar, a skeleton wizard, and becomes "the most powerful magic caster in the world." However it is not the YGGDRASIL, nor the Nine Worlds based within it, that he knew but instead a New World never before seen. As the world continues to change, with the non-player characters (NPCs) of The Great Tomb of Nazarick beginning to feel emotion and become living beings, Momonga decides on his course of action: Having no parents, friends, or place in society, Momonga decides to conquer the new world the game has become.

However, he is not the only one that has suddenly found himself thrust into this world. Other Players of the game known as YGGDRASIL have appeared in this world in the past, greatly influencing history, and now you too have found yourself in the New World. Only time will tell what mark you make on history, Jumper, but it is certain that with prudence, cunning, and strength that the mark you make will be a lasting one.

Location

You may freely determine your starting location yourself. Alternatively you may roll randomly from the ten options presented, in which case you will gain 50 CP that does not count against the drawback limit. However if you roll randomly you are stuck with what you rolled. The point in time you appear in the New World coincides with the same time that the Player known as Momonga, and the Great Tomb of Nazarick with him, appear.

1 - ***Turning point of History, Carne Village*** - You have appeared in a sleepy little frontier village in the country of Re-Estrize, near the border of both the Baharuth Empire to the east and the Slane Theocracy to the South. In the very near future, less than a few days, this will become the site of a battle with Slane Theocracy soldiers posing as knights of the Empire, and an encounter that will have changed the course of history with the first appearance of the Sorcerer King Ainz Ooal Gown.

2 - ***The Fortress City, E-Rantel*** - The city of E-Rantel is surrounded by a set of three massive walls and is the linchpin of the Kingdom of Re-Estrize when it comes to facing off against the Baharuth Empire. It's massive size, formidable defenses, and ability to host huge armies (temporarily at least) allows the Kingdom to project power over the Kazte plains, the traditional battleground between the Kingdom and the Empire. It's also a major trade hub and the site of an Adventurer's Guild, a building that caters to and helps organize adventurers, people that accept jobs and quests for profit and that regularly go on missions to subjugate and exterminate monsters, keeping the surrounding lands safe.

3 - ***Capital of the Kingdom, Re-Estrize*** - The capital city of the kingdom of the same name. It's one of the major powers in this area of the world and one of four of the great human nations. It's ruled over by a wise but aging king, one that has heirs that sadly are either unfit to lead the nation in his stead or that can't be trusted not to run it into the ground. It doesn't help that the court itself is split between the Royal Faction, whom support the king and his policies, and the Noble Faction whom support taking power from the king and putting it into the hands of the aristocracy. This political division has caused considerable strife in the kingdom, and isn't helped by the slow-but-certain economic ruin that the kingdom faces thanks to its yearly wars with the Empire, wars that always happen during harvest season to ensure that the kingdom must raise levies and peasant armies when those men are most needed to help with the harvest.

4 - ***Nation of Human Supremacy, the Slane Theocracy*** - A heavily religious nation that preaches human dominance of other races, as implied in the name, that reveres a group of individuals they call 'The Six Great Gods'. The Six Gods are said to have appeared in the world over six hundred years ago and saved the human nations that at the time were in severe danger of being utterly wiped out by all their demi-human and monstrous neighbors. On top of that the Six Gods were said to have bestowed the secrets of divine magic and 'ranked magic' onto the

world before shortly disappearing back to heaven. It is said that before they returned to heaven that they left behind many powerful items and equipment for their human followers, as well as a genetic legacy in the form of the God-blooded, individuals whom can trace their linage back to the Six Gods and whom are well and truly ‘superhuman’. Surprisingly all of these things are true, to an extent. What only a bare handful of individuals know however is that the Six Gods were actually a group of six Players from YGGDRASIL, and that they didn’t return to heaven but in fact died due to infighting.

5 - ***Legacy of a Dragon, the Dragonic Kingdom*** - A human nation further to the east than the Baharuth Empire and slightly to the south. It was founded by the “Brightness Dragon Lord” in ages past whom took a human as a mate, creating the royal lineage that carries on to this day. Those of the royal family are blessed with the power of ‘wild magic’ which is the precursor to ‘ranked magic’, a more primal and powerful, though less structured, form of magic that can only be inherited but that often requires sacrifices in order to use due to the royal family not possessing the natural magic power inherent of the dragon they inherited the power from. It is currently facing a massive invasion from the Beastmen Nations, a rough gathering of tribal beastmen that are literally raping, pillaging, and murdering their way through the kingdom, with their ultimate goal aimed at making the humans of the Dragonic Kingdom into livestock. Surely if a hero were to appear that could drive back the hordes of these rapacious fiends they would be showered with praise, rewards, and positions worthy of their efforts.

6 - ***Hidden by the Great Wall, Roble Holy Kingdom*** - The Holy Kingdom as it is simply called, is marked haphazardly on maps of the New World. Their neighboring area, the Wilderness, is inhabited by numerous demi-human tribes who are constantly warring with one another. The country’s border is protected by a wall, the 10,000 Mile Great Wall (not literally 10,000 miles), keeping the savage tribes from encroaching. The kingdom's national hero is said to be a Valkyrie Knight, wielding the Sacred Blade. It is located to the southwest of the Kingdom of Re-Estrize.

7 - ***The fields of Death, Katze Plains*** - Surrounded by a permanent foggy atmosphere, the Katze Plains were once a large open plain that was inhabited by people but eventually it became a battleground where the armies of both the Re-Estize Kingdom and Baharuth Empire choose to fight their annual battles. Now it is nothing more than a large empty plain surrounded by a permanent fog that blankets the whole area with a few old buildings scattered around and in ruin due to numerous fights both between the nations as well as people fighting countless undead. In this world places where many people are killed often become blighted and give birth to undead, and the higher the concentration of undead the more likely that more powerful undead will spawn. It is for this reason that the Katze Plains are considered to be a land of virtually zero worth, thanks to the countless men that have been slain there giving rise to countless amounts of undead. The only virtue of this place, if it can be called that, is that it is uniquely situated near the border of the Kingdom of Re-Estrize, the Baharuth Empire, and the Slane Theocracy, making it a natural ‘neutral area’ and buffer between the three human nations.

8 - ***The Bloody Emperor's domain, the Baharuth Empire*** - A nation to the east of the Re-Estrize Kingdom, currently ruled by the so-called "Bloody Emperor" that purged the corrupt nobility from his nation at the young age of a mere twelve years old. After removing the stagnant and cloying influence of the nobility he instituted systems to raise up and hire those that had genuine skill and competence to positions within the government, rather than the previous system which was so bogged down by nepotism that practically every position was ran either by a fool or someone that got there only because of who their parents were. He currently enjoys the full support of the military of his nation, having brought supreme power under the control of the Imperial Throne, and like clockwork engages in a yearly war with the nearby Re-Estrize Kingdom as part of a long term gambit to slowly but surely drive it to bankruptcy so that he can annex it. Fluder Paradyne, hailed as one of the strongest humans on the continent and a wizard capable of 6th tier spells in three different magic systems, acts as an advisor and confidant to the Emperor. Currently the Empire is enjoying a period of economic prosperity and positive growth.

9 - ***Ruled by the Lords, the Argland Council State*** - Ruled by a Council composed of five Dragon Lords that set overall policy, with a parliament beneath them comprised of representatives from various demi-human races. This nation sits to the north / north-west of the Re-Estrize Kingdom. Little is known about the country save that it is formed of an alliance of a number of non-human races that banded together for safety during the rampages of the Evil Deities two hundred years ago. Supposedly its citizens live together in relative harmony under the rule of the Dragon Lords and the country is currently in a period of tentative peace, if not an easy one, with the human kingdoms to its south. With the notable exception of the Slain Theocracy of course, who by doctrine consider the Council State to be an deadly enemy. The Platinum Dragon Lord currently holds a seat as one of the Councilors despite not actually living in the nation as he stays far to the south of even the Slain Theocracy in his current residence, the former Guild Base of the Eight Greed Kings.

10 - ***A stroke of Luck, The chance to Choose*** - It would appear that you are quite blessed, traveler. You may freely choose to appear in any of the locations specified above, or any other place in the New World. Unlisted examples include the Dwarven Kingdom in the mountains to the north of Nazarick and the Re-Estrize Kingdom, the City State Alliance of Karnassus to the esat of the Baharuth Empire, or the elven kingdom to the west of the Slain Theocracy (and the southeast of the Roble Holy Kingdom). The only exceptions are that you may not appear inside of Nazarick, nor can you appear inside the flying sky citadel of the Platinum Dragon Lord.

Gender - You may remain your current gender for free or change it for free. Certain races may not have genders.

Age - Choose any age between 10 and 50. Some races or origins may appear older or younger than their actual age (such as elves or vampires, or Players in general), in such cases choose your apparent age as well as your actual age.

Race - There are three different categories of 'race' in the world of YGGDRASIL, and the New World surprisingly tends to reflect that as well. The three categories are 'Human Races', 'Demi-Human Races', and 'Heteromorphic Races'. You may only choose to be of one race, no half-breeds. Unless otherwise noted races have the same lifespan as that of a human, with the exception of Heteromorphs which are all ageless.

Free - **Player** or **Local** - You *must* choose now whether you are a Player, that is to say someone from YGGDRASIL, or a Local from the new world. There is no cost attached to this and no inherent increase in power or ability. Players do, however, get a discount on all heteromorphic race options to reflect the fact that their 'race' was actually something they chose themselves. Locals however get a discount on all Innate Talents, and if they qualify for two discounts on an Innate Talent they get it for free. Locals may freely choose whom they are and aren't affiliated with as appropriate for their origin and race in whatever way they feel makes sense and do not, by default, have any established enemies. They may not, however, take the place of any ruler of a country.

Players on the other hand have other worries. The Platinum Dragon Lord for example is likely to be highly suspicious of any Players he learns of, though he won't know you're a Player initially. He generally considers Players to be harbingers of change, usually of the destructive sort, and a separate 'race' of beings from another world. The Platinum Dragon Lord possess powerful magic, considerable influence, can call upon many allies, and has access to a considerable number of powerful magical artifacts thanks to his lair being the guild base of the (now dead) Eight Greed Kings (a group of former Players). Also he's a dragon, in case that wasn't clear. That said if you're subtle he might never learn about you. He is not the only Dragon Lord that has dealt with Players before either, for example the Deep Darkness Dragon Lord once encountered a Player whom he slew, claiming from them their gear and one of the World Items known as The Twenty.

Additionally the lich known as Momonga, and later on as the Sorcerer King Ainz Ooal Gown, is on the look-out for other Players and may see you as either a potential friend or, at worst, an enemy to be destroyed. Since he has the backing of the Great Tomb of Nazarick, as well as all of its inhabitants and creatures that live within, becoming his enemy is probably something to be avoided. Additionally if you choose Player you will have memories related to the nature of the YGGDRASIL game, as well as living in Japan circa the early 2100's, however you may opt to not have this backstory if you desire to be a drop-in. These memories will likely give you a tremendous leg-up on the various abilities, spells, and powers of many different classes and creatures of the world thanks to knowledge of tropes, literature, and the game world, as well as a standard 'modern' education for a citizen of Japan circa 2138.

Free - **Human Races** - These include humans, dwarves, and both light and dark elves. Humans are generalists that favor nothing in particular but are more likely than the other races to possess 'Innate Talents', as such humans get one Innate Talent perk for free. Dwarves are much better physically than humans and enjoy bonuses to crafting items of all sorts, as well as living on average five or more times longer than a human. Elves tend to be average physically but possess a natural ability for magic and so tend to be more powerful magically than the other 'human' races, additionally they have incredibly long lifespans, potentially into the thousands of years. Unfortunately racial tensions, and just racism in general, runs strong here in the New World. Pure humans often consider elves and dwarves to be sub-human, and often times either chase them out of human territories or attempt to take them as slaves. The Re-Estrize Kingdom is actually one of the few human nations to have outlawed such practices, thanks to the efforts of the 'Golden Princess', but racial tensions still remain at a high level. It goes without saying but people that aren't actually human, or at least appear human, should stay far away from the human-supremacist nation of the Slane Theocracy.

Free - **Demi-Human Races** - The demi-human races feature such groups as orcs, goblins, lizardmen, mermen, minotaurs, ogres, toadmen, trolls, and beastmen. Beastmen are by far the most diverse of the lot and the only group of demi-humans that can honestly claim to have their own nations. Beastmen appear to be fusions of beasts and men, hence the name, and not the 'cute ears and tail' version either. All demi-human races tend towards barbarism, tribalism, and most of them consider humans either as enemies or potentially as food. Notably despite this general behavior this does not mean they are *always* evil, merely that they often are. They tend to be at least twice as physically powerful as humans, being faster, stronger, tougher, and having greater endurance. By contrast however there is a heavy stigma against such creatures and death is often the best that can be expected for any demi-human found in the lands of the 'human' races. Minotaurs, Ogres, and Trolls tend to be more powerful in general thanks to their enhanced strength and regeneration respectively, but conversely also tend to be more hated by the human nations precisely because of those reasons.

Variable Cost - **Heteromorphic Races** - The heteromorphic term is a catch all for any race that doesn't fall into the other two categories, and which often times represent such creatures that might more regularly be termed as 'monsters'. All heteromorphic races have the potential to be extremely powerful, thanks to their many innate advantages, and as such are priced accordingly. If you are discovered by the locals to be a heteromorphic race it is *virtually certain* you will be seen as a monster to be *hunted down and killed*, the only exception to this are Angels and Fallen Angels since their base forms look like humans, and Fallen Angels only get a pass because the locals don't actually understand the difference between an Angel that has fallen and one that hasn't. You could certainly teach them the difference via your actions, however.

200 CP - **Angel** - You are an Angel, a divine messenger of the gods. You possess beautiful white or golden wings of energy on your back that allow you the innate ability to fly and an aura

of holiness that repels the undead and the unholy, healing and 'buffing' allies as well. You have naturally powerful divine magic abilities and any such abilities you might have already possessed, or gain in the future, are magnified in nature. You can naturally turn or destroy the undead, detect evil, see invisible creatures, know when you are being lied to or told half-truths, and are naturally at least ten times as physically powerful as a standard human. Your innate divine magics allow you to heal and bless others, cure diseases, poisons, insanity, and mental compulsions and to combat evil and the undead with holy abilities that do terrible damage to such creatures. You possess the ability to hide your wings and suppress your holy aura at will. Angels are normally Good, but since you're paying a premium you don't need to be if you don't want to. You are vulnerable to unholy magics and attacks, as well as 'evil' magic, but you are immune to Holy energy, diseases, and poisons. Angels are ageless and always appear to be handsome or beautiful adults in the prime of their life regardless of how old they are; they will never die except to violence or accident.

200 CP - **Fallen Angel** - The dark opposite of the Angels, you have fallen from grace. You possess black wings and an unholy aura that blights and damages all that is good and holy, damaging and debuffing your enemies. You are the dark mirror of an angel, possessing all of their abilities but flavored to match your new fallen nature. Where they heal and bless, you damage and curse, where they bolster their allies you debilitate your enemies. Where they can tell when others are lying to them, others can not tell when you are lying. You still possess the same potential for divine magic spells, but you tend to favor those that deal with smiting your enemies rather than providing succor to others. Like the Angel you possess the ability to hide your wings and your unholy nature at will. Fallen Angels are generally Evil or Neutral, but since you are paying a premium you don't have to be. You are vulnerable to holy magic and attacks, but are immune to Unholy energy, diseases, and poisons. Fallen Angels are naturally ageless and always appear to be handsome or beautiful adults in the prime of their lives regardless of their actual age; they will never die except to violence or accident.

100 CP - **Birdman** - Based on such legendary creatures as Rocs, Phoenix, and the Garuda, Birdmen appear to be a cross between birds and men with plumage, beaks, and wings attached to their arms. They are uniformly capable of flight, have incredible senses, are *blindingly* quick, and also possess a natural affinity with magic related to the wind and air. Birdmen based on Rocs are larger and *much* more physically powerful and durable, birdmen based on the Garuda are dramatically faster even than other Birdmen and possess stronger affinities for the wind and air, and the Phoenix birdmen possess an incredibly potent regeneration factor and a similar affinity to fire as well as air and wind, though their physical abilities are lowest of the three types.

300 CP - **Demon** - You are a demon, a being birthed in the fiery pits of hell itself. Your actual form can vary greatly and you may choose the exact appearance your 'true form' has, up to 20ft tall. You possess the natural ability to appear as a human, though usually with some subtle tell, to better fool the unwary. Demons uniformly possess great affinity for fire magic, curses, 'evil' magic, and are at least ten times more physically powerful than an average human or twenty times as physically powerful when in their 'true' form. You can teleport at will over distances of

less than 10 miles to any place you have previously been to or can see, but you can't take anyone else with you and you can't take anything that you aren't personally carrying weighing over 200lbs. You may freely shift into your current world's version of Hell (or its equivalent) if it possess such a thing, and back again into the 'regular' world at will. Demons possess the full breadth of emotion as a regular human, capable of feeling love, loyalty, and everything else but can selectively choose not to feel emotions whenever they decide they feel like committing evil. Demons are generally EVIL, capital letters emphasized, but because you're paying a premium you can choose not to be. You are susceptible to any magics or techniques that specifically work against 'demons' or evil creatures, however you are immune to fire damage (magical or otherwise), as well as 'evil' magic. Demons are ageless, and may choose how old their mortal appearance looks. If their 'true form' has wings then they can fly, but only while in their true form.

400 CP - **Doppelganger** - You are a doppelganger, a creature with a blank white featureless face with a large black hole where its mouth should be and two smaller holes where its eyes should be. This doesn't actually hinder you, but it is extremely creepy to look at. Your limbs are also fairly spindly and you only have three fingers and a thumb, all of which are quite long. You naturally possess the abilities of a shapeshifter, and can shift your form to look like any human you have ever seen, and additionally can alter your appearance to anything specific you desire. This isn't an illusion, but true shape shifting. You can even take on the supernatural traits of people that you turn into, to an extent. If you take on the appearance of a mage you will actually gain some skill in magic, if you take on the appearance of a mighty warrior you will actually become somewhat skilled at fighting. These abilities are moderate but always pale in comparison to the original article or to individuals that have focused solely on one profession, additionally you can only take on one particular 'mantle' at a time and you do not retain abilities of forms you are not currently in. You can't, for example, take on the form of someone that is an incredible mage, cleric, fighter, and X/Y/Z at the same time and expect to gain all of those abilities. That said with a bit of clever application the sheer versatility at your command is not to be understated. You are *extremely* vulnerable to magics and attacks designed to target shapeshifters.

100 CP - **Dragonoid** - Dragonoids are kin to dragons, and as such possess many potent and innate abilities. Firstly they are at least twenty times more physically powerful than a regular human, and possess endurance and stamina at least thirty times that of a regular human. Additionally their bodies are incredibly tough, akin to steel plate naturally, they are immune to fire damage, and they also possess incredibly potent sensory abilities. They can naturally turn into a small winged dragon, no larger than thirty feet in length, including the tail, and may breathe fire and fly while in that form. They also possess the ability to take on a human form that is perfectly able to stand up to even close scrutiny, and possess a sixth sense that allows them to detect magic and gold within a moderate distance of themselves, though this sense isn't exactly perfect or precise and can be fooled with magical defenses. You are vulnerable to magics and attacks specifically designed to work against dragons. Dragonoids, like all heteromorphic creatures, are ageless.

200 CP - **Skeleton** - An undead creature, Skeletons are normally not terribly physically powerful or intelligent. Normally. You aren't normal by any means however. You possess strength at least ten times that of a regular human and a powerful resistance to slashing, cutting, and piercing attacks. You are vulnerable to blunt attacks however. You possess full mental capacity, a complete immunity to mind altering effects (including mind control) short of divine intervention or that explicitly work on the undead, do not need to eat, sleep, or breathe, never tire, are immune to cold damage, and any time your emotions reach past a certain level they will be forcibly calmed down so that you think calmly and methodically. You still possess emotions however, this ability merely protects/prevents you from feeling extremes. Additionally if you are a necromancer you will find that your necromantic spells are bolstered in effect. You naturally possess the ability to command unintelligent undead to do your bidding, unintelligent undead are never hostile to you unless you attack them, and you can be healed by negative energy. Conversely you are damaged by positive energy (ie: healing spells), and are *very* vulnerable to both holy magics and attacks as well as fire magic and attacks. You are obviously an undead, and people will react appropriately. Additionally as an undead you are ageless, and will never die except to violence or accident.

200 CP - **Automaton** - You are an automaton, a robot or similar such being created through science. Maybe. That's your backstory at least. If you're a Player this was your chosen race, if you're a Local .. well, you're probably unique, and who knows what lost civilization created you. You do not need to sleep, eat, drink, rest, nor can you become bored. Your mind is enhanced to the point that you actually think quicker, though you may not necessarily be smarter, and you possess a flawless memory capable of recalling any fact or piece of information you have ever been exposed to. You're naturally twenty times more physically capable than a regular human, and your internal reactor, or whatever it is that powers you, actually serves to refill your mana slightly faster than it would otherwise do so. You do not age, and will not die except to violence or accident, and are completely immune to disease and poison. You can choose your appearance and size (no greater than 20 feet tall). You can make minor cosmetic changes fairly easily but it will be exceedingly difficult if not impossible to make major structural changes once chosen, so it's suggested you choose something that can pass as a human. If you do choose a human like appearance it will be capable of passing even close scrutiny. You may need to engage in regular periods of maintenance, especially if you are damaged, unless you possess abilities, perks, or skills that would allow you to heal/restore yourself through other methods.

200 CP - **Slime** - There are many types of slimes and oozes. All of them uniformly are next to impossible to hurt with physical attacks, but are incredibly vulnerable to one type of elemental damage (fire for a regular slime, ice/cold for a lava slime, etc) and also possess a slight weakness to magic in general. You possess the ability to take on a human form that will pass even close inspection, while losing none of the benefits that come with being made up of an amorphous slime-like substance, and possess physical abilities at least twenty times that of a human. Including speed, despite how odd that may seem. You can naturally fit through tight spaces, shape your body into unnatural forms, and can make as many 'feelers' or 'manipulator

arms' as you like. In truth you're more like a uniformly colored Shoggoth than you are anything else, except without all the eyes and body parts. Slimes are also powerfully acidic and can inflict grievous acid damage on anything they touch; you naturally possess the ability to determine whether or not your acid will damage the things you are in contact with. All Slimes are naturally good at alchemy and can create alchemical substances and magical potions, if they possess the knowledge of their creation, directly out of their own body. Slimes, due to their nature, are ageless.

200 CP - **Zombie** - You are a zombie. You are quite pale and cold to the touch, but are otherwise perfectly preserved and will remain that way. You possess all the benefits of the Skeleton race except you don't look like a Skeleton, with the following exceptions. You lose the resistance to slashing, piercing, and cutting attacks but also lose the vulnerability to blunt damage. It is also not immediately apparent you are undead, which will likely offset potential social stigma. You otherwise enjoy all the benefits, and downsides, of being an undead. Since you are undead your physical appearance will forever remain the way it is, barring shape shifting powers or magic. At no extra cost you may freely choose to be a Dullahan, capable of separating your head from your body at will and with no loss in control over either.

300 or 400 CP - **True Vampire** - You are a vampire, a creature of the night that feeds on blood and leaves terror in the hearts of both commoner and king. Unlike regular vampires the true vampires from YGGDRASIL do not possess a vulnerability to sunlight, may freely enter residences uninvited, cross running water under their own power, and are no more vulnerable to a stake in the chest as anyone else would be. They do however possess a *strong* vulnerability to fire damage, holy attacks, and positive energy (such as healing spells or healing potions), but may be healed by negative energy or drinking blood. Uniquely for an undead you are still fully capable of experiencing extremes of emotion. You are at least twenty times as physically powerful as a normal human, possess a potent and combat-applicable regeneration factor that can be bypassed by silver, can cast mental compulsions on others with eye contact, are immune to cold damage, are immune to mental compulsions and control short of divine intervention or via effects that specifically target undead, and can spawn vampires (not True Vampires) by feeding on mortals with the specific desire to turn them into such.

Vampires you create are unfailingly loyal to you but tend to be fairly weak, by comparison to you, until they've had time to grow into their powers. Additionally unlike True Vampires, such as yourself, they *do* possess a weakness to sunlight and a need to drink blood on a regular basis. However for an additional 100cp (bringing the total cost to 400cp) you may instead gain the Blood of Origin, not unlike Cainabel himself (the god of vampires in Yggdrasil), making you a much more powerful Progenitor Vampire that can create True Vampires instead of lesser vampires. True Vampires, as powerful intelligent undead, may command both unintelligent undead and intelligent undead that are weaker than themselves. They can also summon creatures such as bats, rats, wolves, and owls to act as servitors for them, though such creatures tend not to be any more powerful than they would normally be unless the vampire is exceptionally old and/or strong.

You additionally possess a hideous alternate form with inhuman features, legs that bend backwards at the knees, talons on the ends of your toes and fingers, and your mouth transforms to look more like a lamprey's than that of a man. In this form you are thirty times stronger than a regular human but can not hide your nature as a vampire, and you are prone to falling into a bloodfrenzy while in it. As a 'true vampire' you have transcended the thirst for blood that normal vampires have, though you can still partake of it in order to heal yourself (and likely will while in your alternate form). Progenitor Vampires on the other hand have completely transcended the weaknesses and urges of lesser vampires, and always maintain full control of themselves even in the depths of bloodfrenzy. Vampires *always* have pale skin and either red or golden eyes, and either black, blond, or silver hair. Knowledgeable locals will be aware of this. You may freely choose what age you physically appear to be but, since you are an ageless undead, that is the age you will remain looking like forever barring some form of shape-shifting power or magic.

100, 200, or 300 CP - **Werebeast** - A lycanthrope, you are a creature capable of shifting between the form of a man, the form of a beast, and a sort of hybrid form which mixes the features of both. Your senses are dramatically sharper than those of a regular being, easily a hundred times the superior in every category than a common human and capable of seeing and hearing slightly into ranges beyond those they are capable of. Your sense of smell is magnified even further, nearly one thousand times that of a regular human being. Despite these increased senses you never suffer from sensory overload, and can quite easily process and understand all of these different inputs your senses give you. You are naturally ten times more physically powerful than a regular human in your human form, fifteen times as physically powerful in your beast form, and twenty times more physically powerful than a regular man in your hybrid form. You can freely shift between any of these forms whenever you desire, quite quickly at that, and can not be forced to transform against your will. Items you are carrying or holding will be absorbed into your body harmlessly while transformed into your beast form, but otherwise you continue to wear them as normal in your human and hybrid forms.

No matter your form you have a powerful regeneration factor that can be defeated by silver, and your digestive system is resilient enough that you could survive on raw meat and other uncooked foodstuffs without suffering from potential problems that would come of it, and are weak to weapons or effects that specifically target shapeshifters. You may choose any *regular animal*, including birds (but not mythical birds, which fall under the Birdman race), to be a were-creature of. If your animal form can fly or swim then you can as well, though you'll probably be slightly weaker than a strictly land-bound creature would be. For 100cp you get all of these regular benefits, but for 200cp you are now an Alpha Werebeast and can now spread your lycanthropy to others. Lycanthropes directly turned by you follow you as their 'pack alpha', but do not possess the ability to pass on lycanthropy themselves. Lycanthropes you turn have weaker versions of your own werebeast form and abilities. For 300cp that changes as you become a Progenitor Werebeast, and the beings you turn are now Alpha Werebeasts that can not only turn others, but those newly turned will also recognize your 'Progenitor' status. Additionally the traits they inherit will be stronger, though still not as strong as your own. No

matter what version you purchase you tend to display slight personality traits of the beast you are patterned off of, such as a predator species being more aggressive or a prey species being particularly cautious. You possess yellow eyes, though very few locals will have deep enough understanding of werebeast lore in order to realize the significance of that.

200 CP - **Insectoid** - Technically speaking the name 'insectoid' is more of a catch-all term referring to all heteromorphic races that have a resemblance to insects, bugs, arachnids, or so forth. As such this particular racial category is perhaps the most broad and least uniform of all the heteromorphic options. You could look like a literal cockroach, or like some sort of humanoid spider (such as Entoma of the Pleiades), or a huge multi-eyed and multi-limbed behemoth such as the 'vermin lord' Cocytus, Floor Guardian of the 5th Floor of Nazarick. In general you can expect physical abilities roughly twenty times superior to that of a regular human and senses nearly on par with those of a Werebeast, to include such things as significantly wider range and field of vision such that you could respond to attacks coming from angles that other species wouldn't even notice (such as near directly behind you). You will also be able to naturally control and summon forth lesser examples of your race, such as spiders if you are an arachnid type, in great numbers, and will have racial abilities reflecting what type of insect/bug/spider/whatever you happen to be based off of (such as spiders being able to shoot webs, roaches or similar being able to digest nearly anything and having incredibly redundant bodies, and so forth).

200 or 400 CP - **Unknown Race** - There are more things under heaven and earth than anyone could know, such was the truism in Yggdrasil and so too does the saying retain its value in the new world. Using this option you may create your own heteromorphic racial option not already reflected here, using your best judgement as to what racial abilities they would have, what weaknesses they would have, and so forth while staying within the guideline of the races already outlined in this section. 200 CP is the price for fairly 'normal' heteromorphic races (mind flayers, living golems, spirits, fairies, etc), whereas the price for truly powerful heteromorphic races will be 400 CP (powerful elementals or outsiders, dragons, etc). Note - this is inherently the fanwank option. So long as you keep things reasonable you may fairly well say you're just about anything. See notes for further details.

Origins

Any origin may count as a Drop-in. Drop-in Players have knowledge of the systems of Yggdrasil but no history playing or being involved with it. The origins on offer do not differ overly much from each other in terms of general strength. A warrior for example will be generally superior in straight combat power to a magic caster of the same 'level', though not nearly as versatile outside of combat. Generalists are the middle ground of the origins, not able to reach *quite* the same heights in combat as a warrior, or in magic as a magic caster, but tending to round that out with a much more impressive and broad array of general skills, knowledges, and abilities. All have their various strengths and weaknesses but tend to balance each other out in the long run.

Free - **Generalist** - You are the generalist, the person with an answer for every situation (if not a good one) and a skill for every occasion. You tend to be a queen-of-all-trades type rather than a jack, so while you aren't quite the match of an ace you aren't that far behind them. You favor wit, agility, and versatility, able to easily fit into just about any niche and at the high end your sheer breadth of skill will provide you with no end of options. While you won't be as focused as a warrior in combat, or a magic caster in magic, you'll find that you tend to make up for that in being much stronger than them in other areas that they are generally weak in.

Free - **Warrior** - You trained your whole life to master the art of war and the swing of a blade. You know how to fight in armor, from horseback, in large scale battles and also in one-on-one duels. You have a natural affinity for physical abilities and 'martial arts', often called 'a warriors magic' in this world, that can allow you to perform feats of supernatural skill and battle prowess. You could easily make a living as a sellsword or swear yourself into the service of a lord and expect considerable compensation and prestige. Alternatively you could be an adventurer fighting monsters and keeping the general populace safe from wandering creatures.

Free - **Magic Caster** - Magic, and the concept of magic, has always enthralled you even from a young age. You decided immediately from the start that you would learn all that there was to know about magic and dedicated yourself to this pursuit. You are intelligent, wise (at least in magic and magic theory), and possess a considerable amount of magical skill and ability. You could easily make a living professionally with just what you start out knowing and if you become famous enough you may be invited to court as an advisor on magical matters, have people seeking you out to become your student, or be hailed as a luminary for discovering or creating new magical spells and processes. You start with the ability to use Third Tier spells in the Ranked Magic system, widely considered to be the level of masters and the highest that a 'regular' human can achieve. Spells of the third tier include such classics as flight, fireball, lightning bolt, and haste.

Perks

You have 1000CP total. Perks costing 100CP are free to their origin, and other perks are discounted for their respective origins.

General Non-Origin Perks

Free - **Tolerance for Evil** - The New World can be a brutal place. Regular annual wars, demi-human hordes raping and pillaging human nations to use them as livestock, rape, torture, and slavery being common, and the frequent abuses of power by the aristocracy. There's a lot of problems in this world, and a great many of them would probably leave even the most even tempered man red-faced in anger and outrage at the mere thought of them. Not you, though.

You have gained a tolerance for such acts, and can freely consider them based on their merits (if they have any), and are perfectly capable of carrying them out yourself if needs be. This ***does not*** make you evil and you don't actually have to tolerate evil that you see, you're just capable of doing so and can calmly and logically consider such things without undue or unnecessary bias. You'll be perfectly able to kick a few puppies or burn down a few orphanages (or worse) and have no problems or mental compunctions of going through with the act, if you feel you really need to. This also gives you an ironclad stomach, you'll never find yourself retching at scenes of gore or gagging at unpalatable smells or sights.

50 CP (Players get first level free) - **Personal Inventory** - You have gained a personal inventory. It is nebulously large, enough to store several tens of thousands of pounds at least, and while you couldn't store a house in it (or living beings) you could easily store plenty of suits of alternate equipment, weapons, potions, piles of coins, food, and other such things. Taking things out of your inventory requires reaching into it, which will make it appear as if you are reaching your hand into a dark hole in mid-air. For an additional 50 CP the inventory is arbitrarily large and can hold as much as you feel like putting into it, so long as no individual item is larger than a normal house.

No matter how big your inventory you'll always draw out the things you intend to, and will instinctively know what is in it. Items held within are in a sort of beneficial semi-stasis. Food or drink won't spoil and neither will anything within decay or rot, however if an item inside would benefit from time progressing (such as a magic item regaining expended charges on a set schedule) then it will still do so, to whatever extent is most beneficial. These effects are active no matter what level of Personal Inventory you purchase.

Free or 50 CP (Players receive the 50cp version for free) - **Themed Aesthetics** - If you're a Warrior you appear to be physically powerful and imposing. If you're a Magic Caster you appear to be a wise and erudite academic. If you're a Generalist you appear to be a charming and affable rogue. Bottom line whatever you might be you tend to evoke the image of a classically good-looking version of it. For 50 CP you're beyond just being good-looking and are easily one of the most handsome or beautiful people anyone can name, as if your looks were handmade by a masterful artisan. Which, given the nature of YGGDRASIL, they very well might have been.

Free, 50, or 100 CP - **Shared Language** - For some unknown reason everyone in this world appears to be speaking the same language. This isn't actually the case, and people paying attention to the shapes that others make with their mouths when they talk will likely notice they're making movements that don't match up with the sounds that are being heard. There's no known explanation for this, though the Lich Momonga theorized it was probably the work of a Player long in the past. As a result no matter where you are or who you are talking to you will always be able to understand them and they will always be able to understand you. This is commonly accepted fact in the New World and no one finds this odd. This does not translate the written word, sign language, or speech deliberately said in a 'coded' manner, however.

Everyone gets this for free for this jump automatically, and may pay 50 CP to retain it. In future worlds only you and your companions will be able to understand (and be understood by) everyone else. However if you pay a total cost of 100 CP then the effect will be applied setting wide, and everyone will be able to benefit from it. You may choose not to activate this setting wide effect in later jumps if you want, but once it's on it stays on.

200 CP - **Innate Talent** - (Discounted for Locals, one free purchase for actual Humans) You possess the good fortune to have an Innate Talent. Innate Talents are abilities that people are born with, and usually only one in two hundred people will actually have one. They can run the gamut of all sorts of things, though there is no certainty people will be born with an ability they will actually be able to make use of. For example someone born with an innate talent for learning magic doesn't actually help them find a magic teacher, and thus some innate talents may go to waste. Thankfully for you you can choose what Innate Talent you have from the following list. You possess the unheard of ability to have more than one Innate Talent, assuming you purchase more than one. If you qualify for two discounts on a talent, thanks either to race or origin, you get that talent for free. Player may discount any **two** Innate Talents (they must be different talents).

Enhanced Summoning - All summoned creatures you call forth will be 50% more powerful, stick around for 50% longer if the summon is duration based, and will cost 50% less magic to actually summon. Only works on creatures you *summon* with magic, creatures you *create* with magic don't count. Discounted with Summoning Specialty.

Omnidextrous - You possess the innate talent to use all of your limbs as if they were your primary limb, effectively allowing you to fight or operate with your limbs to whatever degree you desire, and are physically capable of performing in, with no loss of control, skill, or strength. This effect additionally carries over to your mind, allowing you to effortlessly mental-multitask on as many different trains of thought as you desire. This doesn't let you think faster, per-se, but you would be surprised at how useful it is to be able to focus on every individual thing going on in a battle at the same time. Discounted for Rogues and Automatons. Rogues that are also Automatons get this for free.

Golden Mind - You are, simply put, superhumanly brilliant. You don't necessarily know anything with just this, and it's entirely possible to have a genius mind and yet still be ignorant, but if you actually bother to go out and learn things, or have perks, classes, or skills that provide you with knowledge, you will quickly find that you can piece together information and clues from even the tiniest shreds. Your intellect is of *gargantuan* size, and there is a potential drawback in such. If you are not careful to ground yourself, or to find company that can keep up with you mentally, it is entirely possible you might find yourself divorced from the human condition as you simply lose touch with the people around you that can't possibly hope to keep up with your golden brilliance. Can be mitigated with the correct perks or efforts. Players get a discount on this innate talent.

Magic Learning Affinity - You possess the rare talent to learn all magic spells in half the time it would normally take you. For example if a spell would normally take a person eight years to learn you could learn it in four years. Stacks with similar abilities from other jumps. Doesn't give you the ability to use magical styles you aren't actually trained in or capable of using.

Enhanced Healing Magic - Your magical healing spells are especially potent, doubling their effectiveness and halving their cost. You would be well praised and rewarded as a healer if people knew you had this ability and, of course, if you knew any healing spells. Only affects magic that explicitly heals and does nothing else. Undead that purchase this may choose to gain the opposite of this to empower negative energy spells so that they can heal themselves. Angels and Fallen Angels receive a discount on this talent.

Identify Talents - You possess the talent to detect Innate Talents in others. Upon sight you will instantly learn the exact nature, usage, and purpose of any Innate Talents a person might have. Whether or not they're skilled enough to actually use it is a different matter. In future worlds this effect will allow you to determine the supernatural powers of others, but the information it gives is not instant and isn't as comprehensive. Generalist origins get a discount on this talent.

Martial Arts Prodigy - This probably doesn't do what you're thinking. In this world 'martial arts' are known as "a warrior's magic" and are special skills and abilities that warriors (in general, not just people with the Warrior origin) can learn in order to empower themselves and perform supernatural feats. This talent enables you to learn 'martial arts' in half the time it would normally require and additionally allows you to activate twice as many martial arts at a time than would otherwise be normal (a legendary warrior might normally be able to activate as many as seven at once, for example, whereas at the same level you would be able to activate fourteen at once). This also reduces the stamina cost of 'martial arts' to half of what they would otherwise be. If people learned you had this talent, and you actually practiced to take advantage of it, you would be hailed as a mighty hero. Example 'martial arts' include increased magic resistance, resistance to mind influencing spells, increased physical prowess, amplified speed, the ability to analyze and identify weaknesses in others, the ability to have perfect knowledge of everything within a three meter radius of yourself, the ability to completely nullify the physical force behind a single strike, the ability to hit multiple targets with a single strike, extremely short term (a few seconds at most) combat precognition, and so on. The more powerful the martial art the longer it takes to learn and the more stamina it takes to use. Warrior origins get this at a discount.

Physical Powerhouse - You are just straight up more physically powerful than your race should be. If you're a human you could easily lift and throw a full grown horse a few dozen feet, run at speeds comparable to said horse, and possess endurance enough to match three of said horse. Unlike many Innate Talents you don't actually have to do anything or learn anything in order to make use of this. Races other than humans see a similar boost to their physical abilities in line proportional to what would be normal for their race. Scales with level, and applies to other races you might have from other jumps. Demi-human races get this at a discount.

Magical Powerhouse - You are more magically powerful than others. A lot more magically powerful. You've got enough magical energy to rival any three other peers of your level, and additionally you recover your reserves of magical energy just as quickly. Spells that deal direct damage, and nothing else, are 20% more powerful when you personally cast them. Scales with level. This talent is utterly useless for people that don't know magic. Elves get this at a discount.

Alchemist - You are capable of brewing potions with magical effects. You can easily create 'true' healing potions that provide instantaneous healing rather than healing-over-time, and can make potions for any 'buffing' spells you know that are in the ranked magic system such as flight, invisibility, increased magic resistance, physical boosts, and so on. Obviously you must actually know a spell in order to make a potion with that spells effect. Additionally to make use of this talent you must actually have the means to make the potions in the first place such as an alchemist's lab or, for slimes, your own body. Slimes and Magic Caster origins get a discount on this talent, Slimes with the Magic Caster origin get this for free.

Detect Magic Power - Upon sight you will instantly know, roughly, the overall level of magical power a person has. Additionally if they practice a style of magic that you also practice you will know approximately the strength of their most powerful spells. For example if they practiced ranked magic and their strongest spells were of the third tier you would know their strongest magics were third tier spells so long as you also knew ranked magic. Doesn't tell you specifically what spells they know, only the 'level' of the strongest spell they can cast. Additionally it doesn't tell you whether or not they're actually capable of casting it currently (if for example it has expensive components they don't have on hand). This ability can explicitly be blocked with magic, though it is exceptionally rare for people in the New World to know, or bother, with such protections. Discount with Magic Warrior class skill.

Magic Item Creator - You're really, unnaturally, good at making magic items. If you know how to make something then you can make it magical. Spoons, bowls, armor, books, weapons, toasters, anything. You actually have to know some magic in order to enchant items with a magical effect, and you don't gain any skills in actually making items, so if you want to make magic swords you'll have to learn some magic and then how to make regular swords first. You can copy down into scrolls any spell you know, which others can use to learn those spells (if they are capable of using that magic system and put in the time to study) or use them as one-use magic items. Additionally any magic item you create will be marginally better than it would have otherwise been, regardless of whatever abilities you might have brought with you from other worlds. You don't have to have this talent to make magic items or spell scrolls, but someone that does have this talent will *always* be *much* better than someone that doesn't. Dwarves get this at a discount.

Use Any Magic Item - A rare and potent innate talent. You possess the power to use any magical item regardless of whether or not you actually meet the prerequisites or conditions normally required to use it. Wield a Holy Avenger as a black-hearted demon? No problem. A

book of spells only powerful wizards could even open, much less learn from, when you're a fighter? You can use it. A specific magic item intended solely for its creator and that repels the touch of anyone else? As far as it's concerned you *are* its creator. While this innate talent has a very narrow effect within its purview it is virtually flawless.

Bestiary Knowledge - You possess the innate talent to instantly identify any natural or magical beast you come across. You will know it's species name (common and proper), the general characteristics, powers, and abilities of its type, as well as its general behavioral patterns and the types of territory it can be found in. You're also more adapt at taming such animals or creatures, assuming you have abilities that would allow you to do such. You will additionally know of any natural weaknesses such beings possess, and how to exploit them. Does not actually give you the capability of exploiting such weaknesses unless you're normally capable of doing such. Knowing a troll is vulnerable to fire and acid does not help you if you don't have fire or acid at hand. This knowledge is specific enough that you will never mistake a rare creature for its more common brethren, however it won't give you any particular knowledge or insight into creatures beyond what is common for their race, so you won't know if they possess, for example, class levels. Finally you will also possess knowledge of what the various bits and pieces of an animal or creature are useful for for the purposes of alchemy or other crafting pursuits, though it does not give you the innate ability to actually make them into such items. Discounted for Players and Generalists.

Favored by Fortune - You are tremendously lucky. Games of chance almost always go your way, you frequently stumble across places or things of interest, and you are much more likely to encounter individuals of note whom may be inclined to assist you in some manner. Even just kind of muddling along you tend to say or do things that lead to events conspiring to bring good fortune for you, things often times occurring in just the manner needed to in order to leave either a favorable impression of you or to further your general aims, often times without you even realizing it. That said luck is still luck, and it's best not to stretch it. Most people with this rare talent live charmed lives, right up until the moment they don't. Discounted for Players.

100 CP - **Friends with the Devil** - Events will conspire in such a way that when and or if you come into contact with Nazarick that Momonga/Ainz Ooal Gown will treat you in a friendly manner and as a potential ally. The NPC's of Nazarick will treat you favorably too even if you're a human, bizarrely enough. In future jumps this will allow you to make friends with groups that would normally be more inclined to stab you than give you the time of day. In this jump this perk doesn't get you anything outside of friendly relations with Nazarick and, if you work *hard*, potentially access to some of its resources. Some. Additionally this good-will is conditional, if you take actions against Nazarick you will find your relationship with them will quickly sour. You can still have good relations with Nazarick without this perk, it's just much harder and the NPC's will probably hate you and plot your death.

50 or 200 CP - **Crafting Classes** - You now possess classes and abilities aspected towards and in the service of creating a specific type of craft or trade good, and will be able to easily

come up with new recipes or innovations for the crafts you select. Examples include cooking, smithing, scroll making, jewelry crafting, and so forth. For 50 cp you may choose one specific type of craft, however for 200cp you may instead have crafting abilities that are equally applicable to every possible crafting pursuit. Examples include food and drinks that give low level buffs when eaten, low end (but still serviceable) magical weapons, armors, and misc magic items, and so forth. The sort of equipment that would be considered useful and practical enough (in terms of use and cost) for even a more experienced adventurer to eye them appreciatively and think them a worthy addition to their arsenal.

In the Realm of Heroes however you could make items that would be considered national treasures by the locals, things like swords so sharp that they could hit 'above their level' such as damaging someone that would normally ignore them (for example, bypassing the high-tier physical nullification of a level 100), rings of potent regeneration and stamina recovery, masterwork armor that even a hero would be honored to wear, food and drink that could potentially heal a man of injury instantly or empower him to staggering heights (temporarily at least), and so forth.

At Level One Hundred however your crafting skills have hit their zenith. At this point you could make items on par with Divine Tier equipment, things even beings of godlike strength would find no complaint in, or foods and drinks so nourishing that someone might not need to eat or drink for a month or more afterwards, and conveying extremely potent temporary buffs alongside that. However, of course, no matter what your level of skill one simple fact remains; your skills are largely worthless without materials to use them with. While you might be able to take even subpar ingredients and fashion something workable only with truly excellent materials will you be able to craft something genuinely great, especially at the highest levels of crafting.

800 CP (Player & Jumper only, no discount) - **The 42nd Supreme Being** - There were 41 players that came together to form the guild known as Ainz Ooal Gown (the name Momonga, the guild leader, eventually took as his own) and then later took over and remodeled the Great Tomb of Nazarick. Well, there *were* 41 of them. Now, however, there are 42. You are the final member of Ainz Ooal Gown and alongside Momonga you are the only one of the 'Supreme Beings' that remained behind. You are considered to be a god by the NPC's of Nazarick and they all swear their undying loyalty to you, and to Momonga. You will have full access to the resources, facilities, and services of Nazarick and may freely command any of the NPC's within it to do basically anything you tell them to do, the only one who can challenge your authority is Momonga himself. You additionally have your own luxurious quarters on the 9th floor of Nazarick itself.

Since Ainz Ooal Gown was originally founded upon the idea of group decisions you will always have a say in the general direction that Nazarick takes in regards to politics and the distribution of resources, but your own vote is no greater or lesser than that of Momonga himself so you will likely need to compromise on particularly divisive issues. Taking this option automatically overrides your location roll. You automatically start in the throne room of Nazarick alongside

Momonga, with events prior to your appearance having played out as they normally would have (such as Momonga editing Albedo, and taking into his possession the Staff of Ainz Ooal Gown).

Additionally you will gain memories appropriate to being a member of Ainz Ooal Gown (you *can not* be a Drop-in with this option), and you will find yourself having an extremely strong attachment to the NPC's, such that you'll find yourself forgiving of just about anything they do that isn't blatantly and obviously a screw up on their part, as well as possessing a strong desire to protect them (and Nazarick by extension) and a towering anger at anyone that would dare to lay a hand on them.

The guild only accepted Heteromorphic Races, as that was one of the ironclad rules of membership within the guild, which means you must take a heteromorphic racial option. However *taking this perk lets you choose any one heteromorphic race costing 300 CP or less for free*, for races that cost more than that you may apply your discount to whatever is left over (ex: Doppelganger or Progenitor Vampire would cost a 42nd Supreme 50 CP to purchase, and the more powerful Unknown Race option would cost 100 CP to purchase).

Purchasing this perk makes the *'Tolerance for Evil' perk earlier a **mandatory** purchase.* You will have something of a blind spot when it comes to the NPC's of Nazarick, though you may choose how extreme it is. Minimum level of "benefit of the doubt" all the way up to "they can do no wrong", whatever fits for your narrative. You can still be 'Good' personally, you'll just *always* have a soft spot when it comes to Nazarick and its inhabitants. Additionally *you get the 'Level One Hundred' perk found below for free*, there are no scrub-tier members in Ainz Ooal Gown.

300 CP (Free for Locals) - **The Realm of Heroes** - You have stepped into a realm that only the greatest that have ever lived can truthfully claim to be a part of. If you are a Warrior you could potentially cut down an army of a thousand regular men all by yourself, and would be capable of feats of skill and martial prowess that would leave regular folk in stunned awe of your capabilities, and have them whispering that maybe you aren't a mortal at all. If you are a Magic Caster you are capable of spells up to the sixth tier, believed to be the highest tier of magic that a mortal could possibly ever achieve. Spells of the sixth tier can perform things that would be miraculous to the common folk, such as resurrecting the dead, teleporting over unbelievable distances without error, summoning forth powerful creatures as servitors, or potentially casting spells that would let you defeat upwards of a hundred men with no more than a few words and gestures. If you are a Generalist your luck, wit, cunning, and skill are so profound that you have an answer for virtually every situation, and while your combat prowess won't be as great as a warrior of the same level, and your magic won't be as good as a magic caster of the same level, you'll far outstrip anyone that *isn't* in the realm of heroes in those abilities.

600 CP - **Level One Hundred** - You've hit the pinnacle. There is no higher level, not within YGGDRASIL at least. As a Player you have hit level 100, not exactly a surprise since most Players had done that, and represent the absolute peak of personal power and ability. If you're a Local then you're quite frankly a freak of nature and are probably seen as a god by any other

locals that actually know what you're really capable of. Literally, by the way, the Slane Theocracy actually worships as gods a group of six level one hundred Players that appeared to them in the past, though virtually no one still alive outside the highest echelons of the Theocracy itself actually knows that. All level one hundred individuals possess high-tier nullification defensive abilities. This means that individuals won't be able to even hurt you that aren't, at the very least, within the fabled 'Realm of Heroes' and even then they'd have to be a hero among heroes to manage it, and they'd still have to get past your normal defenses even if they manage that much. The only hope they'd normally have is if they possessed access to some magical artifact of sufficient power to get past your defenses. That said the high-tier nullification is an all or nothing ability, either it works or it doesn't.

Your physical and magical statistics are absolutely mind boggling as far as the locals are concerned. Even magic casters, if they're level one hundred, will possess physical strength and defenses on par with a warrior that is 'only' in the 'Realm of Heroes', and warriors can expect to be far *far* beyond even that. Magic casters actual magic power is enough that it could literally bring even the greatest human archmage to his knees in awe and shame at his own weakness, were he to actually witness your true strength. Even warriors that only dabbled in magic would still be on par with magic casters in the 'Realm of Heroes' at the very least. The abilities of a Generalist, both physical and magical, will outstrip everyone other than their level 100 peers by a tremendous degree.

As a warrior you are capable of annihilating armies of tens of thousands of regular men on your own, and likely wouldn't even notice them. It would take legendary heroes or beasts to actually make you break your stride. You'll possess skills that will let you nullify certain damage types outright, perform swings of your weapon that can hit dozens of individuals at once with air pressure alone, and provide you with a myriad of defenses against magic casters that would seek to stymie you and prevent you from closing the distance. You are literally a one-man army killing machine. As a Warrior you additionally possess 'super moves' that can do things like grant temporary invulnerability to virtually anything, allow you to strike everything in your line of sight with a single powerful blow at the same time, or hit one opponent dozens of times with a single strike.

As a magic caster you are capable of casting spells of every tier up to the 10th Tier. This is a tier of magic that only a bare handful of people in the entire world even know exists, with most believing that 7th tier is as high as it goes. 10th Tier magic is the stuff of legends, capable of healing armies or slaying them, resurrecting the dead en mass, permanent teleportation circles, 'buffing' or 'debuffing' entire armies, summoning forth creatures of legend as servitors, and so forth. As a Magic Caster you'll also be capable of 'Over-rank Magic', also known as Super-tier magic, that exceeds even that. Singular spells that could slay 70,000 men in one go and then also summon massively powerful eldritch nightmares under your command at the same time, destroying entire cities with rain that infects those it falls upon with an undead plague, conjuring forth miles upon miles of enchanted forest that responds to your will and will empower you while you are within, or spells of similar such scale and effect. Unlike normal spells 'over-rank' spells

don't actually cost mana and are more akin to skills, they *always* have a long casting time, usually a minute or so, and you must stand still and can not do anything else while casting them. Additionally you can only use them a few times per day.

If you are a Generalist there really isn't a question of 'can you do something' so much as 'how do you do it today, and will you do it differently tomorrow'. You're not quite on the same tier of skill as the warrior at combat, or the magic caster at magic, but you're just below both of them. Magic of the 9th tier is yours to command, and while you're not the combat beast a warrior could be you find that your command of both the physical and magical aspects give you a range of utility and versatility no one else could boast. As a Generalist you don't benefit from super moves or over-rank magic but in compensation your statistics are significantly better overall in the areas where the other origins would be weak. You do have one area however where you particularly shine. You are *blisteringly* fast. You could run circles around the warrior even if you couldn't beat him at swordplay, and you can certainly close the distance (or run away) from a magic caster in the blink of an eye. You've also picked up a penchant for sneak attacks, and opponents that don't see you coming rarely get the opportunity to learn from that mistake.

Origin Perks

100CP Origin perks are free to their origin. All Origin 'Class Skills' perks scale in power, utility, potency, scope, versatility, and so forth if 'The Realm of Heroes' was purchased earlier, and this effect is magnified even further if 'Level One Hundred' was purchased in order to properly reflect such lofty heights.

Generalist Perks

100 CP - **Class Skills, Generalist** - You have access to a set of 'class skills' which represent 'levels' that you have gained in certain different types of 'classes'. Kind of like if you were playing an RPG (which you may very well have been doing). Pick one from the following list, the first purchase is free for Generalist's and Generalist's get discounts on further purchases. A note on magic, all magics here are considered to be in the 'Ranked Magic' system, regardless of what class they came from.

Ranger - You've got the skills of a ranger. This means you're an excellent shot with a bow, decent in melee with a sword or mace, and have a particular affinity for moving through the wilds and taming animals. You've also got talent in druidic magic but not to the same extent as an actual Druid. You've also got the ability to 'lure' monsters to you over a wide area. The more powerful you are the larger the area that you can lure monsters in, and the more powerful monsters will respond. This does not actually create monsters out of thin air, it is entirely possible to 'over hunt' as it were. Great for wiping out pesky monster populations. Just starting

out you're well suited for surviving in the wilderness and off the land, easily capable of matching any regular warrior in battle, and know a handful of druidic magics to help ease your way.

In the Realm of Heroes you could track a man weeks after he'd moved through an area, assuming he used no supernatural methods to hide his tracks, and your skill with a bow and blade (or other weapon of choice) are sufficient that the mere rumor of your presence in an area is enough for tribes of (intelligent) monsters to steer well clear. Your druidic magics at this level are substantially stronger, able to conjure forth magical animals to serve you, control clouds (though not the climate), heal yourself and others of grievous wounds, and more.

At Level One Hundred you can track so well that unless *strong* supernatural protections are taken to prevent it you could track anyone, no matter where they are in relation to you, regardless of whether or not you've actually ever seen any of their tracks. Effectively just by thinking about the person you can find them given a bit of time and effort. Your skills with weapons are enough that you could clear out entire provinces of powerful monsters and beasts entirely on your own, leaving small hills of such dead creatures in your wake, or alternatively you could tame such beasts and have them serve you. Your druidic magics are at their peak, you can easily control the weather, conjure forth legendary magical beasts as servitors, and influence and control nature to a considerable degree around you, though not to the same degree as an actual druid. At this level your ability to 'lure' monsters is so profound that you can now specify specific types of monsters, or even specific individual monsters if you know of them, to call forth into your prepared traps.

Rogue - A less polite person would call you a thief, but they wouldn't be calling you that for long, especially not if they knew you had heard them. You've got the ability to pilfer things you really probably shouldn't be able to, and your skill with knives and daggers need to be seen to be believed. You're also adept at stabbing foes right in the weak points for 'massive damage', a form of 'sneak attack' you might say. You're also particularly skilled with illusionary magics to divert the attention of your foes as well as to seek out information for yourself, or protect your information from others. Just starting out you're well suited to theft, burglary, infiltration, and the casting of magics to help facilitate such endeavors. Namely invisibility, silence, altering your appearance, and speed of movement. Such skill and abilities make it unlikely in the extreme for regular individuals to detect your actions.

In the Realm of Heroes however your skill has increased to prodigious levels, you could tightrope walk across a thin wire dozens of feet in the air during a windy night, slip through even the tightest security, and place yourself easily in just the right way in order to take advantage of the openings of any enemies or foes you may encounter. Additionally at this level your magic has branched out to the point that you can effortlessly weave complex illusions, cast flight and teleportation (though not perfectly accurate), superior forms of invisibility and silence, as well as scrying and anti-scrying efforts to better collect, and protect, information. Your services as a 'security consultant' for the discretionary noble or businessman would be in considerable demand.

At Level One Hundred your skills are at their peak, you could backstab an undead for massive damage even though they don't have weak points, slip through even supernaturally empowered security efforts, hide in a man's shadow in broad daylight at high-noon, and your magical abilities allow you to pilfer information as easily as they allow you to pilfer more physical things. You'll never be found unless you want to be, baring considerable efforts from similarly skilled individuals.

Sorcerous Swordsman - It doesn't have to be swords actually, it could just as easily be spears, or axes, or maces, or bows, or any other singular weapon type. With that one type you have a masterful level of skill, and the skills of a passable veteran in *everything else*. You're skilled enough to face any three of your peers and come out the victor, in sheer skill at least, though a disparity in quality of equipment may swing the odds for or against you and being skilled won't help you if they're so fast you can't see them move, or so tough that your weapon can't hurt them. In addition you're well knowledgeable with magic, roughly equivalent in ability to your weapon skills, and with a particular focus on 'buffing' yourself to fight even better. Just starting out you'll easily defeat any of your peers in melee except the truly skilled and specialized, and your magics will serve best to empower yourself (or your friends) to allow you to close the gap even then. Your breadth of knowledge about so many different weapon types allows you a flexibility rarely seen in even professional soldiers and gladiators.

In the Realm of Heroes you could effortlessly defeat entire warrior bands on your lonesome with nothing but pure skill, and your magics to empower yourself could let you come out of such encounters without so much as a single scratch, nor even a shortness of breath.

At Level One Hundred you'll be able to regularly defeat entire armies of soldiers with nothing but sheer skill alone, often times while giving them a handicap of only using one arm, and your magics could empower you to such heights that if you truly pressed yourself you might rival the armies of a whole nation of regular men, assuming they were all in one place and didn't run away once they saw you get really moving. Don't think that this will trivialize a fight against a peer of equivalent level and strength without considerable effort on your part however, broadness of skill often times is trumped by specialization for good reason after all.

Bard - You are a bard. Or perhaps a Skald, if you prefer more fighting than singing. Regardless of that you tend to know a little bit about just about everything, and can usually be called upon to provide some interesting tidbit of knowledge or insight on just about any subject of note. Just starting out you're not as good a fighter as the ranger or sorcerous swordsman, or as good at exploiting the openings of enemies as a rogue, but you're not terribly bad either. Pick two weapons or types of weapons, you now have the skill of an experienced veteran in both of them. Your real bread and butter however is in your ability to sing (or play on instruments) magic tunes that can be used to empower yourself and allies, or debuff and debilitate your foes. Possibly both at the same time, if you're really good. You possess a truly excellent singing voice and a masterful level of skill in just about any instrument you care to name, save for the most

rare and complex, and can tell all manner of stories in engaging manner (whether they're true or not). You also possess some skill in arcane magic, though not to the same extent as a sorcerous swordsman and certainly not to the same extent as an actual magic caster. Your real talent is that the songs you sing and play don't really take anything out of you, so long as you can continue to play you can continue to empower yourself and friends and depower your foes. The effects of them however tend to fade after about half a minute of you not singing/playing anymore.

In the Realm of Heroes your weapon skills are truly masterful, your singing, instrument playing, and arcane magics greatly magnified, and your songs can affect many more targets at once. Additionally the effects of such songs now linger for several minutes after you stop singing, and are substantially more powerful. You'll also have a much broader base of knowledge to draw on.

At Level One Hundred your fighting and singing/playing skills are at their peak, a true epic in both song and form, capable of drawing applause (or perhaps tears) from even the most stone-hearted audience. Your arcane abilities are both subtle and profound, and tend best to work to strengthen and empower yours or others efforts. You now know a lot about just about everything, potentially including even lost or hidden knowledge, and your songs can now potentially affect whole armies, and their effects might linger for hours after you've finished playing.

200 CP - **Skillful *and* Resourceful** - You've got a knack for certain skills. And by 'certain skills' what's really meant is 'skills in general'. If you've got a mundane chore, assignment, or task that you need to do than nine times out of ten you already have the skill needed to perform it at the level of an average expert. If you don't possess that skill then you'll probably know at least two or three related skills that can do a passable job of it anyway. This doesn't give you any supernatural skills or anything hidden, restricted, or that requires a truly extensive education but if it's not any of those things then you can bet good money you know it or know something similar. In addition to this you've got a particular knack for knowing how best to use your resources to address the matter at hand, and will always possess a mental list of what resources you actually have that you can call upon. This includes human resources and things you don't actually currently have possession of but could reasonably go get or claim authority over. If you can't do it personally, or can't find someone or something that can do it for you, then it probably isn't something that can be done.

400 CP - **Skillful Acquisitions** - You remember that part earlier about not having supernatural skills? That's where this comes in. This doesn't actually give you supernatural skills itself but it *does* allow you to pick them up quickly and efficiently, assuming you have a teacher or a workable example to base yourself off of, but even if you don't you'll eventually puzzle it out. No matter how obscure the secret handshake, how long forgotten the spellwork, or how byzantine the methodology eventually you'll be able to perform, and then master, any *skill* you come across including the supernatural ones. Innate Talents or being a Kryptonian, for example, aren't skills. This process is *dramatically* faster than it would otherwise be without this perk.

Additionally if you need access to a specific skill or ability *right now* you can 'fake it'. You won't actually possess the skill or ability and it won't stand up to serious or intelligent scrutiny, but if all you need is a quick use or to fool an otherwise unintelligent or unobservant individual or security system then this will get you through.

600 CP - **Unified Focus** - Your physical might is as your magical might, and your magical might is as your physical. The more powerful you are physically the more powerful you will be magically, the more powerful you are magically the more powerful you will be physically. This is not a recursive loop, it simply balances things out such that whichever is lower is raised up to the level of the higher. As you see increases to your physical or magical strength you will see similar increases in its opposite, as they are now forever linked.

Warrior Perks

100 CP - **Class Skills, Warrior** - You have access to a set of 'class skills' which represent 'levels' that you have gained in certain different types of 'classes'. Kind of like if you were playing an RPG (which you may very well have been doing). Pick one from the following list, the first purchase is free for Warriors and Warriors get discounts on further purchases. A note on magic, all magics here are considered to be in the 'Ranked Magic' system, regardless of what class they came from.

Damage Focused - You're trained and skilled in one particular area, dealing damage. You have focused on a singular weapon type to the exclusion of all else (your body can be your weapon), and are at the level of a grand master with it. You could easily best any seven of your peers in sheer skill alone, though skill may not help you if the differences in equipment or physical ability are too far out of your favor. Regardless of that however is your sheer ability to deal raw, unrelenting, damage with your chosen weapon. You'll be able to pierce through armor with it, deal devastating blows, and cause massive amounts of critical damage to your enemies. Just starting out you'll be able to slay small groups of trained soldiers with relative ease, and so long as you're careful you're unlikely to take any damage of note. You'll possess a number of special abilities designed for striking with more power, increasing your accuracy, dealing considerably greater critical damage, as well for determining potential weaknesses in a foe.

In the Realm of Heroes you could easily enough defeat the garrison of an entire castle single handedly, and your special abilities have increased even further. Aside from more powerful versions of your previous skills you will also possess the ability to deal wounds that resist natural healing efforts, may ignore the damage resistance of enemies, and in addition you will have learned several methods to allow you to blow through the prepared defenses of a magic caster.

At Level One Hundred your skills are virtually unmatched when it comes to the slaying of others. You could casually defeat entire armies of men and beasts without even batting an eyelash, and even beings of legendary martial prowess will find themselves merely your peers, at best. Your

special abilities are even more powerful, and additionally you may now deal wounds that prevent both natural and magical methods of healing, as well as forcing weaknesses in creatures and enemies that do not normally have them. You'll also possess the ability to strike at range, well outside of melee, through either air pressure or the simple force of your martial prowess (your choice). Finally you will have unlocked the most devastating of all direct damage abilities. The Super-Move, Dimensional Slash (or pierce/smash). With this technique you will be able to, several times per day, deliver strikes so devastating that they travel across dimensions, bypassing virtually every single defensive measure known. Armor fails, toughness fails, magic fails. Only pure skill and dodging will save your foes from this technique and with this ability before you virtually anything can be killed. Pointedly it does not prevent foes from being resurrected. A damage focused warrior benefits tremendously from also training in defense focus, as their increased knowledge and skill in defensive ability serves only to heighten their knowledge at exploiting the defenses of others.

Defense Focused - You're trained and skilled in one particular area, taking damage. Whether it's because you're naturally tough, particularly skilled at wearing armor, or have masterful use of a shield the simple fact is you can take damage like a champ and get up from hits that would leave lesser men dazed, if not dead outright. Additionally you are particularly skilled at grabbing, and maintaining, the attention of your enemies, ensuring they waste their time targeting you when they could be better spending their time focusing on your less defensively skilled comrades. Just starting out you'll have a level of skill at rolling with the hits that would leave you easily capable of taking on small groups of armed men, with nary a scratch to show for it, and oftentimes not a scratch at all. You'll possess abilities geared for gaining the attention of the enemy, even if they would normally ignore you, as well as abilities geared towards intercepting the attacks of others so that they strike at you instead of their intended target. You'll also have access to several abilities that will allow you to easily repair any damage done to your equipment.

In the Realm of Heroes you'll be taking on entire small armies of trained warriors (say a hundred or so) and will be unlikely to be injured by them to any significant degree, potentially walking away with no injuries so long as you aren't careless. Your abilities in maintaining the attention of foes are greater, allowing you to grab the attention of many enemies at once and keep it on you with ease, as well as allowing you to easily intercept the attacks even of enemies that aren't actually nearby. Your equipment can now be fixed in the middle of battle even as its being damaged, leaving the canny defensive fighter well suited for prolonged conflict. Additionally at this point you will be able to set a small group of allies as being 'body-guarded' by you. Half of any damage they would take is transferred to you, though your defensive abilities still apply to the damage in full, meaning it is likely you won't be hurt very much if at all.

At Level One Hundred you can easily walk through entire swarms and throngs of ravenous monsters and berserker warriors and not even notice their attacks upon you. You'll be able to get and then keep, until you *allow them* to focus elsewhere, the attention of any foe you engage with regardless of whether or not attacking you would be a wise course of action for them, and

your equipment is now impossible to break or be damaged by any method so long as you are holding or wearing it. Your bodyguard abilities can now be applied to a massive number of people, and will intercept up to 90% of the damage that would normally have gone to them. Your defensive abilities apply in full against the damage sent your way, as normal, meaning you could potentially tank for entire raid groups all on your own. Finally you gain the Super-Move known as Invulnerable Aegis special ability. You can activate this at any time, several times per day, to render any attack made against you completely and utterly negated no matter how powerful it is. It is one of the few defenses known to be capable of fending off the Dimension Slash ability of the damage focused warrior.

Naturally no matter what level you are as a defense focused warrior you're decent at actual fighting as well, though not quite to the same extent as the magic warrior or monk, and nowhere close to the damage focused warrior. This class synergizes tremendously well with Tireless and World Champion, allowing the defense focused warrior to drag out battles near indefinitely, allowing them to benefit from regeneration, tirelessness, and slowly-increasing strength as the battle grows longer until eventually they'll be able to batter down just about any opposition. To defeat such a warrior would require quick and overwhelming force, for in the long battle (which they would be uniquely suited to engaging in) they are a nearly insurmountable force.

Magic Warrior - You're skilled in magic as well as swordplay. It's not really on the same level as your physical abilities but you're not exactly a slouch either. You're particularly decent at spells meant to debuff or otherwise hinder large groups of low-level foes, as well as spells designed to force singular opponents into unfavorable positions that you can then take advantage of. Additionally you're skilled enough with both your magic and physical abilities such that you can easily make use of both even in chaotic melee. That said your magic is best put to use putting your foes into unfavorable positions or forcing them to face you where you are strong and they are weak, don't expect to be blasting armies out of existence with this. Starting out you can easily best small groups of trained warriors via a combination of both might and magic, easily channeling your foes into unfavorable situations and footing in order to take solid advantage of them. You possess magic capable of weaving illusory effects, as well as more physical magics such as changing the consistency of the ground (such as from hard earth to soft mud) or causing negative effects such a grease or sleet to form where you desire. Your magics and abilities that directly target your enemies focus mostly on slowing them down and sowing confusion, often via dazzling them with bright lights, flashes, sounds, and so forth. You naturally have the ability to channel these sorts of powers through your weapon, allowing you to inflict these effects as you hit your foes.

In the Realm of Heroes you could trivially defeat large groups of trained warriors. You could easily sow confusion amongst their ranks via the crafting of illusions, such that they see everyone as an enemy, or everyone as an ally, or for single targets literal confusion as they are stuck by spells that leave them incapable of telling real from unreal or up from down. Induction of vertigo, poisoning, curses, literally slowing people, and even petrification are all possible at this level, and you can even haste yourself. Naturally your melee skills are top notch at this point

as well, capable of easily taking advantage of the openings your magic makes in order to make easy kills. Even without the benefit of your magic though your skill is nothing to complain about, easily the equal or superior of anyone that isn't a damage focused warrior or monk of a peer level to you.

At Level One Hundred you'll be able to make literal topographical changes to the nearby terrain, creating gullies, small lakes, pitfalls, cliffs, and more. Your illusions are so powerful that it is virtually impossible to see through them without specific prepared counters, and the debuffs you can layer onto your enemies run the entire gamut of negative status effects, even including potential instant death, and can even hit large swathes of enemies all at once. Additionally your lower-leveled debuffs and effects become passive abilities, allowing you to layer such debilitations onto anyone you strike with your weapon without the need to actually expend mana in the casting. At this level your sword skills are near peerless, easily the equal of your magics, and outside of other peer level warriors it is unlikely you'll ever meet someone that can give you true challenge in melee.

A Magic Warrior benefits tremendously from the knowledge of strategy and tactics that comes with The Long Game, allowing them to effortlessly direct their spells, attentions, and techniques in such a fashion as to hinder their enemies into near-inability to act, leaving the Magic Warrior free to take action at their own direction and at their own pace.

Monk - Differently from a 'damage focused' warrior who chooses their body as their weapon (and is more of a brawler) the Monk focuses on skill and grace, paired with explosive physical strength. Possessing the sturdiest, most flexible, and quickest bodies of all the physical classes they excel at striking when and where it would be most effective, rather than trying to overpower their foes with sheer brute strength. Just starting out you'll be faster, tougher, stronger, heartier, and with a greater level of finesse (with your body at least) than warriors that chose to focus on swords and armor, though such individuals may outperform you if their equipment is of exceptional quality.

Within the Realm of Heroes however your skin is akin to heavy steel plate at the weakest, and your strikes land with such quickness and ferocity that many bystanders will not even realize you've struck until after the fact. Additionally your heartiness will have grown to the point that you could casually resist even strong poisons, and disease and infirmity of the body are a thing of the past. You'll also possess a number of abilities of a more spiritual sort, such as eventually being able to see the invisible, strike the intangible, ignore the damage reduction of enemies, and reinforce your body, mind, and spirit to significantly superhuman levels of resilience.

At Level One Hundred your blows could crack castle walls, your fists and feet moving so fast that you do not even appear to have swung them, and your movement is so quick that even with just a casual walking pace it may seem to passersby that you are practically teleporting. Your spiritual abilities will have also struck their peak, able to ignore poisons no matter how potent, understand the hearts and minds of living beings (even if you can't speak their language, or they

yours), and your physical aging will have stopped entirely. This class synergies tremendously well with that of a ‘damage focused’ warrior that chooses their body as their weapon, granting the skill, speed, and grace of the monk alongside the overwhelming brute power of the ‘damage focused’ class.

200 CP - **Tireless** - You simply, magically, don’t get tired. Ever. You can fight literally all day and all night non-stop for weeks at a time if you needed to. You’d still need to eat and drink on the go, unless you don’t normally need to do those things, but you could do that while fighting with one hand easily enough. Your muscles do not cramp, you do not feel weariness creeping up on you no matter how strenuous the exercise, and in combat when others start flagging and slowing down you’re still going strong at the peak of your ability. This explicitly makes it so you don’t need to sleep anymore, assuming you still had to do that, and at any time that you *aren’t* in the middle of strenuous physical endeavours just taking it easy and relaxing will be just as beneficial for you as actual sleep. This also provides you with a modest healing factor, not quite strong enough to be useful in short battles but noticeable enough to be of significant use in longer conflicts. Even undead or things that wouldn’t otherwise be naturally capable of healing themselves can benefit from this regeneration. This tirelessness also slightly affects your mental processes as well, allowing you to easily dedicate your extra time from not sleeping towards any sort of training or other activity that you desire without suffering from mental fatigue.

400 CP - **The Long Game** - You’re a tremendously charismatic and skilled tactician and strategist, able to adapt on the fly and to glimpse through the schemes of your opponents with only a modicum of effort. More than that you know how best to implement the distribution of your forces, both personal and the ones you have command over, in order to manipulate situations such that you will be in position to reap the rewards later on. You can do this effortlessly and often without even needing to consciously think about it, events tending to line up in the way most beneficial to you barring extreme outliers. It’s not just being good enough to out think your enemy, it’s also about being good enough to maneuver your enemy into a position where you can defeat them without them having ever realized you did it, and leaving them so amazed at your talent (assuming they realize it was you at all) that they can not help but bow their heads in admiration. In short, you’re *actually* the charismatic genius planner, strategist, and master manipulator that everyone in Nazarick *thinks* Ainz is.

600 CP - **World Champion** - You are the very model of what it means to be a warrior. Your every swing is a master stroke, your every maneuver a brilliant display of skill and ferocity. Your physical combat abilities are boosted tremendously and you will find yourself gaining in strength, speed, and agility the longer a battle continues and the more opponents you face, though this increase in physical power will slowly return to its base level once the battle has concluded. In terms of fighting prowess you could defeat any three peers of your same level, regardless of the difference in equipment between you, with utter and humiliating (for them) ease. Additionally you will find that the better a strategist and tactician you are the more dangerous you become, the knowledge of battle planning and tactical ability combining together to give you a reliable and comprehensive battle precognition that will let you see your enemies moves long before

they arrive, and maneuver them appropriately to render them utterly impotent. The greater your skill in strategy and tactics the more far reaching this foresight becomes, though it only applies to combat. You could potentially plan out an entire war with this if your tactical acumen rivaled that of a god, but you wouldn't have any insight on how to keep your country economically stable afterwards.

Magic Caster Perks

100 CP - **Class Skills, Magic Caster** - You have access to a set of 'class skills' which represent 'levels' that you have gained in certain different types of 'classes'. Kind of like if you were playing an RPG (which you may very well have been doing). Pick one from the following list, the first purchase is free for Magic Casters and Magic Casters get discounts on further purchases. A note on magic, all magics here are considered to be in the 'Ranked Magic' system, regardless of what class they came from. As a special consideration for the Magic Caster background it is worth noting that '1st tier' is the lowest, and '10th tier' is the highest, not counting potential 'over-rank' magic that was discussed earlier in the 'level one hundred' perk.

Arcane Caster - You're the classic wizard. You know how to cast spells like fireball, lightning bolt, haste, fly, invisibility, teleport, charm person, slow, a generous assortment of buffing and debuffing spells, and so on and so forth. You're also a dab hand at ritual work. In terms of Ranked Magic you start out knowing a fair amount of spells of the third tier, and many more of the second and first.

If you are in the Realm of Heroes you know and are capable of casting spells of up to the 6th tier. Spells of this level are dramatically more powerful than those of the lower tiers and you could honestly claim to be capable of beating hundreds of men on your own with just your direct offensive spells, and could probably manage far more than that with a bit of planning. At this level you're considered a potential strategic asset worth whole armies as far as the people of the New World are concerned. Such spells include controlling the weather, conjuring forth skeletal dragons, dominating the minds of others (though in an obvious way), fabricating finished products out of raw materials instantly, making some lower tier spells permanent via the Permanency spell, and many more.

If you are 'Level One Hundred' you are capable of 10th tier magic. Most people in the New World don't even know that this tier of magic exists, or the 9th or 8th tiers either for that matter. You effectively have no match whatsoever in terms of arcane magic power outside of Ainz Ooal Gown himself. Spells at these heights could smite entire armies casually, summon forth creatures that could do the same for you, or 'buff' you to heights similar in physical ability to a warrior of your same level, though not with the weapon skills to make good use of it. Spells at this level include 'reality slash', which is a watered down version of the Damage Focused Warriors 'dimensional slash' (very watered down), conjuring forth major magical servitors such as primal elementals or high ranking angels (or demons), casting Gate, creating potentially

permanent teleportation circles, wide area instant-death magic, teleporting over vast distances without any chance of error, shifting into other planes/dimensions of existence, making much higher tier spells permanent via the Permanency spell, and more.

Divine Caster - You're capable of Divine Magic, and also Druidic magic for some reason. This means you're capable of healing others, curing diseases and poisons, summoning monsters to aid you, casting spells and barriers of protection, turning, commanding, or destroying the undead, entangling enemies in plant life, commanding natural beasts and creatures to aid you, and more.

If you're in the Realm of Heroes you can cast the 'lesser' versions of resurrection magic to bring back the dead, a skill in *considerable* demand, and your other magics are heightened in potency, often being capable of affecting multiple targets at once. Additionally at this level your nature magics start to really come into their own with you being able to make minor, but useful, changes to the nearby landscape as well as controlling the weather, calling down lightning bolts, and conjuring forth much more dangerous and powerful monsters or creatures to serve you such as elementals or strong magical beasts. You'll additionally be able to 'wild shape' into the forms of animals and such that you've encountered though you can't transform into anything stronger than yourself, and you don't get any supernatural abilities from doing so, however you do gain the size, strength, and toughness of said creatures. You'll additionally be able to lift curses upon others, destroy lower level and even some 'medium' leveled undead instantly, casting healing spells that affect large groups all at once, and layer several 'buffing' types of magics to improve the performance of yourself or allies.

At 'Level One Hundred' you can cast spells of such potency that you could heal entire armies in one go, mass resurrect the dead with no penalty to the person that died, cast spells of protection that can potentially be used to nullify just about any kind of damage you can prepare for, cause earthquakes, turn small forests into armies of treants to turn against your enemies, and your skills in combating the undead are virtually peerless. Your 'wildshape' abilities now let you transform into fantastic creatures such as dragons or elementals, and you can even summon forth such creatures as temporary servitors to work your will. You can instantly destroy anything other than extremely high-tier undead, and your divine and druidic magics have hit their very peak.

Talismonger - This class bears a lot of similarities to classic oriental magical traditions in that you cast spells via the use of special talismans that you can create. Only you can use the talismans you create (unless the other person has 'Use Any Magic Item'). You're not quite as focused in the arcane side of things as an Arcane Caster, and not as good at divine magics as a Divine Caster, but you make up for it in dabbling in both at the same time and having a fair amount of exotic or otherwise unconventional magics you can call up. Where you really shine though is that you can prepare talismans with specific spells ahead of time, allowing you to effectively 'cast' those spells when you're not in combat and then keep them in reserve until they're actually needed. In this fashion you can dramatically increase your combat endurance

via intelligent preparation. Crafting these talismans takes you a bit of time, effort, and some resources and they're only one use, but it's dramatically easier and cheaper for you to do than anyone else could ever possibly hope to claim. Just starting out you know a fair amount of spells to inflict negative maladies upon your foes, and defeating a large group of armed warriors is as simple for you as cast a few of your magics and then letting time do the rest.

In the Realm of Heroes you have a fairly even mix of both arcane and divine spells, however your spells in those disciplines are not as powerful, broad in scope, or quite as versatile as an individual that specialized in those classes. Your single and area target debuffs and curses however are substantially better than either by a considerable margin. You will be able to inflict a large variety of negative status effects, such as confusion, insanity, vertigo, torpor, poisons, the more powerful 'toxins', polymorphing, petrification, instant death effects, and more. Your bread and butter, such as it is, is that you are capable of debilitating foes, whether they come individually or in large groups, to such devastating effect that often times the battle is won without you having to deal any 'direct' damage at all. You are equally skilled at defending against such maladies. In addition your Talismans can now hold two spells at a time, however they must be the same spell.

At Level One Hundred your abilities have hit their peak. Your spells and debuffs can now affect entire armies of individuals all at once, wreaking utter havoc amongst your foes with singular castings. You could easily poison small cities all at once, or leave an army of statues standing in a field with only the slightest bit of effort. Your debuff and debilitation spells are still your main workhorse, however you know an even mix of both arcane and divine spells of up to the 9th tier, with your 10th tier spells being filled out with your class specific spells. Your talismans can now hold three of the same spell at once.

Spiritualist - Dealing with the contracting, binding, and borrowing of power of the spirits of the world the Spiritualist tends more towards indirect effects, subtlety, and supportive roles than those of the other more traditional magic caster classes. This is not a branch of magic dealing solely in summoning, per-se, but it does have more than its fair share of such things. Your spells tend towards beckoning or influencing the 'spirits' within your surroundings in order to accomplish tasks for you, and potentially even manifesting such spirits directly either as summons or to empower yourself or others as a form of 'buff'. Different from druidism which deals directly with the manipulation of nature your approach tends to work through proxy in order to manage such changes for you.

Just starting out you'll approximate many of the abilities of lower level druids or arcane casters, but in the Realm of Heroes you'll start to branch off more solidly, focusing on changing the 'spirits' of a given area to impede enemies or aid yourself and allies, calling forth spirit servitors in order to directly work for you, or calling forth spirits within yourself or others in order to increase their abilities.

At Level One Hundred you'll be able to call forth spirits of tremendous and terrifying power and scope such as genus loci, giving orders to spirits to maintain or change large areas of land (or water) to support your aims (which they will then continue to maintain until such time as you direct them otherwise), permanently blessing (or cursing) the 'spirits' of specific bloodlines, or calling forth spirits into yourself or allies capable of empowering them to truly spectacular might. Taking this class ensures that such spirits will always be available in future worlds for you to call upon. Finally these *are* spells, so you don't need to worry about your magic shutting down because the local spirits don't like you. So long as you provide the mana to cast them your spells will continue to work.

200 CP - **Specific Specialization** - You can purchase this perk more than once, each time you do so you can specialize in a specific branch or theme of magic. You will then be capable of spells of greater potency, scope, power, or so forth within that specific theme. The spells and magics you learn via these choices will always be superior than the ones you could learn without them, often being cheaper to cast, more powerful, larger in scope, or so forth. Taking a specialization doesn't make you worse at things outside of your specialization, it just makes you better at the things you specialize in. Pick from the following list -

Crowd Control - You're really good at crowd control. You know many spells that can be used to halt large groups in their tracks either via entanglement, restricting their movements, making the terrain unfavorable, mesmerizing them, or some other method. *Really good*. While these spells aren't directly useful in an offensive role they can easily set up your allies for success, or allow you the time to cast other more offensive magics, and are a tremendous force multiplier when you work with a group. You are particularly skilled at spells designed against single targets, allowing you to trap and bind specific enemies that would often otherwise prove to be too slippery for you to catch. Enhanced mind controlling and illusionary magics explicitly fall under the umbrella of this specialization, alongside improved means of detecting such magics and abilities as well as countering them.

Evoker - You're a direct damage dealer. You know a wide variety of damage dealing spells, often elemental in nature or of untyped 'force' energy, that are especially potent in destroying your enemies. They are more damaging, can affect more enemies, and are much more precise. You are especially skilled in punching through magic resistance.

Summoning - You are really good at summoning magics. Creatures you call up are more powerful, longer lasting, and often tend to have special abilities they wouldn't otherwise have. Maybe you called up frost wolves that have a chill aura rather than regular wolves, or maybe that fire elemental you called up can spawn more of itself that will then also fall under your control. This explicitly works with summoning magic you know even outside of this jump, granting your summoned creatures extra strength and abilities thematic with their nature. If you were to purchase this alongside the Augmented Summoning innate talent your magical summons would be fearsome indeed. Why bother dealing with something yourself when you could send a disposable minion to do it for you? The perfect ability for masterminds (or the lazy). Summons made via the Ranked Magic system are perfectly loyal to you unto death, and you'll find that with this that loyalty applies even to summons via other magic systems.

Creatures and beings of godlike power, however, may be able to resist the enforced loyalty clause. Summon Mab or Cthulhu at your own risk. Additionally most summons are temporary, and the enforced loyalty is only in effect while they are serving as your summon. Keep in mind when using summons from other jumps that some summoned creatures have long memories, and may seek you out on their own if they feel you abused your influence over them.

Warder - You're really good at warding things. Specifically areas, creatures, and items. You could ward a small town so that those with hostile intent against the residents would be cursed the moment they step inside, or could potentially create wards that just keep such people out completely assuming you've got the time and are willing to spend the effort making them. You're also really good at creating wards against specific effects such as mind control, instant-death, curses, and ironically enough wards that will let you ignore other wards. You could even erect wards on individuals to allow them to temporarily ignore a weakness they might otherwise have, such as allowing a lesser vampire to walk about in daylight or allowing a fire elemental to resist cold damage.

Necromancy - You're a master of the undead. If you're 'Level One Hundred' you're a near equal in terms of this branch of magic compared even to the Lich Momonga himself, if you happen to also be a Skeleton or Zombie in addition to being a level one hundred Magic Caster and Necromancer then you *are* his equal. You can easily create and control lesser undead, which will be permanent if you use fresh bodies as catalysts, and have a particular affinity for instant-death spells. Even if a target should resist one of your instant death spells they usually have an automatic 'debuff' effect anyway, such as guaranteed stunning, exhaustion, blindness, or other sorts of curses and abnormalities. If you couldn't already you can now turn, command, and destroy the undead like a divine caster of your level and if you could already do that then you're even better at it.

400 CP - **Dark Wisdom** - You've attained a rare and dangerous knowledge, Magic Caster. Your mind now swirls with the knowledge of magic, theory, and artifice. You now possess the ability to learn any number of spells, regardless of normal restrictions or the normal limits of your mind and memory, and further you can learn to convert the spells and magics of systems unfamiliar to you such that you can cast them with a magic system you *are* familiar with. You are not joining or fusing magic systems, merely converting spells from one into another. This takes effort and study however, and whether or not it will be worthwhile depends on how interested you are in devoting the time to it. Additionally so long as you've seen a spell cast at least once you will, with time and effort, be able to puzzle out its workings. You may need to see it cast multiple times however to glean everything there is to know, so that you might add it to your own list of spells. This ability, likewise, will take time and effort.

600 CP - **The Abyss of Magic** - You stared into the Abyss, Magic Caster, but unlike others you did not flinch away. Your reserves of magical energy are heavily bolstered, far beyond what any of your peers could claim, and the potency of your spells has increased to match your newfound insights. You may now 'overcharge' your spells, devoting more time, energy, and magical power into them than they might otherwise normally be capable of handling, allowing you to gain dramatically increased effect as a result of it. Simple fireballs might strike with the force of a

meteor if you devoted the energy to it, and even your less flashy or obvious magics can be bolstered to a comparable degree.

Treasures of the World Tree

The item section follows. All origins get 200 CP to spend in the item section only. You may discount any one item, but discounts do not stack. All items, with the exception of the gold, will reappear in your warehouse after 24 hours in the event they are lost, destroyed, or stolen unless otherwise specified in their descriptions.

The normal progression of items in YGGDRASIL is as follows, Lesser, Low, Minor, Medium, Major, Greater, High, Highest, Legacy, Relic, Legendary, and Divine. Items of up to Medium can be considered as regular items that otherwise are little better than standard equipment of their type. Major to Legacy level items are considered to actually be fairly powerful, and will provide considerable boosts, the higher on the list the better the boost.

Relic and Legendary are typically the highest level items that a 'normal' Player will have access to and represent some of the best equipment available. These give major, if non-specific, boosts to *all* class abilities purchased with the 'Class Skills' perks. Warriors will fight better, Magic Casters will have more powerful magic, and Generalists will be even better at both of those things. In a direct competition between two individuals of the same skill the one that possesses Relic or Legendary equipment will almost always triumph over someone that does not. Divine Class items are just that, Divine. These are the highest class of equipment that Players will usually ever see, much less have for themselves. These represent the strongest equipment available. A full set of 'Divine' level gear is enough to take an otherwise 'average' level one hundred Player and put them into the 'high-middle' tier in terms of power. The Lich, Momonga, possesses a full set of Divine gear and happens to be just such a Player.

Above even that however are World Class items. The Lore of YGGDRASIL tells us that when the world serpent attacked Yggdrasil, the world tree, that only nine leaves remained on its branches after it was driven away. These nine leaves represent the nine worlds. All the leaves that had fallen off however were other worlds, now destroyed, and two hundred of these 'worlds' took shape in the form of items of incomparable power. World Items always possess virtually unrivaled strength, potency, or special effects that put them far above even Divine items. However care must be taken in their use, since they will be coveted by all that learn of them.

Free or 50 CP - **Golden Coin Pouch** - You've got access to a money pouch filled with a 'respectable' amount of gold coins. Respectable by the standards of a max level Yggdrasil Player at least. This amount of gold is enough to beggar the imagination of commoners and even landed nobility will consider it a ruinously large sum, easily into the tens of thousands. If you're a Player it's minted with YGGDRASIL iconography and is probably what you had in your

inventory when you arrived in the New World, they're sure to attract attention if you use them. If you're a local it's in local denominations, and god knows how you came across it. For 50 CP you have ten times as much gold, and you'll find that every month any gold you've spent or expended has been replaced within the pouch. The pouch itself can hold any number of gold coins, but only gold coins, inside of it.

One notable fact regarding these coins, and indeed Yggdrasil Gold Coins in general, is that they can substitute for many types of incidental materials or reagents when it comes to creating magical items or artifacts. For example as long as you have a scroll to work with the gold could substitute for inks to allow you to make a magic scroll, or special oils or unguents in a bit of clockwork, and so on and so forth. Hell, you can even use the stuff to garnish food and drink at no risk to the consumer. Basically, so long as you've got the "main" pieces for making something you can substitute in some Yggdrasil Gold for any of the incidental bits required in the process.

100 CP (Two free purchases for Players) - **Pay To Win Items** - You gain access to an item, or items, of potency surpassing that which is normally possible. You may choose any two minor items, or any one major item, per purchase. All items are one use and disappear once used unless they specifically state otherwise. You receive one copy of each minor item you have purchased a week, and one copy of each major item you have purchased every month unless they state otherwise. None of these items can be copied or reverse engineered (unless explicitly stated otherwise in their description) via any in jump method but nothing is preventing you from stockpiling them. If you want you can purchase a singular minor p2w item for only 50 CP.

Minor P2W Items -

Turbo Healing Potion - A blood red potion in a masterfully crafted glass vial. When used it banishes physical fatigue and restores half of your health instantly. Removes burns, scars, and can regenerate lost limbs (potentially). It also removes physical fatigue.

Turbo Ether - A blue potion that seems to shimmer with an inner light in a masterfully crafted glass vial. When used it restores half of your mana instantly and removes mental fatigue.

Magic Charger - A small hourglass shaped gem that can fit in the palm of your hand. When used it reduces the casting time of any one spell to zero.

Power Icon - A tiny statue of a man flexing. Using it increases your physical strength tremendously for five minutes.

Magic Icon - A tiny statue of a man with a long beard, robe, and pointy hat. When used it increases your magical strength tremendously for five minutes.

Speed Icon - A tiny statue of a man in a sprinting pose. When used it tremendously increases your speed for a period of five minutes.

Weapon Icon - A small silver coin. On one side is the image of a sword and bow, and on the other the image of a staff and dagger. When activated it can be used to either empower a single weapon tremendously for five minutes, or to provide you with a weapon of moderate power for a

similar period. The provided weapon is of your choice, and will fade away once the duration is over.

Icon of Journeys - A tiny statue of a horse. Casts Greater Teleport (without error) once. Allows instant transportation to any place you have been to previously or that you have a reliable description of (a picture works). If the location no longer exists, or never existed in the first place, the Icon does not activate. Cannot cross dimensional boundaries or areas specifically warded to prevent teleportation.

Spectacles of Translation - A stylish, but not ostentatious, pair of glasses that you can wear. Any text you are looking at while wearing them will be instantly translated into a language you understand, even dead languages or magical languages. This item does not fade with use, but neither do you get extra copies of it. If lost, destroyed, or stolen it will reappear in your Warehouse in one day. If you purchased a crafting class alongside this item then you, uniquely, know the process needed to make more.

Ring of Sustenance - A golden ring that will resize itself to fit your finger. While wearing it you do not need to eat, drink, or sleep. You can still become mentally tired and need to rest, however. This item does not fade with use, but neither do you get extra copies of it. If lost, destroyed, or stolen it will reappear in your Warehouse in one day. Additionally it can not be worn on the same finger as a different magical ring. If you purchased a crafting class alongside this item then you, uniquely, know the process needed to make more.

Major P2W Items -

Elixir - A potion of swirling and shimmering chromatic color in a glass vial best compared to a work of priceless art. When used it fully restores health and mana instantly, cures all diseases whether physical or mental, removes poisons, removes curses, and heals burns, scars, and completely recovers missing limbs.

Gate Token - A small coin of burnished metal that seems to shift with strange and eldritch colors when seen from the corner of your eye. It is inscribed with arcane runes that form the picture of a door. When used it allows you to cast the Gate spell. A Gate can open a portal to any location you have ever been to or have a reliable description of (a picture counts). This Gate can cross dimensional barriers (but will not let you travel to or from other jumps) and appears as a shimmering dark portal in the air. It lasts for five minutes and anyone can pass through it in either direction. If the location you desire to go to no longer exists, or never existed in the first place, it does not activate. Powerful wards or technologies against teleportation, such as those in an Yggdrasil guild base, can prevent it from working but it will ignore lesser protections.

Wand of True Resurrection - An ornate golden wand, inlaid with precious gems and delicate filigree. Those that see it can't help but think it's an item that's capital H Holy. It has ten charges of the spell True Resurrection imbued into it just as the name would imply. This spell can bring back anyone from death with no loss in strength or levels, doesn't require a body, and doesn't really have a time limit on how long they've been dead. Only extremely high-tier effects, such as Over-Rank Magic, World Items, or similar could prevent this wand from bringing someone back from the dead… or, alternatively, if the person doesn't want to come back they don't have to,

though given how little cognitive thought souls are capable of it's unlikely they'll turn it down unless they're truly terrified of returning to life (for example, if you've been killing them over and over and bringing them back to kill them some more). Expended charges refresh a week after use. You do not get extra copies of this item.

Mercenary Icon - A tiny statue of a figure shrouded under a cloak and mantle. When used choose between magic caster, warrior, or generalist. This icon will then spawn a Mercenary with a single class skill from the one you picked, will be a member of any one of the human races, and will be level 90. They are perfectly loyal to you, can understand and complete complex orders, and will sacrifice their lives to protect you if required. They last until killed or dismissed. You will instantly know if they have been killed no matter their location relative to you when it happens. Your own skill in summoning (or lack thereof) does not impact this Mercenary either positively or negatively. They do not require any upkeep, all come with the benefits of a Ring of Sustenance (though they don't actually have such a ring), and may be tied into your Guild Base should you possess one. They already come with a full loadout of suitable equipment for their class and level, however that equipment is only usable by them.

200 CP - **Shooting Star Ring** - Hailed as the mightiest Pay2Win item of all, if perhaps also the most fickle. This simple looking ring, made of what appears to be some form of silver and with three small stylized stars "shooting" across its surface, possesses the ability to makes its users dreams come true. Each charge represents a single use of the Over-Rank spell Wish Upon A Star, nearly twice as powerful as the "normal" version of the spell. In Yggdrasil its mechanics were different, but in the New World it effectively allows the user to warp reality to grant their wish.

When a charge is used the bearer of the ring is given an instinctive knowledge of what is and isn't possible to wish for with the ring, failing only in the face of the effects of World Items or powers of similar potency. However, if the user is willing to pay a price, they may have a Greater Wish granted. The limits of this Greater Wish are unknown, and normally the price would be terrible indeed (five levels per cast, in Yggdrasil parlance, even when using the ring)... however you don't need to worry about that, because you're paying at a premium. An expended charge for a "normal" Wish refreshes one month after use, or three months for a Greater Wish. You can tell how many charges are left by how many "stars" are still on the ring as expended charges will cause a star to disappear. This is also how you can tell when it has recharged, as the star will reappear when it is ready to be used again.

100 CP or Free - **The Orb of Death** - A perfectly spherical purple gemstone and magical item that will automatically absorb the 'negative energies' (of any type) of a place in order to gather and store magical power. It glows from within with a sickly light when charged with energy. Can be used to create undead, with more powerful undead requiring greater amounts of stored energy. It also serves as a focus for amplifying and empowering necromancy. Unlike the Orb of Death you may find in canon this is not truly sapient, and will not take any actions on its own. In theory there is no limit to the amount of negative energy that can be stored, but in practice it will

be difficult to attain high levels of stored energy unless you provide it yourself. Free with Necromancy.

100 CP or Free - **Comfy Tavern/Inn** - A high-class tavern/inn that serves truly excellent quality food and drink (relative to the jump you're in) and that you officially own, even if that wouldn't make much sense. There will always be a VIP room with meals and service, with quality again dependant relative to the jump you're in, that will be available for you to use free of charge and you get a cut of the profits. People of wealth, influence, and considerable personal ability (like adventurers) tend to make frequent use of its services, which can easily allow you to make social connections. You get to choose where it is located in this jump, and it follows you into future worlds where you also get to choose its location. Staff inexplicably come with it, though they're not the same people jump-to-jump unless you purchase the Guild Base option found below and place your Tavern/inn within it. *Generalists* with 'skillful and resourceful' get this for free.

100 CP or Free - **Summoned Mount** - You possess an item, that you can't lose or have stolen from you, that will summon a level appropriate mount. If you're in the Realm of Heroes so is it, and if you're Level One Hundred it is as well. It's one or the other though, not both. You get to choose, within reason, what kind of animal or creature it is, what it looks like, and it has abilities, powers, and so forth as reasonable for a being of its type and level. It is perfectly loyal to you and can fly, even if it probably shouldn't be able to, via magic even if it doesn't have wings. Nothing too large though, a small dragon (say 40 feet in length, and about 10 feet at the shoulder, max) is about as big as it can get. Sticking to existing mythical creatures is suggested. It doesn't need to be fed, doesn't get tired, and has a reasonable level of intelligence (not quite human level though) and will understand your general meanings and orders. It won't attack people unless directly provoked or you order it, but it's clearly meant for fighting and quite good at it. Despite the name it's technically not a summon, so abilities that augment summoned creatures don't buff it. If it's killed you can summon it again 24 hours later. Counts as an item, not a companion. Free for Players that took Level One Hundred, since high level mounts were quite common in-game.

50 CP or 100 CP - **Magical Instrument** - You have a magical instrument of your choice of design and make. It will empower any musical abilities you have two-fold, and will always be in tune and never require maintenance. No one will ever question why you are carrying it with you so long as it is of reasonable size. Also affects musical abilities based on songs rather than instruments, so long as you also play the instrument while singing. The 50cp version is a singular instrument, but the 100cp can shape-change freely between any instrument you know how to play so long as it is man-portable (for a normal human), and can even produce the sounds of multiple instruments at the same time. Bards get the 50cp version for free, and need only pay an additional 50cp to get the 100cp version.

100 CP or Free - **Hall of the Champion** - You possess ownership over some sort of martial school or academy. You are recognized as both the owner and headmaster, and what you say

goes. People wanting an education in combat and warfare, such as adventurers or the sons and daughters of nobility, will seek out your school for enrollment, and your school (or academy or dojo or whatever) will have its own set of instructors capable of giving an excellent education to such students. You will receive a portion of the proceeds this place earns, and may freely choose to teach students yourself. Serves as a prestigious badge of honor in any society that favors martial ability, you get to choose where it is located in this jump and it will follow you to future jumps where you may also choose its location. Instructors and staff inexplicably come with it, though they're not the same people jump-to-jump unless you purchase the Guild Base option found below and place this property within. Free for individuals with the World Champion perk.

50 CP or 100 CP - **Alchemist's Laboratory** - A fully fitted and supplied alchemist's laboratory ready for your use. It comes with the highest quality supplies and equipment required to make magical potions, allowing you to make potions to emulate the effect of any spell you know that could be reasonably made into a potion via alchemy (assuming you know alchemy, at least). The equipment will automatically upgrade itself relative to your own personal skill level, so the more skilled you are the better it will be to reflect that. Reagents for common potions restock themselves automatically on a regular basis.

For 100 CP however the reagents for rare and much higher quality potions will restock themselves, and additionally a store-front will be added to the front of your laboratory, allowing you to profit from your efforts. The 100 CP version also comes with a sales clerk and an alchemist of exceptional talent if still within reasonable limits (read: not Realm of Heroes or Level One Hundred) whom will produce and sell potions for you. You get potions for free, and get a cut of all profits the store makes. The laboratory, sales clerk, and alchemist will follow you jump to jump, although the clerk and alchemist aren't the same people jump-to-jump (unless you purchase the Guild Base option, in which case they can be if they are part of the Guild Base). No one will question the presence of this store or the potions it makes, even in places or worlds where it would be highly irregular. You get to choose where the laboratory is located in this and future jumps. 50cp version free for those with the Alchemist innate talent, and Alchemists need only pay 50cp to get the 100cp version.

300 or 600 CP - **Crafting Materials, Supplies, and Tools** - You have the good fortune of possessing a regenerating stock of high end crafting materials suitable across all fields of crafting, alongside the tools and workshop space in order to make something with them (you must supply the actual skill on your own however). Materials for low-end magical items (ie: Greater tier or below, as explained at the beginning of the item section) regularly resupply such that you could probably churn out hundreds of such items a day. Legacy tier materials would allow you to craft a few things a day. Materials for equipment at the Relic tier resupply often enough you could probably make a single relic tier item a day. This is the limit for the 300 CP option.

For 600 CP however your materials now include enough for a single Legendary tier piece of equipment every two weeks or so, and the materials for a single piece of Divine Tier equipment would likely take at least two months. However, there is nothing preventing you from stockpiling the materials, as they'll keep resupplying themselves even if not used up. This may either be a warehouse attachment or attached to another property at your desire, either way it will always have enough space inside to store materials for crafting things, will always be neatly arranged, organized, and labeled, and will be perfectly capable of storing or maintaining even the most volatile or fragile of substances. Both levels of this option are discounted to those that have purchased the Crafting Class perk.

Free - **Medium Tier Equipment** - You have a free full set of medium tier equipment appropriate for your class. They're of excellent quality and will serve you well. They provide slight boosts to your abilities but otherwise are merely serviceable. This is the kind of equipment you'd expect to see on elite, but otherwise normal, knights. It comes with a weapon, armor, and accessories appropriate to the classes you purchased in the 'Class Skills' perks. Companions get a set of this for free.

50 CP - **Legacy Tier Equipment** - This is where we start getting into the good stuff. This equipment would be considered of near peerless quality and utility in the New World. This set of equipment provides you with a moderate, but solid, boost in all abilities related to the classes you chose with the 'Class Skills' perks. It otherwise comes with everything described in the 'medium tier' entry.

100 CP - **Relic Tier Equipment** - This set of equipment could be considered as relics. Not in the 'they're old' sense but in the sense that they have nearly unrivaled strength and potency, worthy of tales. These provide substantial boosts to your class abilities, and often a few varied but useful minor enhancements such as minor regeneration, tirelessness, increased movement speed, and so forth. This is the level of equipment that Gazef Stronoff uses when he is wearing the 'treasures' of the Re-Estrize kingdom. This is also the level of equipment that the Lich Momonga uses in his guise as 'Dark Hero Momon'. In the New World it is unlikely that you will find anything better. It otherwise comes with everything described in the 'medium tier' entry.

200 CP - **Legendary Tier Equipment** - This equipment is literally legendary. Or it will be once people see you using them. This set of equipment provides you a *massive* boost to all class abilities you purchased with the 'Class Skills' perks and further has more powerful enchantments and enhancements upon them than those found on the Relic tier, and are more varied as well. It otherwise comes with everything described in the 'medium tier' entry. Example enchantments include things like moderate regeneration, greatly increased movement and fighting speed, activatable spells and buffs that can be used a few times a day, and lowered casting costs/stamina costs for spells/skills.

400 or 600 CP - **Divine Tier Equipment** - The best there is. Short of World Class items you will never find equipment of superior quality than this. Gods would, literally, be willing to wear

equipment of this level. This isn't surprising because that's usually where the Players of YGGDRASIL got them from. These provide *supreme* boosts to all class abilities you purchased with the 'Class Skills' perks. In a battle between opponents of similar skill level the one wearing Divine tier equipment will virtually always defeat the one that isn't. The boosts that this set of equipment provides are unrivaled, and the various potent enchantments that adorn them are some of the best you'll ever find, barring deliberate and painstaking effort on your part. Examples include potent regeneration, permanent high-tier haste effects, dramatically lowered casting/energy costs for spells and skills, extremely high tier spells/skills that can be used a few times per day for free, and various other things.

However, for 600 CP you may take this a step further. Your equipment has now not only been created with Divine tier materials, but they were *also* infused with the power of the Caloric Stone during their creation. While you sadly no longer possess the stone itself (unless purchased below) you do still retain the full benefit of having your equipment halfway between Divine and World Item. The boosts, abilities, bonuses, and effects from equipment of this tier are staggering and in the opinions of many "completely unfair", leaving even Divine Tier items in the dust. However while their benefits are obscene, their protections won't be able to stand up to the direct effects of actual World Items.

800 CP - **The Caloric Stone** - The actual origin or source of the Caloric Stone is a near total mystery. It forms only from large concentrations of the Seven Prismatic Ores, legendary divine materials that possess qualities far and away above anything else. Why this occurs, or even who first discovered the Caloric Stone, is unknown. While held the Caloric Stone grants the usual benefits of a World Item upon its bearer, providing protections against negative status, instant death, being trapped or held, scried upon, and so forth, trumping even the effects of other World Items. However, while useful, those are far and away the least impressive aspects of the stone. The truth of the matter is quite simple; the Caloric Stone is the ultimate crafting material. No matter what you are making, no matter how mighty, no matter what other materials are included, adding the Caloric Stone will make that item or bit of craftsmanship better.

Food, drink, weapons, armor, buildings, vehicles, golems, indeed anything that can be crafted can be quantifiably made superior (by an astounding degree) by the inclusion of the Caloric Stone in its creation process, as the stone expands the possibilities and power of what can be done with crafting. If you were to use particularly mighty materials in the creation of something, say ingredients on par with those usually used in the making of a Divine Tier item, the resulting piece of equipment would be truly legendary, halfway between the status of a Divine tier item and a World Item. Obviously, and unfortunately, the stone is expended when used.

However, since you're paying at a premium, you are guaranteed to receive a new Caloric Stone exactly one month after using it, appearing in whatever location is most convenient for you. You may explicitly hand this to other people but you need not fear losing it. If separated from your person in a fashion you didn't intend it will appear in the closest convenient location for you a day later. However if it was used in this time frame to make something then you must still wait a

month for it to respawn. The Caloric Stone is discounted for those that purchased the 600 CP option for Crafting Materials, Supplies, and Tools. The Caloric Stone is *utterly* unique, and cannot be duplicated or copied via any method whatsoever using in-jump methods.

800 CP - **The Wand of Endless Spells** - The final artifact that remains of a world whose name was forgotten to history in the wake of the attack of the World Serpent. No doubt, however, it must have been the product of a civilization of unparalleled magical might and knowledge. The wand itself is made of an unidentifiable, and seemingly indestructible, polished wood that seems to drink in the light around it. With runes etched up and down its length and filled in with the seven prismatic ores, it seems to thrum in the hands of those that hold it, the power within clear to the senses, alongside a nebulous feeling that the wand itself is… waiting. For what, precisely, no one can say. However in the meanwhile its powers will serve well anyone that is blessed enough to carry it.

The first effect of the wand is the standard protections granted by a World Item, protection against instant death attacks, negative status, all forms of mind control or compulsion, and all attempts at scrying or information gathering magic. Its true power however, and the one that it was named for, is as straightforward as it is powerful. The user of the wand may freely activate it to cast any spell from any style or system of Ranked magic no matter the tier, with the singular exceptions of Over-Rank Magic and spells that are uniquely restricted to special classes (such as the Catastrophe spell of the World Disaster class). The wand can only channel a single spell at a time however, and it takes a few seconds for it to "switch" to a different spell. Additionally, it cannot be used to cast a tier of magic that the person wielding it is not themselves capable of using (so someone that could only use 6th tier spells would be restricted to 6th tier spells, until and unless they become capable of spells of a higher tier).

Further, it gives no innate or inherent knowledge of magic or what spells are possible, so truthfully speaking it will only shine in the hands of someone that is already a powerful and knowledgeable magic caster. In future worlds it will adjust to include any and all new spells and magics possible, short of anything comparable to Over-Rank spells or similarly "unique-class restricted magics" however like before it will not inform the user of what is possible, so it will require experimentation and knowledge in order to bring out its full potential. The Wand of Endless Spells is utterly unique and cannot be copied or duplicated by *any* method using in jump methods, nor can it be destroyed. If lost or stolen it will reappear on your person (or in your warehouse) precisely one day later.

800 CP - **The Ring of Elru** - The world of Elru was ruled by a magocracy of unimaginable wealth and prosperity, and at its head was the God-King of Elru whom wore this ring upon his finger. When Elru was destroyed by the World Serpent in its attack on the World Tree this item, a World Class item, was all that remained. Magic users that wear this ring will find that the potency of all of their magics has been doubled, and that the cost for casting those magics has been halved. Additionally it provides protection against all mind controlling effects or

compulsions as well as instant-death effects, negative status effects, and scrying effects, trumping even other World Class items that have such powers.

These things are all well and good, but the true power of the ring and the reason the God-King of Elru wore it lies in its last two abilities. The first is that three times per day the person that wears it may cast any spell, ritual, or magic they know that requires material components, or that drains ‘experience’ or ‘lifeforce’, or indeed any other requirement... instantly and for free. The second is that the Ring itself may be used to create as many Yggdrasil Gold Coins as the user desires, seemingly creating them out of nothing and appearing at any designated point (or in the users inventory if they have one and desire that), however they can only create about a million coins a second. The ring itself is made of orihalcum with seven bands that run along it, each one made of one of the seven prismatic ores such as Scarlet Gold or Living Blue Soul. It is soulbound to its wearer and cannot be stolen, given away, destroyed, or lost by any method short of death. Additionally it is utterly unique, and it cannot be copied or duplicated in *any* way whatsoever using in-jump methods.

800 CP - **The Bracelet of Arnessa** - Arnessa was a world that prized personal strength and valor above all other things, but despite its citizens fervor it was proven to be not strong enough to drive off the World Serpent before their own world was doomed. This bracelet, a World Item, was held only by the greatest champion of Arnessa and was passed on to future champions via their worlds version of the Olympics held once every decade. It is of burnished gold and inlaid with countless intricate etchings showing a variety of sporting competitions and gladiatorial themed figures. This item bestows upon its bearer a fortified defense, tremendously increasing their durability and intractability, and serves to amplify their strength in line with that. Its bearer will be three times as strong as they were prior to wearing it, and further they will be protected from mind-altering effects, negative status, instant death effects, protection from detection and scrying magics, and freedom from attempts at restricting movement trumping even the power of other World Items.

The reason for this is that Arnessa had something of a history with competitors that would seek to cheat their way to victory, and so means were sought to prevent an easy defeat of the reigning champion. Its final ability, and by far its most potent, is that it makes the one that wears it completely invincible to physical damage. While worn the user can only be harmed by attacks or effects that are not physical in nature. It is soulbound to its wearer and cannot be stolen, destroyed, or lost by any method short of death, though it can be given away freely. Additionally it is utterly unique, and it cannot be copied or duplicated in *any* way whatsoever using in-jump methods.

800 CP - **The Anklets of Solundrum** - This pair of anklets are all that remain of the World of Solundrum after the attack on the World Tree. They are made of one of the seven prismatic ores, alexandrite, and appear to be silvery in color with a strange purple sheen. Both are marked with many precious stones and intricate runes; The left has a pictograph of a man seemingly circumnavigating the whole globe, and the right a pictograph of a man with a spear

attacking a beast as his arm seems to blur. They were originally worn by the heroic Hunter Durlast, famed for his ability to run down and dispatch even mythic beasts with his blinding speed and masterful evasions.

When worn as a set they triple all the *personal* movement methods of the wearer, such as flight, foot speed, or any more exotic methods. They also triple the attack speed of the user and increase their reaction times so they can make use of their new speed. Additionally five times per day the wearer may flawlessly evade any single attack or effect that the wearer is both aware of and has time to react to. In the event of an attack or effect that would kill or incapacitate the user the anklets will automatically activate, retroactively if need be.

They also provide a resistance to mind-control, negative status, instant death attacks, protection from detection and scrying magics, and freedom from attempts at restricting movement which trumps even the effect of other World Items. Their final abilities however are perhaps their strongest. Whenever the wearer is trying to genuinely run from an opponent they will always be fast enough to escape. Similarly if they are pursuing an escaping enemy they will always be fast enough to catch that enemy no matter what methods are attempted to evade. However, these effects *only* come into play if either the wearer or their opponent is genuinely trying to escape or disengage from the conflict.

It was often joked in the world of YGGDRASIL that while the anklets made whoever wore them into a deadly and fearsome combatant that could run down anyone that they were actually more suited to cowards, who wanted nothing more than to run away. These anklets are soulbound to their wearer and cannot be stolen, given away, destroyed, or lost by any method short of death. Additionally they are utterly unique, and cannot be copied or duplicated in *any* way whatsoever using in-jump methods.

Free and Restricted - **Ring of Ainz Ooal Gown** - Only individuals that are part of Ainz Ooal Gown may bear this ring, which symbolizes their allegiance. This ring is a beautifully crafted gold ring with a ruby inlaid into it, and inside the ruby can be seen the symbol of the guild. It allows whomever wears it to freely teleport past the wards in the Great Tomb of Nazarick to any location inside of it with the exceptions of the inner Treasury, though you can teleport to the entrance of the Treasury, or the Throne Room. You can additionally use it to return to Nazarick at any time, in this jump at least, regardless of your current location. This ring is soulbound to you specifically and you cannot lose it, give it away, or destroy it. In future jumps this will allow you the ability to teleport between any and all of your properties, as well as your Warehouse.

Only Players that purchased ‘The 42nd Supreme Being’ perk may have this ring, it is otherwise impossible to obtain. If a Jumper purchased The Guild Base option below then they may choose to gain a Ring that functions the exact same except tailored for their specific Guild Base.

800 CP (No Discount, Jumper Only) - **The Guild Base** - You are now the Guild Leader of your own guild, and the owner of your own Guild Base. Your starting location is overridden with this

purchase, you now start in the Throne Room of your Guild Base (detailed in the Supplement). The physical location of your Guild Base is in the vicinity of one of the location options from the Location section near the start of the jump document, with the exception of Carne Village *unless* you are the 42nd Supreme Being and have Nazarick, which will still be located nearish Carne Village as per canon. If you chose to random-roll your location and got Carne Village, and your Guild Base is not Nazarick, you may reroll until you get a location that is not Carne Village.

See the Overlord (the series) Guild Base supplement for details. This option is restricted to the Jumper only, companions **cannot** purchase this option, nor can companions convert their CP into GP in the Guild Base Supplement for the Jumper to spend. If you purchased The 42nd Supreme Being and also purchase this option then refer to the Guild Base supplement for special details regarding this combination. You may not purchase this option more than once.

400 CP (No Discount, Jumper Only) - **The Poor Man's Guild Base** - This option is fundamentally the same as the above, except your guild base isn't as cool as it could be. Details will be discussed in the Guild Base Supplement.

Companions

Companions may not purchase companion options. All companions get a free set of 'medium tier equipment' upon being imported. Some companions may start with higher tier equipment. Additionally the equipment they come with is designed for them and their specific setup of 'classes' that they purchased with the 'Class Skills' perks. If you don't share the same classes as them their equipment probably won't be of terribly great utility or use to you, and vice versa.

200 CP or 400 CP - **Heroes of the Realm** - Aka: the mass import option. For 200 CP you can import up to eight companions. They'll all get Realm of Heroes, any race that doesn't have a CP cost attached to it, an origin of their choice, a single 'class skills' perk of their choice, and any freebies they may be entitled to such as tolerance for evil, medium tier equipment, gold coins, the free version of themed aesthetics, or (this jump only) shared language. For 400cp they get Level One Hundred *instead of* Realm of Heroes. All companions imported in this fashion get 400 CP to spend, but can't purchase World Items. They may choose whether they count as a Player or Local. Imports only, if you want to create new companions you need to pick one of the other companion options. If you are a 42nd Supreme Being then you may choose for them to have a background as an NPC from Nazarick, or if you purchased a Guild Base you may choose to give them a background as an NPC there.

400 CP - **Adventurer's Guild** - So you've got a bunch of companions then? Too many for just the other options to account for them all? Very well. You may import import as many companions as you have with this option. All of them get any freebies they're entitled to, 400 CP to spend on whatever, and may freely choose whether they count as Players or Locals. This is

only useful for imports. If you want new companions you must use one of the other options. If you are a 42nd Supreme Being you may choose for them to have a background as an NPC from Nazarick, or if you purchased a Guild Base you may choose to give them a background as an NPC there.

50 or 100 CP - **Canon Companion** - Precisely what it sounds like. If you can convince someone from canon to come with you then they'll join you as a Companion. It costs 50 CP for someone that isn't level one hundred, or 100 CP for someone that is (or is roughly around that level). Those that purchased the 42nd Supreme Being perk can get two individuals affiliated with Nazarick in canon that are below lvl 100 *or* a single lvl 100 individual for 50 CP. If you companion Aura and Mare you may optionally elect to have them pair up in a single Companion slot, but this is not required.

A word of warning however, gaining someone from Nazarick as a Companion without yourself being the 42nd Supreme Being is likely to be extremely difficult, to put it *very* mildly. On the other hand if you *are* the 42nd Supreme Being you can pretty much just tell them "you're a Companion now" and they'll accept the position.

Free or Varies - **Homunculus Maid** - An elegant and beautiful maid with a flawless uniform and appearance has sworn themselves to your service. She desires nothing more than to take care of any tasks you may assign her and will happily clean, cook, and perform household duties in any of your properties, including your warehouse or properties that have followed you from other jumps (or the properties on offer in this one). She is eternally loyal even to the point of death and unbelievably good at her job. She has the 50cp versions of themed aesthetics, personal inventory, and shared language for free alongside Tolerance for Evil. She doesn't count as a companion, but she'll follow you into every future world just the same, doesn't count against the companion limit, and you don't need to import her (she doesn't gain CP or other benefits however). You may choose to later import her as a full Companion (or have her start as a full Companion), with all that entails however she will then take up a Companion slot.

She comes with a free magical 'Ring of Sustenance' that makes it so she doesn't need to eat, drink, or sleep anymore, since homunculi usually have increased dietary concerns. The ring can't be removed or taken from her, not that you'd want to I'm sure, and she's effectively ageless. If you purchased 'The 42nd Supreme Being' earlier than instead of there being 41 homunculus maids in Nazarick there are now 42, and this one is assigned to you for free. Otherwise you must pay 50 CP for her service. If she's killed she'll reappear as good as new the following day, with no memory of the thirty minutes leading up to her death.

However, if this is not enough for you, you may instead spend an additional 100 CP (discounted for Players) to upgrade her with the Realm of Heroes perk, an origin, a 600cp stipend and any freebies she might be entitled to (she counts as a Player for purposes of discounts). For an additional 200 CP (discounted to Players) you may instead upgrade her to Custom NPC status, giving her a free set of legendary tier equipment, Level One Hundred (and Realm of Heroes if

you also have that), the 200 CP version of the Crafting Class skill, the Magic Item Creator innate talent, and total stipend of 1000 CP.

For a final addition of 200 CP (discounted to players), and requiring the prior lvl 100 upgrade, she will come with the upgraded version of the Crafting Materials, Supplies, and Tools item. You do not need to purchase the Realm of Heroes upgrade to purchase the Level One Hundred upgrade. Higher level Homunculus Maids are assumed to have the 200 CP version of "Unknown Race" representing whatever a higher-end Homunculus should look like. You may only have *one* lvl 100 Homunculus Maid.

100 CP or Free - **A Local Hero** - You have gained the services of a local hero. They can be any of the human races and are of an appearance and disposition of your rough choice. They automatically have the perk 'The Realm of Heroes', a free origin, any freebies they may be entitled to, 700 CP to spend, and a free set of Legacy Tier equipment. They may purchase a heteromorphic race option at your discretion, but as a reminder many non-human races will be seen as monsters and some racial options will pigeon-hole them into certain behaviors. They are not allowed, under any circumstance, to purchase the Level One Hundred perk. Prior companions can be imported into this role. Local's get one of these Companions for free and a discount on further purchases. This companion always counts as a Local for purposes of discounts.

300 CP or Free, Discount for Players - **A Custom NPC** - You have a custom NPC that you have personally crafted. Even if you aren't a Player this is somehow the case, though it's probably best not to think on it too hard. They are of the exact appearance, disposition, alignment, and personality of your preference. Buyer's remorse is in full effect with this, as the Lich Momonga discovered to his later regret. If you have 'The Realm of Heroes' they also have it, if you have 'Level One Hundred' they also have it. They get a free origin, 1000 CP to spend, the 50 CP option of 'Themed Aesthetics', the upgraded personal inventory, any freebies they may qualify for, a free set of Relic tier equipment if they have 'Realm of Heroes' ***or*** a free set of Legendary tier equipment if they have 'Level One Hundred', and may choose any one heteromorphic race for free if you desire. Keep in mind non-human races will likely be seen as monsters, and some racial options will automatically pigeon-hole them into certain behaviors.

If you are a Player you get this purchase at a discount, if you purchased 'The 42nd Supreme Being' perk you get this companion for free and they are automatically assigned a position relative to their strength and abilities within Nazarick. They will be utterly, unfailingly, eternally loyal unto death barring outliers like mind-control. You can import a previous companion into this role. Prior companions are no more loyal than they already were. This companion must take 'Tolerance for Evil' as a ***mandatory*** purchase if you got them for free, and they will have the same soft-spot you do when it comes to Nazarick and its NPC's. This companion always counts as a Player for purposes of discounts.

Drawbacks

The following drawbacks are available for those that desire greater rewards and a greater challenge. You may only earn an additional 1000 CP in drawbacks unless you take 'Powerless' *and* 'Wrath of Nazarick' or 'Powerless' *and* 'Rival Guild'. Alternatively you can also exceed the drawback cap by taking 'Enemies Of The World'. Regardless of which way you do it your limit is increased to 1400 CP. You can take more drawbacks than that but they'd just be for flavor.

Costs 100 CP *or* 0 CP - **An Early Entry** - In the New World the event known as the Descent of the Gods appears once every hundred years, and it is during this event that Players and other things from Yggdrasil cross over to the new world. Using this option you may, at your discretion, start at any hundred year interval prior to the one that canon takes place in, starting no earlier than the Six Great Gods.

In order of appearance 600 years ago the Six Great Gods of the Slain Theocracy appeared. 500 years ago the Eight Greed Kings appeared. 400 years ago is unknown. 300 Years ago an unknown Player was slain by the Deep Darkness Dragon Lord. 200 years ago the Evil Deities appeared alongside the two Players that would join the 13 Heroes, as well as the Boastful (Minotaur) Sage. 100 years ago is also unknown. Nazarick appears in the 'modern' day.

As a fair warning starting earlier in the timeline means you will be mostly flying blind, and most (if not all) of the kingdoms and empires mentioned in the Location section won't exist yet. Starting very early, that is to say 600 or 500 years ago, will virtually ensure you will come into conflict with the Dragon Lords of that era or the eventual emergence of the Eight Greed Kings. If you purchased the 42nd Supreme Being perk, but not the Guild Base option, then you and any companions appear in the world *without* Nazarick, which will appear in setting at its normal time. You may optionally decide to leave after 10 years as normal, or stay up until the jump would normally end (ten years after Nazarick's appearance).

This option costs the jumper 100 CP *unless* they drop into the Six Great Gods or Eight Greed Kings era (in which case it costs/gives 0 CP), since those are the only two eras of prehistory that were genuinely still dangerous. Taking this option does not let you opt-out of other drawbacks. They will adjust if needed in order to make sure you're still dealing with, up to and including having Nazarick appear in the world hundreds of years earlier than normal if needed if you took the Wrath of Nazarick drawback.

100 CP - **Foreigner** - You're a foreigner and it's really obvious. You don't really understand the local customs or etiquette and you can't read the local language. People are more likely to look upon you with suspicion or distrust unless you give them reason to believe otherwise. You can eventually overcome this with enough immersion in the local cultures but it will probably take you some time and you're sure to stand out in the meanwhile.

100 CP - **Smug Prick** - You're perfectly capable of being caring and considerate to your subordinates and friends. But if the people you're interacting with aren't those things then you basically consider them as trash. People will have to do a lot to get on your good side and they'll probably be disinclined to even try because of your smug attitude. Expect to have trouble making any new friends and for most of your relationships here to be strictly professional. Unless you're particularly skilled and they literally can't afford to snub you it's likely you'll be passed over for consideration for a lot of stuff. That said you'll probably fit in perfectly fine with most of the nobility around here.

100 CP - **Bandit Woes** - You are constantly being beset by bandits, highwaymen, robbers, and others of ill repute. Most will be regular individuals incapable of providing threat beyond the mundane, but rarely some of them will be of exceptional (or at least considerably greater than normal) ability. They will harass you, any companions you have, and any facilities or territories you may be in control of. Lawlessness will rise precipitously in the areas you frequent, and will likely cause problems for the regular folk. Strangely you can never seem to fully eliminate the bandit problems you face, as there always seems to be at least a few individuals who will turn up in order to mess with you and yours, or pillage those nearby if you prove too hard a target. They will not hesitate to enslave, rape, kill, or perhaps even eat you (depending on their race) or any companions or associates they can get their hands on. They might not even do it in that order.

100 CP - **Plain Faced** - Really, that's the best that can be said about you. For the duration of the jump any appearance boosting perks, including the ones from this jump, are disabled. At absolute best you look average for your species. While this may not seem like a great burden it should be pointed out that in this world people really *do* tend to judge a book by its cover. A plain looking person like you will *never* get the same sort of effect as someone that genuinely looked good or inspiring. Worse, you can't even cover it up with an illusion. The best you could do is an actual physical mask, which will just make people suspicious.

200 CP - **Embroiled in Politics** - Just like it says you're bound to become involved in the greater political landscape of the nation's pretty much regardless of how you might try to avoid it. Problems will seek you out in order to involve you and even living alone in the woods will likely result in people just stumbling across you completely by 'accident' (read: fiat) in order to get you stuck in. This is going to happen pretty much no matter what nation you end up staying in. You don't have to be obvious about your involvement of course, but you *will* be involved.

200 CP - **Sub-par Equipment** - Ignore that bit in the item section that says you get a discount on any one item. You don't get that anymore. Additionally you are barred from purchasing Legendary or Divine equipment sets.

200 CP - **Racial Discrimination** - Common individuals of races other than your own will be heavily encouraged to act in a discriminatory fashion to you. Even if you've proven yourself dozens of times over they'll still act dismissive of you and your efforts. This only applies to the

common man or the particularly bigoted. Time and effort can allow you to win over people on an individual basis, but even then they'll likely be dismissive of you at first unless you do something particularly amazing for them (like saving their life). Additionally no matter where you go, even in the most tolerant areas, you always seem to run into bigots or other such individuals that will hate you because of your race. Individuals that purchased 'The 42nd Supreme Being' do not need to worry about this behavior from anyone in, from, or affiliated with Nazarick, but it will otherwise be in full effect elsewhere. The same is true of anyone that purchased the Guild Base option.

200 CP - **A World Of Horror** - It really is. No matter where you go, no matter what you do, it seems as if you will end up routinely exposed to the absolute worst brutalities and atrocities the world has to offer. A constant barrage of the worst excesses and abuses, enough that even a saint would likely lose their faith in the common good and decency of the people. The New World will not spare any punches at all in confronting you with just how awful and brutal it can be. And there will always, *always*, be more. Worst of all any protections you would have to help you deal with this sort of thing simply won't work. You're going to constantly end up horrified, miserable, and probably depressed virtually the entire time you're here thanks to the things you'll end up seeing.

200 CP - **Rampaging Hordes** - And you thought the bandits were a problem. Turns out that it's breeding season for pretty much every demi-human race on the planet, and that means they're going to be coming out of the woodwork in truly unprecedented numbers. You can expect a major invasion on at least one human nation in the immediate future, and without help it is almost certain it will fall. Worse, as soon as one invasion is put down a different one will occur aimed at one of the other human nations.

None of these demihumans are going to be the type to kowtow even in the face of superior power either, being fanatically and indeed suicidally devoted to the cause of killing and/or enslaving everything that isn't them. Every human nation will face at least one of these major invasions, and even when/if they are put down they will still have to deal with the aftermath of the attacks, including any potential hold-out pockets of demihuman resistance. Allowing all of the human nations to fall during your time here will constitute chain failure. In earlier eras, if you take those options, if there aren't any human kingdoms currently in existence then allowing humans to be wiped out in general constitutes chain failure.

300 CP - **Cartoonishly Evil** - This probably doesn't need to be elaborated upon to be honest. You're Evil with a capital E. You don't need to go out of your way to be evil but given an option between being Evil and not being Evil you'll always take the Evil one unless not doing so is clearly and obviously the superior choice. You don't have to act this way towards people you *actually* consider as friends or allies.

300 CP - **Hubris** - Thy name is you. Whether you're Level One Hundred or not you believe you're the hottest of hot shits that has ever existed. You will compare yourself to living legends

as if you deserve to stand in the same company regardless of any evidence to actually support that, regularly presume that you can't be beaten at whatever specialities you have, and in general believe yourself to be of greater importance than pretty much anyone and everyone. Your self-assurance is so massive and over inflated that you *deliberately* sand-bag in battle, convinced of your superiority even in the face of serious threats, to the point that you effectively allow opponents free hits just to show how much better you are.

If you ever do run into someone better than you you'll probably suffer a BSOD moment as reality comes crashing in to inform you what a fucking idiot you are. Sadly, even if you survive, you will never learn your lesson, quickly rebounding and believing yourself to be just as hot-shit as before, self rationalizing and coming up with excuse after excuse for your previous loses. Basically you have the over-inflated ego and self-importance of a power tripping teenager.

300 CP - **Subpar Build** - Your character build sucks. A lot. You are noticeably weaker than you should be for your given level. You still possess all the skills, spells, or abilities you would otherwise be entitled to but your actual stats are garbage considering where you should be. If you don't have either Realm of Heroes or Level One Hundred then this is particularly bad, reducing you to the level of an otherwise common man. This drawback primarily affects abilities from this jump, but also somewhat applies to a lesser extent to abilities from other worlds. At the end of the jump your stats are returned to the level they should have been at.

300 CP - **Rival Player** - It might not be a Player actually, but they're definitely a rival. You've got someone in this world that desperately wants you dead and they've got rough equivalents to any purchases you've made in this jump, to include items. If you're in the Realm of Heroes so are they and if you're Level One Hundred they are too. It's impossible to convince them to stop wanting you dead, the rivalry runs too deep for that, and to be honest you wouldn't be inclined to try anyway because the feeling is mutual. They've got some great gear though if you can manage to kill them, roughly equal to your own purchases here, but they're probably thinking the exact same thing about you. No tactic is too dirty or off the table here. If you purchased 'The 42nd Supreme Being' perk or a Guild Base this is still one guy, but their cunning and subtlety has been tremendously upgraded to make up for it. When they come for you, and they will, it will be a one-on-one battle.

400 CP - **Stomach Pains** - Events conspire to stress you out. Your plans will often be foiled, your enemies will seem to be one step ahead of you, and you'll always leap to the worst possible conclusion regarding situations you are involved in. Your confidence takes a massive nose-dive and you will frequently second-guess yourself. Whether or not these problems you worry about or believe are happening are *real* is a separate matter (you could simply be drawing the wrong conclusions about unrelated events), but it's likely you'll end up developing stomach ulcers from the incredible stress you're constantly feeling. Even if you're a race that couldn't get those things it will still feel like you're getting them. No amount of confidence, willpower, determination, or wellness-of-mind related perks or abilities will be able to fully mitigate this.

600 or 100 CP - **Powerless** - Your access to perks, skills, abilities, items, knowledge, and properties from outside of this jump are sealed away for your duration here, as well as access to your warehouse. Companions are similarly nerfed, and you don't have any followers at all. You still have access to your body-mod body. If you purchased the 'Level One Hundred' perk you only get 100 CP for this, and you should be thankful you got even that much.

600 CP - **Wrath of Nazarick** - You've done it now. Maybe you were one of those guys that was constantly PK'ing Momonga back in YGGDRASIL, maybe you beat up one of the NPC's from Nazarick and he found out about it, or maybe he just thinks you're an obstacle to his plans that's too dangerous to be ignored. Regardless of the reasons the full might of Nazarick will be rallied against you. If you don't have information-control magic to prevent them from locating you it's virtually certain they will start with Scry-And-Die tactics, and if you prove dangerous enough they'll start bringing out the Big Guns in the form of their *eleven* World Items. As if that weren't enough there's at least 9 level 100 NPC's in Nazarick, not to mention Momonga himself, and many *many* more of lower, but still relevant, levels. Jumpers that purchased 'The 42nd Supreme Being' may not purchase this drawback.

600 CP - **Rival Guild** - It looks like Nazarick wasn't the only guild that appeared in the New World. Who these guys are specifically isn't important, but what *is* important is that they are *at least* as dangerous as the Great Tomb of Nazarick, or your own Guild Base if you purchased one (minus any out-of-jump properties you may have imported into it), with access to comparable resources and NPC's under their command. And they hate ***you*** specifically. If you're a member of Ainz Ooal Gown via 'The 42nd Supreme Being' perk or you purchased your own independent Guild Base then it's a full-on Guild War here in the New World, and it's likely whole countries will be devastated and wiped from the maps in your battles. Unlike other drawbacks this one is not revoked at the end of your time here. If you come back to this world later on but didn't finish these guys off they'll still be waiting here and still be trying their best to end you.

600 CP - **The Enemies Of The World** - Turns out it wasn't just Players that came through to the New World. No… oh no. That would be *far* too merciful. Alongside you, scattered about the New World, came the World Enemies. Immensely powerful, nigh-unstoppable monsters and beings of unparalleled might. In Yggdrasil, back when they were restricted to specific movesets, specific actions, and specific arenas, it required raids of at least 36 level one hundred Players, well equipped and coordinated, to even have a *chance* of taking these beasts down. Gods forbid how difficult they will be now that they are no longer bound by the petty rules of the game world, but instead given free will to move and act as they wish. The Ten Angels of the Sephirot, the Eight Dragons, the Demon Lords of the Seven Deadly Sins, the God of the Sixth Day, and the Five Rainbow Buddhas.

All of them are present now in the New World. All of them have their own agendas, usually mutually exclusive, and none of them are inclined to simply stand back and let the New World, and its new opportunities, pass them by. Good luck, because you and the New World will need

it. Your only silver lining is that they have no immediate inclination to target you specifically, but given their scope and their likely agendas it will be near impossible to not be involved at some point (and likely quickly at that), and they aren't the types to condone someone as powerful as you're likely to be not having declared sides. And gods forbid if you were a Player, and they remember you killing them for their stuff. To say they'd be unhappy to see you again would be an understatement of world shaking proportions.

Scenarios

An Eternal Legend

(restricted to The 42nd Supreme Being, Momonga must be present in jump)

You have found yourself in this New World alongside your friend, the lich Momonga, and the guildhall and NPC's created by you and your missing friends. But that which is lost may yet be regained. There were forty two Supreme Beings that came together to create the Great Tomb of Nazarick and there will be forty two once again. Within this world there lay hidden secrets, forgotten tombs, dilapidated ruins, and other areas even more forbidding. Inside of these places long forgotten by time are the clues you will need, the directions that you will follow that will lead you to your friends, lost in time and space.

When you have made the name of Ainz Ooal Gown an eternal legend, when word of the greatness of Nazarick has reached across the world, you will find them. One by one, you will *bring them back*. Because what is lost may not remain that way, *will not* remain that way, and what was once shattered may yet be made whole.

Your time in this world will not end until you have completed this task, and you will find that methods you have brought with you from outside of this world will be ill-suited to discovering the whereabouts of your missing friends. It will take time, effort, and dedication to reforge that which was broken, but reforge it you will. Alongside you will be your friend, Momonga, and the full resources of Nazarick dedicated to the task. When all forty two of the Supreme Beings have been gathered together, when the nations kneel in supplication, only then will your task be complete.

Reward for Eternal Legend - For managing the herculean task of reuniting the full might of the guild of Ainz Ooal Gown you will receive two rewards. The first is an additional 200cp to spend on whatever you desire (which you will not receive until the end of the jump), and the second reward is that of an exact copy of the Staff of Ainz Ooal Gown, the guild-weapon that symbolizes the might of Nazarick (which you may import another item to gain the properties and alt-form of). If the staff is lost, stolen, or destroyed it will reform within your Warehouse in one day; there is no consequence to its destruction other than you temporarily losing access to it. You may import an item to gain these properties and altform if you desire. You may additionally

choose to bring with you Momonga as a companion, he will always appear with you any time you use the Ring of Ainz Ooal Gown to return to Nazarick for a post-jump vacation. Ainz has the Skeleton heteromorphic race, Level One Hundred, Arcane caster class skill, Specific Specialization: Necromancy, Dark Wisdom, Abyss of Magic, Divine Tier Equipment, and the Favored by Fortune innate talent.

If you completed this scenario but also purchased the Guild Base option then Nazarick itself follows you into future worlds. In this case you may choose to either gain a second copy of the Staff of Ainz Ooal Gown (since you'd have already had the original via the Guild Base) or to just upgrade the one you have to being completely indestructible. All members of AOG, which by this point you've gathered, will count as Followers tied to the Guild Base as per the NPC's and POPs normally associated with it.

Peer of the Sorcerous Kingdom

(restricted to those that did not take the 42nd Supreme Being)

Your task is ambitious and yet simple. You must successfully become the uncontested Ruler of a Kingdom that can, without hyperbole, be considered as a peer to that of the Sorcerous Kingdom (when it is eventually founded, and which via jump fiat it *will* be founded). This means not only convincing the surrounding lands but also convincing the Sorcerous Kingdom, and it's absolute ruler Ainz Ooal Gown, that you have both legitimate claim to your country and also that you are a Peer. Gaining the approval of Ainz himself may be easy, so long as you are not a complete bastard, but it is his subordinates you must be wary of. The slightest disrespect towards Ainz, or even perceived disrespect, may cause them to lash out at you or undermine you.

You must rule your kingdom for a period of no less than twenty continuous years, and your time on this task only begins once you have been crowned and formally recognized as the legitimate Ruler of that place. Claiming or creating a kingdom on the other side of the world does not count, it must be near enough to have actual contact with the Sorcerous Kingdom and you must convince Ainz himself that you are worthy of being his peer as a Ruler. If you can manage this, without your kingdom being torn to shreds under your nose, you will have succeeded in your task. You may take over a kingdom by force, but it will likely be much harder to achieve legitimacy if you do it in such fashion. Be warned, Ainz's subordinates genuinely believe that he desires to take over the world (and he will not correct them on this) and will likely attempt to undermine your rule unless you are particularly savvy or charismatic. Attacking any of Ainz's subordinates for any reason (and that can be traced back to you or your followers) will earn his eternal wrath, even if they were clearly in the wrong. Becoming his vassal does not count as being his peer.

Rewards for Peer of the Sorcerous Kingdom - You receive an extra 300cp, to spend on whatever you wish (you receive these CP at the *end* of the jump), and any companions you imported with Local Hero, and not Heroes of the Realm, receive Level One Hundred for free.

You additionally receive a Royal Crest, marked with the heraldry of your kingdom (or queendom). Displaying this Royal Crest to others will convince them of your importance and credentials as Royalty, though they may not understand precisely what land or royal family you represent. They won't question it though, so long as you're not trying to claim you're a Royal belonging to a family that you obviously can't be a member of.

Hero out of Myth and Legend

(restricted to those that did not take The 42nd Supreme Being)

Your task is straightforward and perhaps the simplest of the given scenarios. You must make a name for yourself such that at least nine of ten ignorant commoners can at least claim to have heard of your name. How you do this is up to you, but it can not involve widespread mind-control effects or other such things to control or influence the minds and thoughts of others.

Unlike the other scenarios you have a time limit. You have only twenty years, total, to succeed in spreading your fame far and wide. Failure in this results in you receiving none of the rewards of this scenario. Any abilities, powers, perks, items, or other such things from outside of this world that allow you to have an 'already spread' reputation, or that allow your reputation to spread faster, have no effect. You must manage this entirely through your own direct efforts. Naturally in order to qualify as a hero out of myth and legend you must do things that are worthy of such appellations. You will likely be embroiled in fairly consistent danger, at least if you're trying as hard as you should be.

Rewards for Hero out of Myth and Legend - For completing this task and having your name go down in history forevermore you will be granted an additional 300cp to spend on whatever you wish. You get this CP *at the end* of your jump. Additionally you will find that, oddly, your legend seems to have taken on a strange twist. Tales of your exploits always seem to feature some cunning, wise, and tenacious companion that followed you into the very depths of darkness before emerging again alongside you on the other end. Gain a single Custom NPC for free, they automatically come with Divine Tier equipment (instead of legendary, not in addition to) and have 1400cp to spend instead of 1000cp. This is a new companion, not a previous one, and they only enter your service at the end of the jump. Additionally you receive a book detailing your heroic exploits, which will update itself to feature any future deeds or heroics you engage in in other worlds. You may freely create entirely mundane copies of these books to be handed out to others (and can censor them in whatever manner you desire when doing so).

Our Guild Is Number One

(restricted to those that purchased a Guild Base)

Guildmaster, you have found yourself in a New World upon the ending of Yggdrasil. You must scout your surroundings, set up your defenses, concoct your strategies, and then lead your Guild Base to preeminence in the world. You have twenty years to consolidate your control over

at least 80% of the Continent that the canon story of Overlord takes place on. Failure in this will see you lose out on any potential rewards but will otherwise not penalize you.

Rewards for Our Guild Is Number One - You gain an extra 600 Guild Points to spend in the Guild Base Supplement once you win the scenario. Additionally your Guild Base is now accepted and recognized as a legitimate nation (if not an especially large one) in any future world that you go to.

At the End

You've reached the end of your time here in the New World and, like always, you are faced with three choices. Where you go from here is up to you and, again like always, all drawbacks are revoked with the exception of Rival Guild as noted in its description.

Back to Yggdrasil - You return back to your original home on Earth. You keep anything you've gained on your long journey and are destined to meet up with all of your companions sooner or later. As a free bonus you gain a console capable of playing the DMMO-RPG known as YGGDRASIL, and the game itself will always be fresh and entertaining.

The New World Awaits - You've decided to stay here in the New World. Maybe you believe you should take over and do a better job. Maybe the plight of the locals has moved you and you wish to better their lot. Regardless of your reasons you gain 'The Realm of Heroes' and 'Level One Hundred' if you did not already possess those things, and your journey will end here.

Falling from the World Tree - You've decided to venture onwards into new worlds and new vistas. Your memories of this place may have been good or bad but what is certain is that you have left a profound mark on the world you have left behind you.

Notes

On the magic system, all magic from YGGDRASIL falls under the ranked magic system, as well as all magic that you can potentially learn in the New World. This 'Ranked Magic' system bears more than a passing similarity to Third Edition Dungeons and Dragons, and so if you're familiar with that system then this one should also be familiar to you.

That said there are some notable exceptions. First is that there is no '0th level', otherwise known as cantrips, spell level in Yggdrasil. However, there *is* such a level in the New World, which you will be free to learn (or already know, if you're a local). Ranked magic starts at tier 1, which is roughly analogous with 1st circle magic in D&D. Additionally the highest normal level of spells in ranked magic is 10th Tier, but the highest tier that humans in the New World are

capable of without ruinously expensive large scale rituals is 6th. 9th and 10th tier Ranked Magic roughly equates to 9th level spells from D&D, with 10th tier spells being on the high end of that scale. Some spells such as Wish Upon A Star, the ranked magic version of D&D's Wish spell, are Over-Rank special magic. Over-Rank magic can generally be equated with "Epic Spells' from D&D in that they tend to be massively more powerful than any spell of lower rank, often with unique or greatly exaggerated effects. Of particular note is that Divine Magic in the ranked magic system, while faith based, is not actually dependant on a god or deity. So long as you believe those spells will work, they will.

Next is that unlike D&D where you have a certain number of spells you can cast per day in the ranked magic system you have a certain amount of magical energy aka 'mana' that you can use before needing to rest and recover it. Mana regenerates naturally over time on its own and the more powerful you are the more you'll have and the faster you'll recover. A level one hundred person for example could effortlessly cast 3rd tier and below spells basically all day as their mana regeneration outstrips their expenditure.

Additionally spells take much *much* longer to learn in the ranked magic system than in D&D. On average a person with a lot of talent can expect researching a spell to take a number of months equal to its Tier rank (or about a week for a cantrip), not accounting for perks that decrease training or learning times. However for people without talent this could potentially take years of effort even for low Tier spells. The reason for this is because once you learn a spell you can then cast it whenever you want so long as you have enough mana to power it, which is another major difference between the ranked magic system and D&D magic. That said you can learn multiple spells concurrently, especially if you're particularly intelligent or good at organizing your time. Also this is assuming you either have a teacher or at least a scroll to work from. Without those things you can expect spell research and development times to jump up considerably.

What Tier of Magic can I do? Good question Jumper, what tier of magic *can* you do? If you're a Magic Caster just starting out you've got third tier spells. In the Realm of Heroes you'll have 6th tier, and at Level One Hundred you'll have 10th tier spells as well as Over-Rank magic. If you want Over-Rank spells as a different origin then you must purchase Level One Hundred and at least one Magic Caster class skill.

If you're a Generalist just starting out you've got access to 2nd tier spells. In the Realm of Heroes you've got access to 5th tier spells, and at Level One Hundred you've got access to 9th tier spells. At Level One Hundred you don't have Super Moves or Over-Rank magic, but your stats in general tend to be better than the other origins (when taken as a whole), and you're dramatically faster than either. Other origins can gain these enhanced stats and speed by being Level One Hundred and purchasing at least one of the Generalist class skills.

If you're a Warrior (with the Magic Warrior class) you've got 1st tier spells starting out. In the Realm of Heroes you'll have 4th tier spells, and at Level One Hundred you'll have access to 8th tier spells. However you do have Super Moves at this level, as a Warrior origin, which is the

Warrior counterpart to Over-Rank magic. Other origins can gain access to Super Moves if they have Level One Hundred and purchase at least one Warrior class skill.

That's the basics. However if you take 'class skill' options from other origins you can increase the tier of magic you have access to. The caveat is that if you aren't of the same origin as a class skill your magic (and skills in general) aren't quite as good as the origin those class skills belong to. You'll have the same tier of spells or skills they would, but because your stats were optimized for a different build they will likely not work as well for you as they would for the origin they belong to.

For example (using arbitrary numbers and all other things being equal) assume the following -
Mages - Physical Ability 5, Magic 10
Warriors - Physical Ability 10, Magic 5
Generalists - Physical Ability 8, Magic 8.

Because the stats are optimized differently, class skills that don't favor the stats you are good at will not work quite as well for you as they otherwise would. That is not a typo on the numbers with the Generalist stats, put all together their stat builds really do come up to more than the Warrior or Magic Caster.

To clarify there is nothing stopping you from performing research and training to try and attain higher tier spells or skills. These are merely what you start with.

On Properties. If you purchase a property, such as the Hall of the Champion, the Comfy Tavern/Inn, or the Alchemist's Laboratory you may optionally chose to have them be warehouse attachments if you don't want them in-jump for some reason. 42nd Supreme's can alternatively chose to have them incorporated into Nazarick, or for people that went for the Guild Base option have them incorporated into that instead.

On Item Sets. The items of YGGDRASIL are best represented by the kinds of item sets you'd find in MMO's. Which is appropriate because that is what YGGDRASIL was. If you've ever played an MMO, or just an RPG in general, then the basic comparison that can be made is that 'medium tier' equipment is stuff that you have towards the beginning of the game and 'divine tier' equipment is best-of-the-best stuff. Just imagine the kind of difference between scrub-tier beginner items and super-elite end-game items in those kinds of games, it's literally that big a gulf between them. World Items represent those rare 'game breaker' items that you have to do something really outrageous for but that utterly trivialize the game or that outright break game balance.

On equipment, most equipment in YGGDRASIL is based on the model of the kind of gear you'd find in an MMO. You've got rings, earrings, amulets, items for all sorts of different 'slots' on your body, and so forth. If you buy an equipment set you can assume it's providing you with at least one item for every single 'slot' that you have. The better the tier of your equipment set the more

comprehensive and useful the bonuses it will give you to your abilities. Legendary and Divine level equipment sets will virtually always be of use even to most Jumpers thanks to how much stuff it actually gives you and the fact that they are tailored to your abilities, to say nothing of Caloric Stone tier equipment sets. The World Items on offer will be of use even to late-tier jumpers no matter how strong they are.

On 'Martial Arts' and Warrior/Generalist skills. It's nonspecific, but you can generally assume that a Warrior or Generalist will overmatch a Magic Caster of a similar level, and with similar equipment, of themselves *in combat* but won't be as versatile outside of combat (usually). This might manifest as passive or active buffs that they can apply to themselves, supernatural techniques, or any number of things. Feel free to fanwank using some of the examples given in the perk descriptions. Effectively it's as if D&D had managed to successfully balance the fighter class with the wizard class in 3rd Edition. Magic Casters will usually have much more versatile options available outside of combat but in combat they actually tend not to be as strong as their direct peer counterparts unless they fight intelligently.

Once again, Tolerance for Evil does not actually make you evil. You're just capable of tolerating evil acts if you feel there is a reason for them, and won't be unnecessarily upset or biased against such actions. If you absolutely have to kick that puppy, or watch someone else kick that puppy, you'll be able to. You can freely step in to stop such actions if you want to though. The exception to this rule is if you purchased 'The 42nd Supreme Being' perk. If you did that you will have a blind-spot in regards to Nazarick and its inhabitants, as described in the 42nd Supreme Being perk.

On 'Realm of Heroes', "Heteromorphic Races', and 'Level One Hundred'. If you've got Realm of Heroes you're in the top tier of what this world is capable of producing, as far as natural talent goes. You're at the tippity-top, roughly comparable (if you were a magic caster) to Narberal Gamma of the Pleiades Battle Maids from Nazarick (61st level). Your words and actions could sway the course of battles and potentially nations if you tried hard enough, and you're likely to be very famous. If you're Level One Hundred however you're far *far* beyond that. You could sway the course of history itself and if you really pushed you might even be able to affect global change, at least as far as politics is concerned. You've got enough personal power that only beings that the New World would consider as 'gods' could match you. Which is fitting because as far as the people in the New World are concerned you basically are one. If you do not purchase Level One Hundred it is still possible for you to reach those heights, but it will probably take you thousands of years of effort barring enhanced training perks, as you'll be effectively breaking new ground the whole way.

If you purchase Realm of Heroes ***and*** Level One Hundred you're particularly strong for a level one hundred person. This represents you having found or otherwise gained access to a series of classes that just give unfair bonuses and benefits. You'll easily be at the mid-tier of the level one hundred Players even if you're naked, and you'll be in the Top 1% if you've got good equipment to match your raw ability.

The purchase of a Heteromorphic race represents a pay-to-win style increase of ability. Effectively you have paid CP in order to 'front load' all of the racial powers and benefits of your race without having to 'spend' levels on racial levels in order to get them the regular way. This means that a level 100 with a heteromorphic race will, roughly, be on par physically/stats-wise with a level 100 that purchased Realm of Heroes, however the heteromorphic race also has a number of special abilities that tends to let them edge out the slightly superior pure-stat boost of Realm of Heroes. This is intended, as it's meant to balance the fact that locals can get Realm of Heroes for free, whereas Players only get a discount on heteromorphic races.

If you purchase Level One Hundred, Realm of Heroes, *AND* a Heteromorphic race then you have effectively completely broken open the system, and will be *substantially* more powerful than people that are still working within said system, at least from a pure stats/abilities standpoint.

Speaking of classes, normally in YGGDRASIL there are a shitload of classes. Like, we're talking 900+ classes here and they only have between 5 and 15 levels in them, and you've got up to 100 levels total to fill. It's crazy. And Ranked Magic has at least over 6000 spells, not including any new ones that may have been discovered or created in the New World. Rather than get involved in that mess the 'Class Skills' perks in the various origins represent a particular theme, and those themes represent you having picked up just the right classes in order to make that theme work. If you've got a lot of different 'themes' that just represents you having found classes that either have particularly good synergy or that are just blatantly unfair in what they offer. It's very open-ended though and nebulous, so you don't need to worry too hard about the specifics of it. Because of this I made sure to include descriptions of what you could do at the high end with each theme, so feel free to fanwank away according to how strong you think your build should be. That said, remember, all Origins are balanced against each other. If one Origin or set of classes seems more powerful than another feel free to fanwank it until you feel they're balanced, because that's what they're supposed to be.

On Races, racial options will complement their Origin picks appropriately. Dwarves, Slimes, Dragonoids, Were-beasts, Insectoids, and Demi-humans make good Warriors. Elves, Skeletons, and Zombies will be really good Magic Casters, and skeletons/zombies get large bonuses to Necromancy. Vampires, Birdmen, and Humans will be excellent Generalists. Finally Angels, Fallen Angels, Automatons, Doppelgangers, Demons, and the "Unknown Races" tend to fit in well with any of the Origin options. Race options serve to augment their class skills, and while you won't be 'optimized' if you aren't of a compatible race/origin you'll never be penalized for it. If you purchased the '42nd Supreme Being' you receive a 300CP heteromorphic race option for free, but if you want a more expensive option you can pay the difference in CP, and can apply the Player discount to it. This means Progenitor Vampire (the 400cp version of True Vampire) or Doppelganger would cost you 50 CP, while the upgraded form of Unknown Race would cost you 100 CP.

On the Unknown Races - So, basically, it's the free-form choose your own race option. The 200cp option is intended to roughly equal where the other 200cp heteromorphic races in overall advantages, whereas the 400cp option is meant to roughly equal the other 400cp racial choices. You can freely choose to pick something outrageous like a powerful epic-tier monster or whatever (to use a D&D reference) *as long as* you also purchase the perks to put you in that tier. A Realm of Heroes purchase could let you choose something strong like a primal elemental, whereas a purchase of Level One Hundred could let you pick something really strong like an elder titan or similar. Basically the intent is that Unknown Race on its own isn't supposed to give something that breaks the power curve, but if you're already *at* that point in the curve via RoH or Level One Hundred then you're free to pick pretty much whatever.

On World Items vs Divine Tier Equipment - World Items tend to have pronounced effects that can be useful even to a late-chain jumper, and more specifically their protective effects tend to be exceptionally potent. They're not undefeatable, but they're close. Short of an exceedingly high-tier reality warper or exceptionally powerful greater deity nothing is going to even come close to circumventing their protective powers. They are, canonically, the concentrated power of an entire World, so if the enemy can't match up to that then you should be just fine. That said a full set of divine tier equipment, to say nothing of the upgraded Caloric Stone tier stuff, is going to have a lot of different bonuses, protections, special effects, X-per-day activatable abilities, lower-scale At-Will stuff, and so forth.

In terms of which is more directly useful for a Jumper the divine tier set will virtually always beat out the World Item in sheer terms of what benefits are granted, however the protections of divine tier equipment are much less difficult to circumvent than a World Item. Effectively it is the difference between having a singular game-breaker item with near-insurmountable protective effects, or an entire set of ultra-high-tier endgame MMO equipment that provide you an incredibly broad host of benefits, stat boosts, special abilities, and activatable powers.

Which one is more useful for your specific chain is up to you, but in a straight comparison against just what is available in this jump the Divine Tier set will provide a greater and more comprehensive boost than a singular World Item at the price of not having 'near-absolute' protective effects. This *may* be an important consideration during the course of your jump. There *is* a World Item capable of mind-controlling anyone without a World Item of their own to protect them in canon, and it's in the hands of people all too willing to use it. And no, it isn't Nazarick for people that purchased '42nd Supreme Being'. Better be careful.

How does crafting work? Good question anon, allow me to explain. The way the New World does it? Doesn't matter. If you pay for the crafting classes perk you get to use the Yggdrasil method, which is much faster (if not necessarily better) by a pretty astounding margin. Effectively you gather all your materials, put them on your workbench (or whatever), maybe tap them with a few tools, and then wave your hand over them. They then kind of flow together into a finished product as if you'd taken your time and really put your back into it, easy as that. Basically it takes all the work and effort out of actually making stuff, and at no loss in terms of

the quality of the final product. All in all it will probably take you longer to find all the materials and put them on your workstation than it will for you to turn them into a finished product. If you *really* feel like it though you can still do things the old fashioned way, and the perk will supply you with all the knowledge you need to do it.

How about that Caloric Stone tho? So the Caloric Stone is pretty great, and so are the items that can be made with it. However, just in case it needed to be said, items made in conjunction with the Caloric Stone *are not World Items*. They're more powerful than Divine Tier stuff certainly (assuming you use materials that would normally produce a Divine Tier item) but they *do not* give World Item tier defenses or protections. You could be utterly naked and holding the Caloric Stone and someone trying to use Downfall of Castle and Country on you is going to achieve nothing. On the other hand you could be wearing a full loadout of Caloric Stone enhanced equipment and that same person using Downfall of Castle and Country is going to make you into their bitch. Additionally, in case it was somehow missed, you only get a new Caloric Stone if you actually used the one you've already got. And if it's used up then, obviously, you don't have it anymore meaning you aren't benefiting from its protections.

Finally, if you should happen to duplicate the Caloric Stone using out of jump methods then those stones will not "respawn" after use. Only the one you purchased with CP will respawn, as the respawn-function is a facet of purchasing the Stone and not an ability it innately has. If you want more after using duplicates than go dupe some more on your own time.

Finally, at the end, a special consideration. If you purchased 'The 42nd Supreme Being' but did not purchase it as a Guild Base that would follow you, then you may, at your discretion, return to Nazarick for six months at the end of every jump, or once every ten years if you have ended your journey without gaining your Spark, using your Ring of Ainz Ooal Gown. It will be as if time has not passed at all in your absence, and you'll be able to pick up exactly where you left off. That said you can only have one 'vacation' at a time, so if you've got other post-jump 'vacation' options from other Jumps you'll need to decide which one you use. If you purchased the Rival Guild drawback and haven't finished them off during the ten years of the jump they will still be present on return trips, so you'll probably want to prioritize getting rid of them. That said, have fun!

Jump by Brellin.

Change Log - V1.1

- Changed notes section ‘on level 100 and realm of heroes’ to ‘on level 100, realm of heroes, and heteromorphic races’ to better explain the differences and synergies of those options.
- Added Bard class skill to the Drop-in tree
- Added Monk class skill to the Warrior tree
- Added additional description to Damage Focused, Defense Focused, and Magic Warrior class skills under the Warrior Origin.
- Added Spiritualist to the Magic Caster tree
- Slightly adjusted ‘The Long Game’ perk description to reflect a charisma increase.
- Added a bit at the end of the ‘Tireless’ perk in the Warrior Origin.
- Added new World Item, the Anklets of Solundrum.
- Changed the additional effect on the Bracelet of Arnessa from once-per-jump resurrection to something else, to better reflect its MMO origins and also to make it more competitive.
- Slightly changed wording of Specific Specialization : Crowd Control.
- Added/Altered some text in the Drop-In Class Skills section for Ranger, Rogue, and Sorcerous Swordsman to better provide examples for level scaling purposes.
- Added Omnidextrous Innate Talent. This is based on a skill/talent held by one of the Six Arms mercenary group, a part of the Eight Fingers criminal organization, whom Sebas utterly manhandled in light-novel canon.
- Spaced out the text in most of the class skills section to break up wall-of-text syndrome.
- Added Golden Mind innate talent. This is based on the intellect of the Golden Princess of the Re-Estrize kingdom, who possesses a mind sharp enough to earn praise even from Demiurge.
- Added Automaton heteromorphic race.
- Changed text in Alchemy innate talent to remove the somewhat arbitrary level-limit on what kind of potions you could make.
- Added ‘On World Items vs Divine Tier Equipment’ to the notes section.
- Lowered the cost of most heteromorphic races, to make the pricing more competitive for Players, since they don’t get discounts on innate talents like Locals do.
- Changed wording of the Birdman heteromorphic race, the three different types of Birdmen now have more dramatic differences and all cost the same.
- Added text to Magical Powerhouse (it scales with level) and Physical Powerhouse (it scales with level, and applies to races/forms from other jumps).
- Added clarification text to the end of the ‘Detect Magic Power’ innate talent.
- Changed wording of World Champion to better highlight and clarify the ‘gain strength as a battle goes on’ portion of the perk.
- Added a bit to the end of the ‘Player or Local’ section, above the race section, to clarify what kind of memories you get as a Player. Don’t knock the modern education or trope knowledge, it can be a substantial force multiplier.
- Changed ‘Themed Aesthetics’ so that the 50cp version is free for Players, to reflect that their looks really were made by masterful artisans (aka: professional graphics designers).

- Added the following to the Item section to pad out that area - Orb of Death, Comfy Tavern/Inn, Summoned Mount, Hall of the Champion, Magical Instrument, and Alchemist's Laboratory.
- Added 'Heroes of the Realm' aka: the mass import option, to the companions section.
- Buffed the amount of CP companions get via 'local hero' and 'custom npc' from 400 to 600 to make companion options more attractive.
- Added fire immunity and immunity to 'evil' magic to the Demon race. Not sure how I managed to forget including that previously.
- Changed some text in the Homunculus Maid companion option to make her a more attractive purchase and to clarify her non-combatant status.
- Added a caveat to the Summoning Specialization perk to clarify that god-like beings can potentially resist the 'enforced loyalty' effect, and that summons from out-of-jump systems are only enforced to be loyal *while* summoned, and may remember and not appreciate you abusing your power over them. Call up Mab or Cthulhu at your own risk, because nothing says they won't come looking for you afterwards.
- Added Bestiary Knowledge to Innate Talent list. It reflects a Player's knowledge of tropes, literature, and the game-world that is surprisingly accurate and reflective of the creatures found in the New World.
- Lowered 'The 42nd Supreme Being' perk down to 800cp, so that people that choose that option can actually purchase *something* without being forced to dip into drawbacks.
- Added clarification in Notes section, titled 'What tier of magic can I do?' to clarify what tiers of magic you can do as the different origins at different levels.
- Augmented Summoning innate talent is now discounted to anyone that picks up the 'specific specialization: summoning' perk, rather than only for magic casters with that perk.
- Changed text in Local Hero to state that they ***cannot*** purchase Level One Hundred with their CP. This is to prevent price-breaking when compared to the mass companion import option.
- Changed price on Custom NPC from 400cp to 300cp.
- True Vampires can now have blond hair in addition to black or silver, to reflect that Evileye (a vampire) is canonically blond.
- Added text to Damage Focused and Defense Focused warrior class skills to explicitly state that Dimensional Slash and Invincible Aegis are both Super-Moves, and thus restricted to Warrior origins only.
- Added text to the Innate Talent perk description to clarify that anyone that qualifies for two discounts on an Innate Talent gets that talent for free.
- Clarified Rival Guild drawback. They hate YOU, Jumper. That's why it's 600cp.

V1.2 Changelog, Pay To Win Edition

- Added Pay to Win Items to the Item Section.
- Added Were-beast Heteromorphic Race. Were-beasts are aspected towards the Warrior Origin.
- Added Favored by Fortune Innate Talent.
- Added text at the end of the Innate Talent Description, Players may now discount any *two* Innate Talents (but not the same one twice). Two discounts still makes a Talent free. Locals retain a discount on all Innate Talents.
- Added Scenarios for Player, Local, and 42nd Supreme Being after the Drawback section.
- Added the Drawbacks 'Bandit Woes', 'Racial Discrimination', 'Subpar Build', and 'Stomach Pains'.
- Added an example to the 'What Tier of Magic Can I Do?' section in the notes, to better clarify and explain the stat differences between the origins and how that interacts with the class skills.
- Clarified that the 'Powerless' drawback also seals out of jump knowledge. If you take that drawback you are effectively running this jump as if it was your first. This does not mean you have amnesia, you just don't have access to anything from other jumps.
- Clarified in Talismonger description that only they can use the Talismans they create (with one exception). And yes, making Talismans is basically Scribe-Scroll+.
- Specified what exactly Ainz/Momonga has if you get him as a companion via the Eternal Legend scenario.

V1.3 Changelog, Guild Base Expansion Edition

- Expanded Shared Language option. 100 CP version now imports the shared language to whole settings post jump.
- More heteromorphic races, retooled pricing on races, changed around some of the wording for Werebeast and True Vampire, added an upgraded version of True Vampire to be a Progenitor Vampire which can make more True Vampires instead of lesser vampires. Basically did the same thing for the Werebeast option, or at least clarified how it works better. Automaton now mentions disease/poison immunity. Also clarified that Vampires can still feel emotions despite being undead. Also Slimes can now choose a different type of elemental weakness instead of fire, if they want to be something like a lava slime or whatever.
- Updated World Items to bring them more in line with the game breakers they're supposed to be, added Caloric Stone and The Wand of Endless Spells.
- Added Crafting Materials, Supplies, and Tools item.
- Clarified and expanded on what Yggdrasil Gold Coins are useful for besides money. Also added an upgrade to the coins to make them an attractive purchase.
- Added generalized Crafting Class options.

- Tweaked companion CP allowance options. Clarified Homunculus Maid can be imported as a regular Companion if you want, and can be upgraded with high-end crafting abilities for a nominal fee. Added a mass import option.
- Clarified that heteromorphic races are all ageless, as per revelation in canon of that fact.
- Clarified that locals may start with any reasonable in-jump history they want, in line with their race and origin purchases. For example being a member of the Slane Theocracy Scriptures, an Adamantite Adventurer, or whatever else seems reasonable for their build. Only exception being no replacing canon rulers. Also changed around some of the info in the Players/Locals explanation to highlight some canon revelations.
- Clarified that any origin can be a drop-in now. The drop-in origin is now referred to as the Generalist origin. One exception, 42nd Supreme's still have an in-jump history reflecting their time in Yggdrasil, as it wouldn't make sense to be a 42nd Supreme without it.
- Any origin may gain Super Moves, Over-rank Magic, or Super-speed so long as they take level 100 and at least one class from the appropriate origin.
- Removed reference to Teleport being a Tier 3 spell in the Magic Caster origin description. Apparently that was a mistranslation, it's actually 5th tier.
- Upgraded Personal Inventory. The 50cp version is now as good as the old 100 CP version, and the 100 CP version now has space for an arbitrarily large amount of stuff, with the primary limit being the size of the item you're trying to put in it.
- Removed the inherent drawback to Unified Focus, since in hindsight I felt it wasn't needed.
- Added a rechargeable Shooting Star Ring to the item section. Clarified you may purchase a tier one Pay2Win item for 50cp, if for some reason you have CP left over. The Ring of Sustenance and the Spectacles of Translation have been changed to minor p2w items, and you additionally can make more of them *if* you also purchased a crafting class perk. Changed mechanics of Mercenary Token.
- Removed alignment restrictions on Demons, Angels, and Fallen Angels. I felt that that was being a bit too restrictive so out they go, you're paying a premium after all.
- Added note explaining how Crafting works with the Crafting Classes perk.
- Gender may be chosen freely (for races that have genders at least), and age (both apparent and actual) may be chosen within a given range.
- Divine Tier equipment can now be upgraded to Caloric Stone infused equipment for a nominal fee.
- Changed wording for how Tolerance for Evil impacts someone that took 42nd Supreme to actually be more in line with previous out-of-jump rulings when I was asked about it. In general it's a lot more flexible in just how 'tolerant' you actually are, from "grudging benefit of the doubt" to "can do no wrong" or anywhere in between.
- Added Guild Base option, see supplement for details.
- Added the drawbacks Plain Faced, A World Of Horror, Rampaging Hordes, Hubris, and The Enemies Of The World, raised drawback cap.
- Changed some wording in the Eternal Legend scenario to account for a 42nd Supreme that purchased the Guild Base option.

- You may now pick your Location for free. Added two new Location options. Added some example locations to the Free Choice pick. Random rolling your Location now gives you 50 CP.
- Included An Early Era toggle in the drawback section for jumping into the New World during one of the earlier “Descent of the Gods” events. Taking this option costs CP unless you drop into the actual dangerous eras.
- Removed no-duplicates wording on World Items, seemed like that was a bit of badwrongfun on my part.

V1.4 Change-log, Unknown Race clarification

- Dropped Unknown Race to 200/400 from 300/500. Slightly changed ending text, added section in notes to clarify overall intention of how it works.