



Dungeon ni Deai o Motomeru no wa Machigatte Iru Darou ka?

Jumpchain Version 0.3

Original by drakensis and fitzgerald

Expanded By Kinunatzs

Welcome to Gekai, the lower world, the Mortal Realm where Monsters spawn endlessly from an immense Dungeon with only one exit and bold Adventurers descend into the darkness to do battle with them for the money, for the glory, and for the fun... but mostly for the money.

At one time, the Monsters were held back only by heroes, usually only after the Monsters had caused great destruction and sorrow, and often at the cost of the heroes' own lives. Then, one thousand years ago, the God Oranos descended from the Heavenly Realm of Tenkai and, setting aside his Arcanum, his godly mantle, he founded The Guild, an organization dedicated to driving the Monsters of the Dungeon back where they came from. Soon, many other gods and goddesses followed Oranos' example and descended to the mortal plane. They gathered groups of mortals that they called their Children as they could have none the traditional way and these Children formed groups called "Familia" and unto them was granted 'Falna', the power of divine blessing, which allowed them to grow in power and ability. This was done by gathering Excelsia also known as experience, a mysterious and intangible substance accumulated when a Child overcomes challenges and defeats Monsters. Thus were the Adventurers of the Familia born.

Under the guidance of the gods, the Familia drove the Monsters back to the Dungeon and the strongholds that once encircled the region were abandoned to restore Orario, the city that had once surrounded the Dungeon Entrance. A great structure called 'The Tower of Babel' was erected over the Entrance and the Guild, now tasked with administration of Adventurers entering the Dungeon to keep Monster numbers in check and with retrieval of the magic stones at the heart of each Monster, stones that are vital for the creation of magical items.

While some Gods had their Familia carve out nations, others preferred to avoid that responsibility. Familia branched out into many fields but the greatest and most powerful remained those who sent Adventurers down into the Dungeon, the Falna on their back displaying just how powerful they'd grown. Orario has become a city dominated by the Guild and by the powerful Familia, with more Gods continuing to arrive from Tenkai and people from all across Gekai arriving every year, seeking to join a Familia and gain both wealth and glory. The result is a delicate balance of power as godly rivalries and politics are kept in check by the Guild's efforts to

maintain stability and smaller Familia struggle to carve out niches through arduous struggle. At the pinnacle of these were two Familia, those of Zeus and Hera.

ten years ago, the order of Orario underwent great tumult. The Zeus Familia and the Hera Familia succeeded in destroying two great Monsters known as Behemoth and Leviathan, but failed to defeat the One-Eyed Dragon and many of their strongest Adventurers lost their lives. In the aftermath, the Familia of Freya and Loki rose up and drove both Zeus and Hera from Orario, destroying their Familia and taking their places as the greatest Familia.

Orario can be a corrupt and dangerous place. The Magical Stone trade demands Adventurers risk their lives in the Dungeon but greed and ambition make alliances tenuous and sometimes even the most deadly monsters are less of a menace than other Adventurers and Gods are. And then there are places like the Red Light District, where many of the ‘employees’ are not there willingly, and Familia like Soma’s where divine neglect and mortal ambition leads to crime and victimization.

You arrived five years before the canon starts and are going to be here for ten years. Here are the 1,000cp’s to get you started. That’s just about the last freebie you’ll get here.

Backgrounds

Drop In – Free

You start out as an unimportant resident of your starting location, with no new memories or history to help or hinder you. Strangely, no one seems to question your sudden appearance in the area and you would be given identification documents that you are a resident of your starting location.

Supporter – 100cp

Not all those with Falna tend to fight in the frontlines and even the strongest adventurers cannot live without the supporter to help them. As they carry the loot, butcher dead monsters for their magic stones and carry the supplies an adventurer needs to dive deeper into the dungeons. This makes other adventurers lives much easier but by stepping aside from most direct combat they also find it much harder to level up. You start a Level 1 with Rank G-299 in each of the five basic abilities.

Adventurer – 200cp

Being an adventurer is the most common and popular jobs and Orario. They tend to be powerful than compared to their race as they dive into the dungeon and fight in the frontlines to slay monster to make a living but it also makes it a dangerous occupation of all. They also grow faster in power as they dive deeper into the dungeon compared to the adventurers that travel the world outside of Orario. You start a Level 1 with Rank E-499 in each of the five basic abilities.

God/Goddess – 300cp

One of the recent gods that descended from tenkai and a being of divinity to oversee the children as they deal with the monsters spawned by the dungeon. You’re still constrained by the Guild and forbidden to use you’re your Arcanum making most of your powers are bound but not all. If you receive a mortal wound you won’t die your divine magic will automatically save you but at the cost of being returned to Tenkai which is close enough to death in the view of Jump-chan. The gods are banned, officially at least, from entering the dungeon themselves and so far as is known they can’t have children.

Age and Gender

Roll 2d8+10 to determine your age, while your gender remains the same as it was previously. You can change either of these for 50cp each.

Familia

Roll 1d16 to determine which Familia you are affiliated with or pay 50cp to pick which Familia you want to join in. Choose either you already joined the Familia that you rolled or picked thus having an existing history with them if not this section guaranties that they would let you join their Familia if you ask them even if you are a male joining an all female Familia as fate would conspire to stage an event that they would make an exception for you no matter which option you choose.

1. ***Astraea Familia*** – Is an exploration type Familia led by Astraea. The Astraea Familia was an exploration type Familia that also acted as Orario's police force, dealing with people who were causing trouble. The Familia used to live in a home in southwestern Orario called the Stardust Garden. It consisted only of female adventurers. If you choose to join the Astraea Familia the event that lead to its destruction would be postponed for a year allowing you to have preparation to prevent and avert the events from happening.
2. ***Demeter Familia*** – Is an agricultural type Familia led by Demeter. The Demeter Familia owns land on the outskirts of Orario which they farm to produce fruits and vegetables. Their produce is well liked and considered as high quality across the city. Their home is known as the Wheat Manor, and is located in northern Orario.
3. ***Dian Cecht Familia*** – Is a medicinal type Familia that is led by Dian Cecht. The Dian Cecht Familia operates a pharmacy in a white building that includes an area where they sell potions and related items, rooms to treat patients, and business rooms to negotiate deals. They have dealings with many adventurers such as the Loki Familia to whom they issue quests for drop items to use in item making. Their emblem is a ball of light and an herb.
4. ***Freya Familia*** – Is currently the strongest Familia in Orario led by Freya. The Freya Familia home is known as Folkvangr and is located around the center of the business area. Folkvangr is a huge mansion that has a solemn structure similar to a temple. It covers a large area and is surrounded by four large walls, and has a garden large enough for all Familia members to assemble in. The sight of it displays the Freya Familia's wealth, power, and honor.
5. ***Ganesha Familia*** – Is a large Familia led by Ganesha. The Ganesha Familia has many skilled tamers that participate in the Monster FERIA held every year. Monsters from the dungeon are considered to be hard to tame though the Ganesha Familia tamers have been known to be able to tame them. Ganesha is one of the few people that know about the Xenos and works with Ouranos to get the people used to monsters by holding the Monster FERIA each year.
6. ***Goibniu Familia*** – Is a smith type Familia led by Goibniu. Although the Goibniu Familia is a smith type Familia, they also handle construction requests as seen when Hestia asked Goibniu to remodel their

home. Even though they're not as large as the Hephaestus Familia, their skills are around the same level. The Goibniu Familia Home is known as the Three Hammer Forge.

7. ***Hestia Familia*** – Is an exploration type Familia that is led by Hestia. The Hestia Familia formerly lived in the basement of an old abandoned church that was given to Hestia by Hephaestus. A secret door led to the basement which was in a P shape. Normally Hestia would descend three months before cannon but if you choose to join her Familia in this section the events would rearrange making it that Hestia descended much earlier.
8. ***Hephaestus Familia*** – Is a large smith type Familia led by Hephaestus. The Hephaestus brand is well known throughout the world. They are one of the Familia in Orario that don't rely on income from the Dungeon. The Hephaestus brand logo is only allowed on items which are authorized by Hephaestus and her executives and made by Level 2 or higher smiths with the Blacksmith Development Ability.
9. ***Hermes Familia*** – Is an exploration type Familia that is led by Hermes. Although the Hermes Familia is an exploration type Familia, they will try anything as long as it brings them profit. Hermes is usually absent and Asfi takes care of the Familia while he's gone. Unlike other Familias, the Hermes Familia purposely doesn't report level ups to the Guild.
10. ***Ishtar Familia*** – Is a brothel type Familia led by Ishtar. The Ishtar Familia specialized in running brothels, with many different types from various cultures around the world. Most of the members were Amazonesses and 90 percent of all members were female. Their home was known as the Belit Babili, which was comprised of several buildings, and their emblem was a prostitute.
11. ***Loki Familia*** – Is an exploration type Familia that is led by Loki. The Loki Familia home is known as the Twilight Manor. The Twilight Manor is described to be huge structure built on a small area of land. Multiple tall towers overlap and support each other, with the middle tower being the tallest. The home is also described as being carved out from flames.
12. ***Miach Familia*** – Is a medicinal type Familia that is led by Miach. The Miach Familia home is known as the Blue Pharmacy. The Miach Familia used to be a middle ranking Familia until Naaza was heavily wounded during an accident in the dungeon. All members other than Naaza left the Familia after the Familia incurred a large debt for the prosthetic arm that Miach begged the Dian Cecht Familia to create.
13. ***Soma Familia*** – Is an exploration and business type Familia led by Soma. The Soma Familia specializes in selling alcoholic drinks, the Soma in particular. Only the failed version of the Soma is sold outside of the Familia, and even then the price can reach a high amount.
14. ***Takemikazuchi Familia*** – Is a Familia led by Takemikazuchi that was originally from the Far East. The Takemikazuchi Familia is made up of six members, all of which are orphans that were taken in at the shrine that was run by Tsukuyomi. Originally from the Far East, the Familia moved to Orario two years earlier to earn money to help support the shrine.
15. ***Jump-Chan Familia*** – If you choose jump-chan others would not question the name of your Familia and her nonexistent presence as she pays her taxes monthly and reports regularly so your familia would

rank up based on your Familia's size and achievements and to increase your Familia you only need to bring them into her room that you would assigned later on and they would magically blessed by a Falna and the exacts process would not be remembered by them and the same process for them when they want to update their Falna.

16. ***My Own Familia*** – A free option choice as this allows you to pick one of the existing Familia stated above for free or keep this choice. For those that chosen the **Adventurer, Supporter and Drop-In** origin this option grants you freedom and making you unaligned to any Familia in this world and this option are for those that only want to live in this world without being an adventurer. For the jumper or their companion that chosen to be a **God/Goddess** origin this allows you to create your own Familia by importing your companions and recruiting people in this world or having yourself recruited by your god companion.

Race

There are a number of races in the lands around Orario and they're all welcome in Orario their valis spends the same; most of these races can't interbreed with each other. Humans and amazons are the only known exceptions, there's no race they can't get it on with and potentially produce viable offspring.

Unless you're a God whose race is inherent to your background you can roll here for your race or spend 50cp to pick freely. You may alternatively start as a regular human for free.

1. ***Amazon*** - A dark-skinned Demi-Human race that's exclusively made up of women and has to breed with other races to survive. Amazons tend towards being slightly stronger and tougher than regular humans. (Rolling or choosing this race automatically sets your gender to female with no extra cost).
2. ***Beast Human*** - A general term for races that mix human traits and those of animals. They tend towards strength and agility slightly beyond that of a regular human. These are the ears-and-tails version of animal-people. (Pick or roll from the following list).
 1. ***Boaz*** - A race with boar-like traits. Ottar, the current strongest adventurer in Orario, is a Boaz.
 2. ***Cat Person*** - A race with cat-like traits. The waitresses Arnya and Chloe from the Hostess of Fertility are both Cat People.
 3. ***Chienthrope*** - A race with dog-like traits. Rehemer, one of the managers at Pantheon, is a Chiethrope.
 4. ***Hume Bunny*** - A race with rabbit-like traits. Rakta, a supporter in the Loki Familia, is a Hume Bunny.
 5. ***Raccoon*** - A race with raccoon-like traits (I know, I was surprised too). The treacherous Canoe, from the Soma Familia, was a Raccoon.
 6. ***Runarl*** - A race with fox-like traits. Sanjouno, of the Ishtar Familia, is a Runarl.
 7. ***Weretiger*** - A race with tiger-like traits - they don't have actual lycanthropy. Falgar, from the Hermes Familia, is a Weretiger.
 8. ***Werewolf*** - A race with wolf-like traits - they don't have actual lycanthropy. Thatjerk Bete, in the Loki Familia, is a Werewolf.

3. **Dwarf** - A stocky demi-human race known for exceptional strength, sufficient to defeat weaker monsters even without falna. They tend to be quite short but there are exceptions such as the towering Mia Grand who runs the Hostess of Fertility.
4. **Elf** - A demi-human race with strong magical aptitude that dwell for the most part in forests. Rakia, the kingdom of the Ares Familia, burned one of these forests down with magical weapons in their wars of conquest so most Elves view magical weapons with contempt. Some elves are described as dark elves, while High Elf is a term for elven royalty. Elves are one of the few races that commonly develop magic spells independent of the Falna. Elves also tend to be fairly long lived by comparison to the other races.
5. **Pallum** - You are basically a Halfling. In fact some people call your people that. You're quite small, the size of a child even when full grown, and your race has been in decline ever since the Gods first descended. You see, as it turns out, the Goddess your entire race had been worshipping was a fake, a made up individual based on a group of knights from long ago. When the true gods came down and became known to say your race was sucker-punched by the revelation is an understatement. Your people tend to be significantly more dexterous and agile than regular humans. One of the most prominent Adventurers in Ororio happens to be a Pallum, and he is held up as a shining example of the best of your people.
6. **Crossbreed** - You're half-human and half something else. Usually one side or the other dominates but there are two varieties distinct enough from both parents. There is no such thing as a half-Amazon, you're either a full Amazon, or you aren't an Amazon. (Roll below)
 - 1-4. **Half-Dwarf** - Half Dwarves are a Demi Human race and a mix between Humans and Dwarves.
 - 5-8. **Half-Elf** - Half Elves are a Demi Human race and a mix between Humans and Elves.
7. **Spirit** - A race somewhat like Gods in that they have strong magic and don't seem to have children, Spirits are native to Gekai and some say the Gods love this race best. There are quite a number of varieties, often with elemental leanings. Gnomes, Salamanders and Undines are examples. They are one of the few races that commonly develop magic spells independent of a Falna. Additionally they also generally look completely human or, at the least, can take on a form that could pass as such.
8. **Xenos** - This is something you should keep very, very secret. You're a monster. Most monsters are little more than constructs generated from the Dungeon. You're an exception with the full intelligence and capability to socialize with other people. The default assumption of anyone who finds this out is likely to be that you should be put down with extreme prejudice. That said barely a handful of people even know Xenos exist, so as long as you're careful it might be possible to pass yourself off as something else even if you are discovered. Well... to the ignorant at least. Gods and Goddesses tend to be far too clever to fall for transparent excuses. If you rolled this race randomly then roll again to see what race you look like (ignoring Xenos and Spirits). This second roll has no effect on your actual abilities, merely what you appear to be upon casual observation. If you paid for this race you may choose what other race you appear to look like.

Starting Location

Roll 1d8 to determine your starting location. You can pay 50 CP to pick your starting location instead of rolling.

1. Hostess of Fertility

The owner Mia Grand opened the pub after she semi retired as an adventurer. The pub caters to citizens during the afternoon and adventurers during the night. The Hostess of Fertility sits on a brick lined street. It is a two story building made of stone that has the depth of a neat inn. As it is located along the Western Main Street, it is usually filled with a lot of customers.

2. Pantheon

The main building of the Guild is called the Pantheon. It is a wide space with counters for adventurers to talk with their advisors and also has a exchange area. There are also small meeting boxes where adventurers can talk one on one with their advisor without anyone else hearing them. Aside from that there is a library area.

3. Babel

Babel is owned by the Guild to watch and take care of the dungeon. The first twenty floors are filled with Familia business, facilities, and money exchanges. The Hephaestus Familia has shops in floors 4-8. Above that are living areas of the most prominent Gods in Orario, known as the Private Rooms. Freya lives on the top floor of Babel.

4. Dungeon Entrance

The entrance to the Dungeon is on the first underground floor of Babel. In the center of the room is a ten meter long hole that leads straight into the Dungeon. Within the circular room are multiple columns at equal intervals and above is a beautiful azure painting of the sky that resembles the real sky. Along the circle are gentle stairs that spiral down into the Dungeon.

5. Daidaros Street

Is a wide residential area for the poor class located in between Orario's east and south east Main Streets. It was designed by an eccentric man known as Daedalus and is complex due to the multiple planning done to it. It is rumored that one will never find their way out once they enter, and are often called the other dungeon. Maria's Orphanage is one of the places located in this district.

6. The Under Resort

The 18th Floor is a safety point where no monsters are born, however monsters can come up from the floor below. The floor is filled with crystals and nature. It is also called the Under Resort. Level 2 adventurers with good stats can make it down to this level on their own if the Goliath is not present. Large forests and lakes cover the floor. Within the forest are blue crystals of different sizes that reflect the light from above, causing the forest to be filled with a pale blue glow.

7. Melen

Melen is a fishing city located three kilometers to the south west of Orario on the shores of Lolog Lake, a giant brackish water lake that is connected to the sea. Known as "Orario's entrance to the sea", ships from foreign countries visit the city daily to trade goods. The Njord Familia resides in the city and is in charge of the city's fishing district.

8. My Familia Home

For those with that have a Familia it's the building where the members of your Familia gathers composed adventurers and supporters headed by a god of the Familia that you choose. For those that didn't choose a Famillia to join it's a decent Inn that you rented and paid the rent by months in advance.

Perks

All 100cp perks are free for their respective origin and the rest are at a 50% discount. General perks are undiscounted.

General

Falna – Free

The blessings of a god or goddess are given to you. Your abilities, as well as any skills you develop, are portrayed upon your back and your God/Goddess can update them for you. Each level up potentially allows you to gain a developmental ability and gain skills every time you gained a new greater goal, realization, enlightenment or conviction allowing you to potentially gained a new skills based on those.

For 300cp would upgrade the Falna that you received that guaranties that you would gain a developmental ability and skill every time you level up and after this jump the perks, abilities and skills that you gained from the past to the future would be translated and displayed into a skill, magic and developmental ability that you can improve along with the Falna automatically updates periodically. You can also view your Falna in your mind or let others see your back to view your status along with it automatically integrates any existing System that you have access gained all of the advantages and discarding as much weakness and drawbacks as possible.

The one that would give you the Falna is the God/Goddess of the Familia that you choose in the Familia Section and if you are a God/Goddess you can give yourself a Falna even it's not possible in cannon or the companion that took the God/Goddess Origin. After this jump you are given an option on either retaining this System or not and if you choose to abandon this System all the developmental ability, magic and skills that you have would become a perk allowing you to use them without the assistance of the Falna.

General Fighting Skills – Free

As a medieval and fantasy world a fighting capability is a must if you want to survive in this kind of worlds. You posses a decent amount of skill and experience in combat of your chosen weapon and a body that is fit for fighting and prolonged dungeon diving. All of this would allow you to survive the upper floors of the dungeon without the support of a Falna.

For 100cp this would increase your skill and experience equal to a master warrior of whatever weapon you choose to the point you can punch above your weight class and allowing you to defeat a decent level 1 adventurer in a one on one dual with your skills alone and without the support of a Falna and you can even improve from there.

Heroic Title – 100cp

Most gods give a fanny or ridiculous titles to Familia of other gods just to mess up with them though adventurers of the receiving end of this fanny or ridiculous titles would carry it for a long time but not you. Through with the help of your god intimidating them or by some other means you gained a heroic title fitting

for your taste and play-style in the dungeon. The titles that you received tend to make you more famous and easily recognized by others.

Linguistic Talent – 100cp

There are many types of language existed in this world. With this grants supernatural insight and comprehension on learning new language as this allows you to learn dead to magical language with just prolong hearing someone talking in that language or staring an inscribed word for a long time. Potentially you can even create your own language to prevent others from reading your notes.

Monster Taming – 200cp

Any monsters that you battle and by leaving them alive would make them acknowledge your strength and allowing you to capture them easily. This also makes you skilled at controlling your damage that you can inflict towards others to the point where you can throw city destroying attack or spell only for the target to gain a slight burn or bruise. As long as you show affection and don't abuse them any monster that you captured would develop undying loyalty towards you to the point that they would sacrifice themselves to receive a mortal blow meant for you.

Cautioned Approach – 200cp

When you're fighting someone you're always cautious of your surroundings allowing you to use your terrain to your advantage and sense the presence of monster or other beings even sensing once bloodlust and killing intent in a large area. As bonus from this made you extremely skilled at predicting the movements of your enemy allowing you to counter their actions and making you unlikely to fall behind their faint moves and schemes during combat.

Life Skills – 400cp

Living alone is a hassle and costly if you don't know how to take care of your own house or even cooking for yourself and guests. Through this you gained the requisite knowledge, experience and skills needed to maintain your house or manor in tiptop condition ranging from cleaning to cooking up to carpentry. The skills that you gained are the very best as a mortal can get and in any situation that requires a mundane or everyday skills that doesn't include combat or crafting skills theirs a nine out of ten chance that you have the skills for it even if you don't have one your other skills can cover up for it even it would result a slightly above average result.

Dungeon Maker – 400cp

Diving into a dungeon has merits on its own but sometimes it's nice to build your own dungeon. This gives you the necessary skill, ability and powers to create a self-sustaining and ever-expanding artificial dungeon that if given time to grow it would arrival the dungeon of Orario. As its maker you have a complete authority to manipulate and control everything inside your dungeon allowing you to designate what monsters it can spawn and items the monster drops.

Internalized Power – 600cp

Having a power that you gained through hard-work and dictation only for it to be gone the moment your god is killed or returned to Tenkai is a bummer. In this world your own Falna doesn't need the support from your god even they are killed or returned to Tenkai your Falna would still keep working while you would lose the ability to update your Falna until you leave the jump it would be better than losing everything and needing you to join an another Familia to access you powers granted by your Falna again. Beyond this jump you learned how to

make the powers that are given to you or acquired through by a ritual to become you own and internalize it to become something innate and permanent to you.

A Falna's Blessing – 600cp (Free for God/Goddess)

As a god you have the ability to grant Falna to others individuals that you want with a short ritual allowing them to improve their basic abilities, gain developmental ability and skills like any other adventurer. Though the rate of their improvement depends on how diligent and dictated they are. If you are a god your imported companions may start as members of your familia and gained their Falna from you but you must personally update their status if they want to rise up in abilities as they lack the ability to update the Falna themselves during this jump and anyone given a Falna in the future has the ability to automatically updates itself. If you are not a god you still have the ability to grant Falna to others though the gods would question on how you can do it if they catch a wind of it. You can also give yourself a Falna if you want to be an adventurer yourself even you are a god. The Falna that you bestow others and yourself automatically integrates any existing System that you have access gained all of the advantages and discarding as much weakness and drawbacks as possible.

Drop-In

Streetwise Navigation – 100cp

Sometimes dungeons are man-made like Daidaros street is actually a network of narrow streets and tight alleys. It's said that if you lose your way there you might never find your way out but that's not a problem for you no urban environment can ever confuse you and you can envisage your location in respect of visible landmarks, know your general direction of travel by subtle signs and extrapolate a likely layout even for areas you haven't seen yet with a fair degree of accuracy.

Dungeon Knowledge – 100cp

You've learnt the ins and outs of the dungeon from the collected documents and lore of the Guild. This allowed you to know the most common hazards and dangers inside of the dungeon and able to quickly identify from a glance or cursory description what floor a given location is and what monsters may be encountered in this vicinity. This also grants you the ability to sense or know the location and direction of the exit. In future jumps this will allow you to quickly learn about other dungeon environments and predict likely encounters.

Neutral Stance – 200cp

Sometimes when someone is making decisions they are affected by their emotions and feelings toward others. Through this you gained the ability to switch you're state of mind that allowed you to make fair and neutral decisions without your emotions and feelings affecting it. This also grants you the ability to maintain a calm and logical mind in your daily life or in the heat of battle making you unlikely to panic in the face of danger to yourself or your companions.

Dungeon Advisor – 200cp

You're now a fully fledged advisor for the guild. In practice this makes you skilled at advising adventurers or minions that seek your knowledge and experience as they will not only be safer delving into the dungeon or other risky situations. This also tend to make them follow your advices especially if you did it for their own good that even the most hot-blooded shounen protagonist would follow and let go of their tendencies of letting their emotion and hot-bloodedness dictate their actions for them.

Conning Expert – 400cp

Even if you're not an Adventurer, there are still fortunes that can be made in Orario. So long you have an items to sell no matter how substandard or how badly battered they are you can convince others to buy it in a ridiculous overprice. Even a rundown potion shop with you as the shopkeeper or clerk would find their income steadily rising and attracting more customers like moths to flame. You always sense what are the needs and wants of the masses allowing you to gain easy money to sustain your needs.

Mountains of Paperwork – 400cp

Your expertise in handling forms and documentation is top-notch and you can clear away triplicate licensing and supply requests with maximum efficiency and a bare minimum of your attention. Simply by touching it with a pen or the keyboard for jumps with electronic documents you can completely fill out any formulaic document. You have an instinctive and perfect knowledge of any document you use this ability on, though it can only be used on 'paperwork'. It never fills out anything in a manner you wouldn't have done given time and consideration to ponder the matter.

Whisper Magnet – 600cp

Through your skills alone you manage to create a network of informants that keeps you well informed of any publicly known fact to ill-kept secret in a city-sized area as any secret or information that you gained are always accurate and reliable, as well skills and experience to record and organize all of this. You could be a spymaster, a journalist or a blackmailer all with great success. If you desire it you may gain a reputation for this sort of thing, making it likely that people will approach you as a reliable and accurate source of information and secrets. You will always be paid in a manner commensurate with the information you provide, and are generally considered a neutral party and not to be targeted or harmed unless you deliberately make yourself otherwise.

Obfuscatory Paperwork – 600cp

This gives you a great mastery of handling paperwork, sufficient to stall a bureaucratic process indefinitely while making it almost impossible even for those familiar with the process to identify you as the culprit or to resolve the matter through legitimate channels. Of course, someone can just cut their way through the Gordian knot of the paperwork but that will infuriate anyone involved in proper handling of the paperwork. You don't actually have to belong to the organization you are potentially screwing with, but you will still need to somehow gain access to their paperwork in order to let this ability run its course. No trying to stall Congress by making it difficult to sort out the paperwork of the local DMV.

Supporter

Weakness Locator – 100cp

The things you can do to support your companions without attacking are limited and through this limitation made you develop a great insight to help them kill their enemies and win their battles a lot easier. With this you gained a great insight and instincts are predicting and figuring out the weakness of everything from your enemy's battle formation to their fighting stance up to their vulnerable body parts or elemental weakness even figuring how to rile them up is also possible through this.

Dirty Deeds – 100cp

You know a guy or at least you can find a guy who knows a guy. It doesn't matter where or when you are, you'll be able to find a fellow willing to carry out illicit deeds and illegal transactions for a reasonable recompense and relative to the region and how to approach them without drawing in the forces of law

enforcement or making yourself look like an idiot. This extends to being able to find black-market stores to sell your potentially ill-gotten gains.

Ignored Presence – 200cp

You're not here for the glory; you're just here to do your job. So long as you're not actively attacking a monster and it has any other plausible target, you can expect to be ignored. This doesn't prevent you from getting trapped alone with one or for one is specifically used to target you, but random encounters barely ever affect you unless you want them to. This benefit also applies to other creatures of less than human intelligence you encounter in other jumps. More intelligent foes won't ignore you but they will have a tendency to dismiss you as a concern unless you're obviously working against them.

Luggage Carrier – 200cp

Bringing camping equipments to healing potions inside the dungeon is such inconvenience to an adventurer even for a supporter as it hinders their movement in battle. But not for you as you learned ways to adapt the burden of carrying heavy items and dropped loots in your fighting giving you perfect balance and freedom while in battle. Outside of battle this heavy items and dropped loots that your carrying weights like a feather for you allowing you to walk like you're not carrying something.

From The Back – 400cp

Sometimes not being in the thick of the action gives you a better idea of what's going on. As long as you're not engaged in melee combat you can get an overview of a battle which gives you a good insight of everyone's blind-spots and location. This also makes you skilled at coordinating your companions and positioning them where they can use their abilities and specialties as much as possible along with forming battle formations and using the terrain towards your advantage thus increasing your chances at winning in battles.

Quality Looter – 400cp

When it comes to raiding corpses, acquiring valuables, slitting throats to finish off downed monsters, and looting everything that isn't nailed down before whipping out your crowbar to get the rest you are now the very best. You can quickly and efficiently gather up loot in half the time, prioritizing the rarest ingredient drops and most valuable magical stones. You've also gained a keen eye for the relative worth of your loot and never are fooled by those merchants trying to give you less than what your goods are worth again.

End Goals – 600cp

To keep your organization or Familia afloat planning for long-term goals is a must for the leaders and captains. With this you gained a supernatural insight and talent at planning for long-term goals that take years if not decades to reach the desired result. When you're planning for something you tend to make layers upon layers multiple plans running simultaneously and accounting multiple variables making it extremely hard to stop and predict the outcome. Every plan that you made have something like built-in function that once started it would keep working until it reach its goal and making it impossible to be stalled and messed up by others unless they know everything about your plans. This also gives you the experience and skills necessary to do the legwork and build the foundations of your plans.

Master Craftsman – 600cp

You are a master of craft and trades from weapon-smith to alchemist and more. This gives you the requisite knowledge, experience and skills to create and craft any item that you want and with the right materials. The

items that you make tend to last for a long time without maintenance and unlikely to break before their owners along with it only costing a tenth of the original materials to make without sacrificing its quality and beauty. With enough time, research and materials you can recreate any magical items that you can get your hands with the same quality, the items that you already made can also be mass produced by you at faster rate and even less materials than before. This skill doesn't give you the ability to make items at the height of a god with a similar purview but your breadth of applicability should be broader. Through enough time and experience you could reach the level of a god's purview but it would take decades with only this.

Adventurer

Jaded Mind – 100cp

Being an adventurer and diving into the dungeon is not all about saving a girl in the dungeon but a brutal world where one you would see the true faces of others when they're in a situation where they would lose their life. This increase their determination and willpower allowing you to ignore and keep on going no matter how battered your body is along with making you tolerant at doing morally wrong things like killing a fellow person or sacrificing others so that you could live to the point that you won't even bat an eye when others are killed in front of you.

Pleasing Personality – 100cp

Throughout your childhood you been raised as a honest person while others would see it as a weakness but not you. With your honest personality you can even worm your way into a person's heart and make you special to them no matter how emotionless and stoic or evil and murderous they are. You can even make someone lonely and introvert open up towards yourself and other people. This even make people that tries to take advantage of your honesty would think twice of their ill intent actions towards you.

Hidden Meaning – 200cp

Everyone has a motive that drives to keep going in the road of life. Through this you can learn the motives and goals of a person with just a short conversation with them or detail analysis of their past actions even a short battle would allow you to figure it out. This also makes you skilled and experienced at finding people that you can trust your secrets, who have an ill intent towards you and would likely want to see you fail or someone neutral towards you that wouldn't care about your motives and goals.

Indebt Favors – 200cp

When you're saving someone even if you don't ask them for rewards they are more likely to give you a generous reward. This expands to everything that you do like helping someone carry their heavy luggage and they would likely give you money or food as a reward. Gathering drop items of a blacksmith in need and they would likely give you one of the products they made from that drop items as a reward. All in all the time and effort that you wasted to help others are always be rewarded.

Lesson Learned – 400cp

Making a wrong decision is very common for mortals as they are not perfect and any mistakes that you make made you wiser as you learned from it. Like in battle the mistakes that you made the first time would be gone in your next battle and surviving from trap would make skilled at locating traps. Having you enemy exploiting the weakness of your battle formation and coordination would have a hard time locating a nonexistent weakness in the next battle or getting hit by an arrow would make you skilled at evading or deflecting an arrow the next time.

Charismatic Presence – 400cp

The presence that you emit is like a light that attracts the attention of others and making it likely for others to follow your cause and goals. The more grand and epic your goals the easier for you to gather and recruit companions that you can trust. Through your overwhelming charisma you can even convince others to lay down their weapons and use diplomatic actions to settle their problems and difference or even inspire others to cause a discord and rebellion against their own Familia or country.

Destined Child – 600cp

Since you are born destiny shines over you and guides you to greatness. This makes every quest, missions or chores that are given to you blows in proportion like a simple delivery request leads to you rescuing a damsel in distress or a simple action of returning an item dropped by a person would lead you finding a hidden evil organization out to destroy your city. Like this heroes in tales the greater the danger, stronger the adversity and the more life and death battles that you would face the more generous and enormous the rewards that you would receive in the end. Another advantage of this is you tend to find and befriend important, influential and powerful people that in the end of the road would help you in the end, saving you from danger when you are out of options or accompanying you in an epic battle with the last boss. This also in return makes you unlikely to die if you made a mistake or did an idiotic decision.

Harem Protagonist – 600cp

You have a way of meeting attractive and powerful women or men, whatever your pleasure by winding up well inside their personal space or while they're rather more exposed than they usually are. This may seem like it could cause problems but it really doesn't, because not only will circumstances be such that this isn't your fault they will understand that it isn't your fault unless it is and will be favorably inclined towards helping you deal with any problems you may be facing. The odds of encounters like this rise if you're in a crisis as do the chances of whomever you run into having relevant skills. They might expect you to return the favor with their own problems, but hey, that's an excuse for you spend time with someone attractive and start building a relationship.

God/Goddess

Eternal Perspective – 100cp

Having potentially lived in Orario for centuries and in Tenkai for millennia. You're emotionally adjusted to living vastly longer than mortals. You may lose friends and family to age while you live on, you may find cultures changing around you to the point it's hard to relate it to that you grew up in but you'll adjust and be able to value the people and era you're with even more for the fact that you know they may not be around forever. Also your memory for events long ago won't be any worse than that for more recent long-term memories.

Divine Mirror – 100cp

Most of the Gods' Arcanum are banned from use in Orario, but an exemption is made for this magic, which creates a one-way window to anywhere in the world. Gods and Goddesses are only allowed to use it for entertainment and once opened it can be viewed by other divinities if they so choose and displayed for others around them such as for allowing widespread viewing of a distant contest. Still, it's a very useful tool for other purposes and with a certain negotiation; sometimes Gods are willing to look the other way 'just for once'. As with most laws in Orario, it's a rule that's unevenly enforced. In other jumps, be aware this is a relatively detectable means of magical spying.

Unearthly Beauty – 200cp

You're inhumanely beautiful the top percentile of the world of gods and even at your worst you would be ten out of ten in rating. Every action that you do instinctively position your body to maximize your traits that allowed you to seduce and allure others towards you without even trying. The mud's and filth doesn't stick with you as you always pristine and perfect as you could be like your just come out from a nice bath along with body odors are also removed.

Familia Managing – 200cp

Some Gods are pretty hands-off with their Familia, deferring day to day control to favored children. That's not you though. Your organizational and managing skills are first class allowing you to manage establishments to organization with relative ease. This also made you skilled at assigning jobs that your Familia members or minions that have the required skill for it allowing them to excel at their work and anyone under you tend to work like a well oil machine working in synergy and helping each other.

Ageless and Eternal – 400cp

As a god, you do not age and this will apply in your apparent age will not change at all allowing you to retained your eternal youth. In future jumps should you start as a child you can naturally age until to reach the prime of your race or de-age yourself older than the prime of your race. You can also choose age if you wish or age for a while, stop aging and begin again should you change your mind. This is also an absolute defense against any effect magical or otherwise, which would alter your age against your will.

Perfect Child – 400cp

No mortal is perfect like gods and with that in mind you decided to create your own perfect mortal. You gained the ability to breed the perfect mortal for a specific role that you want it may take several generations of playing matchmaker or forcing them but in the end it would come true. The attributes that you want for the child to have would be inherited and the more generations that you try to breed them the more perfect and talented the descendant for the role that you want along with the descendant becoming more loyal to you.

Purview – 600cp

While the power of the gods may be sealed, there's nothing to say that a God might not be skilled in specific areas. As a god you're known for excellence in a particular specific mundane skill from weaving rugs to blacksmithing even swordsmanship. This is excellence by the standards of immortal perfectionists and by mortal standards this is unbelievable, inconceivable levels of skill in the narrow area you specialize in. Hephaestus for example could easily shame even her best smiths using nothing but pure skill, even though her smiths were explicitly benefiting from supernatural abilities to enhance their smiting talents while her own were sealed. Even Soma could make wine so good that even the failures would go for astronomical prices. There's nothing stopping you purchasing this more than once but it doesn't stack.

Enlightened Wisdom – 600cp

As a god that lived for a long time made you wiser compared to your peers. This allowed you to correctly choose the right decision when faced by a situation where you are forced to choose and maybe even find a middle ground in those situations would allow you to gain all the benefits without any drawbacks and sacrifices. This wisdom also gives you a great insight and deductive ability at solving problems like finding the origin of a mysterious monster that no one heard about to finding the method and criminals that killed a Familia years ago

up to figuring the existence of the dungeon and many more. Your mind instinctively cross-reference the information that you learned if it's correct and not from the existing knowledge and information that you have and would provide you the most accurate solution or information for you.

Items

You gained a 300cp stipend to spend in the Item section only and can't be used to purchase perks, companions, developmental abilities and skills with this. All items bought here re-spawn when lost or destroyed within a day unless stated otherwise, all 100cp items for their respective origin are free and the rest are at 50% discount except the general items where it's undiscounted.

General

Daily Funds – 50cp

Valis the currency of Orario, A good meal from more expensive meal at a bar costs about 300 valis, a magical weapon can have a price tag in the millions. **For each purchase** you gained 25,000 valis at your disposal and gained monthly allowance of valis equal to the total amount you purchased. In future jumps you gained the same amount you purchase in the most common local currency available.

Everyday Cloth – 50cp

A set of everyday cloths with a design that won't make you standout compared to the other citizens of Orario. It automatically cleans any dirt and stains that sticks on it and it instantly dries itself after it is exposed to water along with an always refreshing scent of your choice. It is also resistant to wear and tear and have the ability to repair itself to pristine condition.

Adventuring Cloth – 100cp

A multipurpose cloth that is created by imbuing it with a salamander and undine's magic power. It protects the wearer against fire and the cold along it being resistant to water and heat based attacks. It also enables the user to swim better in water and reduces water resistance and water pressure. It is also resistant to wear and tear along with it automatically cleans any dirt and filth from it.

Magical Stones – 100cp

Every monster has one of these in the centre of them and core of monsters and is always located in the chest area of the monster. Adventurers and Supporters gather magic stones to trade them in for valis at the Guild. You've got a bag full of 500 stones from quite potent monsters. You can sell them for quite a bit of valis but they might be more useful as materials if you're a crafter of magical items.

Mermaid Blood – 200cp

A blood from a mermaid xenos that has the ability to heal wounds at accelerated rate. It heals small cuts in seconds to large wounds in minutes along with the capability to reattaching severed limbs. For each purchase you gained a twelve bottles of this mermaid blood and receive the same amount every month allowing you to stock for emergency or even selling them if quick cash.

Equipment Sets – 200cp

A set of weapon and armor made by a famous blacksmith Familia. You gained a product of these legendary forge-masters a weapon of nigh-perfect balance, virtually unbreakable and with an edge sharp enough to sever

limbs but not so flexible as to glance off bones along with an armor set that is very durable, form fitting and protects all of your weak points and as light as a feather. The equipment is made to last for a long time without maintenance along with it being rust free.

Golem Army – 400cp

You gained a hundred golems all loyal and intelligent enough to perform most forms of labors and guarding along with a combat ability to rival weaker second class adventurers and force a stalemate on stronger second class adventurers. It only acknowledge your authority and those that designates only along with the ability to repair itself as long it's not completely vaporized. Its appearance can be a standard golem or sexualized version and it also remembers the upgrades that you or your companions done to it.

Greater Grimoire – 400cp

Among the greatest treasures for an Adventurer is this, a book that will teach you a single spell and increase your spell slot by one. Each spell gained tends to depend entirely on the person that read the grimoire as it depends on their needs, desires, and other factors the spell one person gets may be different from the spell another person gets. The grimoire recharges every month allowing the same person to learn up to three spells and increase their spell slot up to six.

Personal Dungeon – 600cp

A personal dungeon connected via a door inside your warehouse or any buildings you have. This dungeon is designed to test the limits and ability of those who enter it as it scales to their level and experience if they are a group the difficulty would be somewhere where the strongest would still feel threatened and the weakest can still overcome. All the monsters and traps inside of the dungeon are the weaknesses of the challenger as it is meant for the challengers to learn and overcome or eliminate their various weaknesses. Death inside this dungeon only means that you are thrown out of it and unable to challenge it for three days though the pains that you experience are real.

A Living Weapon – 600cp

Hephaestus said she'd never make another weapon like the Hestia Knife so perhaps she made it before, or perhaps another god of crafting created this for you. It is a weapon of your choice that grows with Excelia, becoming stronger as its master does along with gaining few abilities on the way. In the hands of anyone else it is blunt and worthless, but as you grow as a Jumper, this weapon will grow with you along with it having unbreakable properties by jumper standards. The only limit on its potential is you: and as a Jumper, your potential is likely high indeed.

Drop-In

Status Reveal – 100cp

An illegal item created to view someone's status and it is created from a god's blood. A drop of the liquid on adventurers back would allow you to unlock a locked Falna allowing you to see their status. In future worlds a drop of the liquid on any part of a monster or being that disguise themselves as a human would reveal their true form even those that have the ability to take others forms would revert back to their original form.

Cloak of Incognito – 200cp

A cloak that includes a hood when worn prevents others from seeing your face and recognizing your aura. It also has the ability to reduce your presence making other unlikely to notice you or sense your presence along

with the ability to hide yourself from any form of scrying and detection powers or magic. It also makes it easier for you to blend in the shadows to escape any pursuers that you have.

World Map – 400cp

A very detailed and indestructible map of the world as it shows the location of the largest city to the smallest village even the delimitations in territory for the various countries. It updates itself so you will know when some country falls or if another city is build along with a zoom in and zoom out function. It also shows a detail map of a dungeon that you are in and has a list of places with interesting happenings at the time, so don't be shy at looking for some adventure. If you go to a different world it would show a detail map of that new world.

Entertainment House – 600cp

You owned a series of building that operates as a casino giving you a steady amount of income every week. This casino that you own have a decent amount of protection and guards along with it being a neutral location that no one would target it as long as you're not asking for it. This casino comes with all kinds of games and gambling rivaling las vegas the city that never sleeps in our world in quality and variety of this a person can enjoy. After this jump this buildings would merge with your warehouse or will appear in the world in the nearest town to your starting point.

Adventurer

Monster Repellant – 100cp

A dozen scent bag that can keep monsters away that you can set in your resting or camping place of your Familia inside the dungeon. While the scent bag is in place it guaranties that the monsters are unlikely to take initiative to attack though monster rex would ignore this scent and attack you like always. The scent bag when used would last for three days without problem and the scent bag replenish every month.

Magical Canteen – 200cp

While people can go on for few days without food but water is a must to allow your body to operate. This canteen posses a ability to produce water on its own and the water it produce is one of the tastiest and freshest water out there. The water also has the ability to restore the drinker's stamina and refreshes their tired mind though it won't restore the mind energy that you used for the magic spell but the water can be used to replace food for three days with a diminishing return until you stop substituting real food for it this water.

The Panacea – 400cp

You gained three bottle of Panacea that can recover your mind from mind down to complete recover in an instant and heal all of your wounds except decapitation and lost limbs along with removing all abnormalities like poison, petrification, paralysis, charm, curse and etc. additional bottles of panacea would gained every month with the same amount allowing you to stock for emergency.

A Fine Establishment – 600cp

Not unlike Mama Mia you happen to own and operate your own business. What, specifically, this business actually does probably depend on your skill set. By default it turns out a small profit every month even without your direct input, allowing it to effectively stay in the black without any real issues. However you can invest directly into it yourself if you want, and are likely to see considerable dividends for doing so. If you choose to have an Inn/Bar/Restaurant like the Hostess of Fertility your own version will be roughly on par with it, cute cat-girl waitresses come separately. Also comes with a nice room you can stay in for free, Inns have rooms that

can be rented out to others for additional profit. In future jumps the establishment will appear in the world in the nearest town to your starting point or merge with your warehouse.

Supporter

Bag of Holding – 100cp

It may not appear to be very convenient, but this bulging backpack large enough a grown man could be fitted inside it can carry far more than it appears. If you can get something through the opening at the top or of the side pockets then there will somehow be space for it and you'll have no trouble finding it later. Or you can exchange it for a waist bag that has the same capacity to store items as the bulging backpack.

Communication Device – 200cp

Two dozen small crystal devices in a shape and size of a smartphone that allows the user to communicate with a similar device's over a very long distance and it even works even inside of the dungeon. Each device has a designated number that you only need to push the number of the device that the person you want to communicate holds. These devices are very durable and have a built-in location allow to use it to search the location of each device.

Ingredient Storage – 400cp

The items that can sometimes remain along with the magic stone after a monster dies. They are parts of the dead monster and are used to make weapons and items and therefore are traded at high prices. You gained a decent amount of regenerating drop items droppable in the upper floors in your warehouse and any new drop item that you get automatically added in the list that generated inside your warehouse, meaning more items you get the more items this option generates inside of your warehouse. The common drop items regenerates in minutes and the rarest or one of a kind drop items regenerates monthly. In future jumps this updates and added any crafting materials and items.

Crafting Shop – 600cp

A fully fitted and supplied alchemist laboratory and forge along with it having the highest quality supplies and equipment required to make magical potions to weapons and armors up to magical equipments. 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. Anything that you made can be magically create by the shop up to your level using the ingredients that you stored inside of the shop giving you an ever restocking item to sell as long you have the ingredients to it and gain a steady income every month. After this jump it would merge with your warehouse or will appear in the new world in the nearest town to your starting point.

God/Goddess

Feast of Gods – 100cp

Every meal time a feast and dessert cooked by the best mortal chief there is always magically serves on your dinner table enough for you and your companions or enough for the current permanent residents the manor has and the dishes are also magically cleaned. All of this feast and dessert are sugar free allowing you to eat as much you want without increase your weight.

Finest Wine – 200cp

A wine barrel that contains the best wine that is every created that rivals the wine made by the god soma and unlike the wine the god soma created no matter how much you drink it you would not experience any addiction

and its taste would always suit you. The wine barrel naturally replenish the wine inside giving you the illusion that it has an infinite amount of wine inside.

War Room – 400cp

You gained room connected to your manor or warehouse via door. This room simulates a copy of any adventurer along with their entire Familia or any person that you meet in the future. Through this you can fight a simulated war game with a Familia and the intellect and actions of simulated adventurer is equal to the original. Making it that if you fight a simulated Familia enough you can predict and out maneuver the original and death inside the war room means that you are only booted out and feel the pain like your dying.

A Familia's Home – 600cp

This gives you a manor-sized home for up to a two dozen permanent residents with a room for extension. Besides the main house you have a garden behind to grow your own flower garden or if you want to just relaxing location, a yard out front and an outbuilding to either side it also has a large bathhouse and a large gym to train their body along with a dojo for sparring practices. Once the jump is over the manor will become a pocket dimension accessible in the same way as your warehouse (you can use the key to the front gate on any door to connect the door to the gate).

Falna Customization

You gained a 500cp stipend to spend in the Magic Spell, Developmental Abilities and Falna Skill section only and can't be used to purchase perks, items and companions with this.

Accumulated Excelia – 50cp

Through the process of training alone without diving into the dungeon you accumulated enough Excelia to raise your basic abilities. You now have five advances to use to increase your basic abilities ranks (Strength, Defense, Utility, Agility and Magic). The ranks, in ascending order, are I, H, G, F, E, D, C, B, A, S, SS and SSS, although the last two are restricted (see Liaris Freese). You may use the advances more than once for a given ability. As a reminder supporters start with all basic abilities at a rank of G-299, whereas adventurers start with all basic abilities at a rank of E-499. You can purchase this multiple times.

Level Advancement – 100cp

You're now no longer a low-level, level one adventurer. Through a heroic deed or deeds you have increased your level by one. The highest ranked adventurer in Orario at this time is Level Seven. The promotion marks you as one of the elite adventurer who can enter the middle or even deeper dungeon levels and each promotion marks a significant boost to your abilities and a title from the Gods. Each time you level up your abilities ratings are reset to I-0 for the new level and you don't actually lose your prior abilities, it's just the rating. You also gain a developmental ability that you can choose below, a powerful and significant skill in one area. By default by purchasing this perk without purchasing Accumulated Excelia perk your basic attributes before you rank up are rank D-599 and See Notes for more Explanation. You can purchase this multiple times.

Developmental Abilities

All developmental abilities bought here cost 100cp and starts at rank I and by purchasing the same developmental ability would increase its rank by one. Meaning you would need 1,000cp to purchase a single

developmental ability to rank S. In-jump to increase the rank of a developmental ability you need to use it again and again and the higher the level the harder it is to level up.

(Weapon) Master – Choose one weapon that you're proficient in and this ability grants an increase in all of your abilities when wielding the said weapon along with increasing its sharpness and durability while holding it. At max rank it would increase your abilities by an entire level allowing you to fight someone above your level and when wielding the weapon its durability increase short of unbreakable and with sharpness that can cut steel with ease along with an edge that never dulls.

Alchemist – Unlike the original Mixing this version grants you the ability to increase the quality and effectiveness of your medicines like potions, drugs and poisons along with replicating the effects of your abilities and powers into a potion or temporarily giving others the ability to use your abilities and powers. At max rank it would give you the ability to create divine items such as ambrosia and panacea.

Abnormal Status Resistance – Unlike the original Abnormal Resistance this version grants you the ability to negate abnormalities from mundane to magical in origin such poisons, petrification, curse, charms and etc. The abnormalities that is greater than the ability to negate are reduced in effect depending on the level of the ability. At max rank anything lower than an abnormalities inflicted by a god of full power would be negated even then the effect are reduced by ninety-nine percent.

Abnormal Luck – Unlike the original Luck this version grants you the ability to attract wealth and improves your overall luck. It also increases the chance of getting drop loots from monsters and finding resource inside the dungeon along with improving your chance of winning in any event that involves luck. At max rank it would guaranteed that every monster that you slay would drop loots and every expedition inside the dungeon would you would find resources and in the game of chance you would always win ninety-nine out of a hundred.

Chained Initiative – This grants you the ability to inflict massive amount of damage on the first strike on the enemy and doubles the amount of damage you inflict on the same target every time you successfully hit the enemy uninterruptedly and this can only be used once per battle. At max rank it increases the amount you can use this ability to ten times per battle.

Divine-Smith – Unlike the original Blacksmith this version grants you the ability to add multiple magical abilities and powers that you have access to in your creations along with infinite usage of this magical abilities and powers. At max rank it would allow you to create a divine item and add a maximum of twelve magical abilities and powers that has greater power, utility and effectiveness compared to the magic swords of this world.

Hardened Body – This grants you the ability to permanently increase the durability of your bones, organs, muscle and skin rivaling steel while retaining the flexibility and softness. This also grants resistance to the effects and damage of natural elements. At max rank your bones, organs, muscle and skin would rival a diamond in durability while retaining the flexibility and softness along with reducing the effects and damage received from natural elements by ninety-nine percent.

High-Speed Chanting – This grants you the ability to shorten the length of chants needed to cast a magic spell without weakening its power and effects. This also gives you the ability to chant magic while moving or fighting and improving your ability to control magic power making it less likely to mess you up. At max rank it

would allow you chant and use magic with a single word activation and any disruption when chanting the magic would not harm you.

Monster Hunter – Unlike the original Hunter this version grants you the ability to increase all your abilities when facing a monster that you already gained excillia from or been slayed by you along with an increase damage inflicting on them. At max rank it would allow you to increase all of your abilities by an entire level and imbuing your weapon with properties to inflict massive amount damage. Like dragon slaying properties to slay dragons.

Magician – Unlike the original Mage this version grants you the ability to chant two different or the same magic attacks at the same time, for different magic it would allow to combine the effects and elements of two magic attacks, for the same magic it would allow you to stack magic power, effect range, and lessen the usage of mind it also creates a magic circles under the user that support the magic. At max rank it would allow you to chant twelve different or the same magic at the same time.

Supernatural Resistance – Unlike the original Magic Resistance this version grants you the ability to negate magical to conceptual attacks and effects indented to directly or indirectly harm the user. The attacks and effects that is greater than the ability to negate are reduced in effect depending on the level of the ability. At max rank anything lower than a direct magical attack and effect inflicted by a god of full power would be negated even then the effect and damage are reduced by ninety-nine percent.

Status Healing – Unlike the original Spirit Healing this version grants you the ability to regenerate your mind at small rate after using magic and heal any of your physical wounds and recover your stamina at accelerated rate. At max rank your mind can regenerate enough that you can spam low to mid level magic all day without exhausting yourself and heal all of your wounds from small cuts to lost limbs except decapitation within seconds along with a never exhausting stamina.

Magic Spells

All magic bought here cost 300cp to purchase. The strength and effectiveness of your magic spells in this section depends on your magic basic ability.

(Element) Bolt – Choose the element that you want and you would be given the ability to use a no chant magic of the element that you choose similar to Bell Cranel's Firebolt. No matter what element you choose it still has same broad utility, application and flexibility as Firebolt giving you advantage to multiple situations.

(Element) Enchant – Choose the element that you want and you would be given the ability to use similar to Ais Wallenstein's Ariel flavored with the element of your choice. It's a no chant magic with element you choose it still has same broad utility, application and flexibility as Ais Wallenstein's Ariel.

(Element) Barrier – Choose the element that you want and you would be given the ability similar to Lefiya Viridis or Filvis Challia's Dio Grail flavored with an element of your choice. It's a no chant magic that creates a circular barrier. The more energy poured into the spell the greater its defensive capabilities.

Cinder Ella – A transformation magic that allows you to transform into anything around your size. It also allows you to copy or mimic the innate physical abilities of the race that you transform from though if their abilities far exceed your abilities you would only mimic around three fourths of the strength of their ability.

Cure Ailments – A magic that allows the user to cure and remove any abnormalities and status ailments like poison along with removing any curse on the target. It also leaves a lingering effect that last for an entire day that allows the target to resist abnormalities and status ailments.

Healing Ray – A healing magic that allows you to heal fatal wounds in seconds and restore the targets stamina and lost limbs when used against them. It also has a second version that allows the user to heal and restore stamina in a wide range but the effect is far lesser compared to the single target version.

Life Restoration – A Resurrection magic that allows the user to bring a dead person back to life and restore their body back to pristine condition while reviving them. Though it guaranties to revive those who died within seven days.

Magic Interference – A no chant magic that can be used to enemies chanting or casting their magic spell that can cause Ignis Fatuus and cause damage to the target. Though the magic can only be used when the target is chanting or charging their magic spell.

Falna Skills

All skills bought here cost 600cp to purchase.

Fleeing Party – When you or your companions are fleeing something or someone bindings loosen, traps failing to activate, impediments, and doors cannot slow you or your companions down whether mundane, magical, real, imagined, illusion, or otherwise. As long as you are trying to escape, flee, or disengage all of your abilities are improved to allow you to do so. This only applies to the members of your Familia or companions that you brought in your jumps.

Guardian Child – Through this your patron god or goddess gained a invulnerable status preventing others to harm, poison or even force them back to Tenkai as long as you exist and a member of your patron god or goddess. This also in exchange grants you a two way direct communicate with your patron god or goddess telepathically through vast distance. The effect of this skill would be gone should you die or converted to other Famlia though your new Familia patron god or goddess would gained the invulnerable status.

Heroic Spirit – Significantly increase your resistance to mental attacks and abnormalities along with boosting all of your abilities when facing a great adversity and it further improves the greater the adversity and the more disadvantage you are. This also boost your willpower, determination and heightens your concentration to prevent you from faltering against you adversity. These benefits are all only temporary that slowly restores you back to your base abilities after the battle.

Inventory Space – Allows you an access to a spatial inventory with the size of 10 cubic meters x your level. You know everything that you stored inside the spatial inventory and you can store and take items that are stored inside with your mind alone. Tine inside the spatial inventory is stopped allowing you to preserve items

and food in the state that you put it in and the only down side of this ability is you cannot store things that are alive inside the spatial inventory.

Liaris Freese – Gives you access to the ranks of SS and SSS in your basic abilities but you must give yourself a grand goal that you must chase after with all of your might. So long as you are striving to complete the goal you will advance at an astronomical rate. Naturally this skill is a result of you having the drive to actually pursue such a goal, so it also comes with some pretty decent willpower and determination to ensure you're willing to go out there and get it done. If you complete a given goal you may select a new one or the perk won't work.

Magic Boost – As you use magic or mind based abilities, your basic speed and dexterity will temporarily boosted proportional to the amount of time you sustained your magic and mind based abilities. This also makes you stronger physically and magically the faster you move. But there are intervals in each activation so long it hasn't been sixty seconds after you stopped using or sustaining your abilities and use your abilities again within that time limit would allow you to maintain that boost indefinitely.

Ring of the Fairy Queen/King – The magic ring and power are vastly expanded. Any friendly mage near you has their magic enhanced by a percentage of your magic power and your magic is enhanced by a percentage of each other mages power. You may cast the spells of any other mage that is enhanced by this skill while they are being enhanced by this skill. You may retain the use of a number of these spells equal to the number of spells you know by yourself.

Scales of Balance – Links all of your basic abilities together making the excellia that you gained are equally distributed in each of your basic ability making it that as one attribute grows the remaining attribute grows as well equally. A small portion of the gained excellia is distributed to all of your developmental skills allowing it grow in a steady rate making it likely to increase in rank every time you level up. In exchange of these benefits the user is unable to level up unless all of their basic abilities reached the maximum cap of Rank-S-999.

The Mentor – The greater the difference between you and the student that your training the faster they are able to improve their basic abilities and personal skills at accelerated rate. As a bonus a small amount of excellia they gained in training and fighting monsters with you would flow to you allowing you to improve at steadily at snail pace and the amount increase the more students your training at the same time. Once the students that your training reached half of your level the rate of their improvement under you would slowdown until the skill would become ineffective when they reach a level below you.

Companions

You, the jumper, may transfer any remaining cp that you have to your companions with one to two rate of conversion meant to be used by your companions only and not to be used on the other way around.

Companion Import / Create – 50cp / 200cp

With each purchase of this option, you may import one of your previous companions or create a new one. They will gain the same number of discounts and freebies that you do, along with 800cp to spend as they wish, or pay 200cp to import all eight of your previous companions or create eight new companions, they can purchase any origin, perks, items and take drawbacks for additional cp but they cannot take or purchase additional companions.

Canon Character – 150cp / 300cp

With each purchase of this option, you will be ensured of meeting a canon character of your choice a few dozen times in favorable conditions and you will get the chance to convince them to come along with you. For additional 150cp or a total of 300cp per purchase, Jump-chan would make a clone of them with their personality, skills, knowledge, powers, and memories by the end of the jump, should you unable to convince them to join you, died before the end of the jump or they're dead from the very beginning. If they're clones they are incredibly loyal to you. After the jump they would be given 800cp to purchase origin, perks and items in this jump but cannot purchase companions and take drawbacks.

Lifelong Companion – 300cp

A companion of the opposite or same gender of you, the two of you would be spending the rest of your lives together. Several weeks into the jump the two of you would meet and would fall in love with each other. Their love for you or your love for them is eternal to the point that it won't wane and manipulated by powers and time along with them being your equal and always be the same level as you. They are willing to be at your side even if they have to defy and fight their family or country the same can be said to you; they have the exact appearance, disposition, alignment, and personality of your preference. This Companion can be purchased multiple times for 150cp after the first purchase, and if purchased more than one, they are willing to share and open minded to become part of your harem and work with synergy with each other. They have 1,000cp to purchase origin, perks, items, falana customization and gain freebies or stipend and can take drawbacks for additional cp, but cannot take or purchase additional companions.

One Big Happy Family – 500cp

If you're a god/goddess origin or a member of a familia they are your familia members and if you are not a member of a familia they are your clan members. Through this you gained a hundred familia or clan members and they have the exact race, gender, appearance, disposition, alignment, and personality of your preference along with loyal to you as their captain/patron god or clan head and this is a fiat-backed. Each of them have their own combat style and they are skilled enough that they can survive in the upper floors of the dungeon without the support of a Falna. They are also skilled in housework to maintaining your familia/clan house up to knowing ways to earn money without diving into the dungeon and many more. For those that choose the god/goddess origin or have a familia these members that you gain would starts as a level one and should one die would be revived within a month and others would not question how they are still alive. They are also count as a single slot companion and any perks purchased are split into half and applied to all of them and items purchased for them gets a duplicate allowing each one of them to have one with an exception of buildings and vehicles which they only get one and shared with all of them. They also gain 300cp to purchase origin, perks, items, falana customization and gain freebies or stipend but cannot take drawbacks for additional cp or purchase additional companions.

Drawbacks

There is no cp or drawback limit so take as much drawbacks as you want, drawbacks triumphs over perks.

Alternate Continuity – +0

Normally you would land into the canon timeline but by taking this you are now inserted or landed into one of the numerous fanfictions existing out there. Choose which fanfiction you would want to be inserted with but it would be up to you if it's good or bad depending on the power level or what the canon danmachi is crossovers with.

All of the Franchise – +0

By taking this the various games, anime and movies of danmachi franchise that has been released and are not canon by the words of the author or fans are now considered cannon as events and people would now appear and affect the canon timeline. As part of the drawback the problems and bad events that happen in the games and movies will happen unless you prevented them from happening.

A Different Hero – +0

Our canon hero bell cranel doesn't exist or died early on his life and it's now up to you jumper to replace his place in the setting. You can do it by taking over his dead body and start living as baby bell or you replacing bell as the one his grandfather zeus raised from infancy. Either way you would be starting 14 years before cannon starts.

For the Plot – +100cp

No matter where you go or what you do the plot seems to follow you either it's from Bell Cranel or Ais Wallenstein scenario you are always dragged to it become one of the leading members of that plot. This also drags you to any major events that have significant impact to the world. But hey at least you can befriend them without problem.

Down to Earth – +100cp

Maybe it is fate or coincidence but somehow you can never hold onto your money for long time. There'll be always some unexpected expense, or you'll have your purse stolen or perhaps debts will be called in or income will be hard to obtain. But whatever the cause, you'll be spending most of your time here in the next ten years of your time here without money even if you manage to save some of your money it would only be in your company for a week at most.

Family Reputation – +100cp

Your family name is infamous in this world even if you're a drop-in; the first name you give to anyone will mark you as part of a notorious bloodline. If you're a god or goddess, this is the reputation of your entire Familia. It's not the sort of reputation that will stop people doing business with you this is Orario after all but there are going to be expectations, much as the Soma Familia are all known to be cut-throat opportunists or the Crozzos are inevitably associated with magic swords.

Condemned Chuunibyou – +100cp

You've been assigned a really over-the-top second name by the Gods at the Denatus even if you're still Level One or not even an Adventurer. They insist on using this overblown and flamboyant name for you, and everyone in Orario at least knows it. And it's a name that really makes your teeth grind, reminding you of past humiliations and embarrassments. But what can you do. Even if you level and get assigned a new name, it's guaranteed to be worse.

Notice Me Senpai – +200cp

There's someone out there that really want to win your affections and all your romantic aspirations are centered on them. Literally every other compatible person in Orario could be head-over-heels for you and you'd be entirely oblivious to them, because the one you want is the one for you and they will never ever realize how you

feel no matter what you do. Should they find that you have a relationship with someone they might threaten even blackmail them to break the two of you apart.

Lover, Not A Fighter – +200cp

Quite frankly, you suck at fighting and when you're going to fight people or a monster can't seem to muster any courage to fight them or maybe you're just untalented in fighting in general that you can't seem to master even basics of combat so you're not going to be getting any better or have any action during this jump. While being a supporter that carries loots and magic stones or being a blacksmith or potion maker is fine but any forms of fighting is a big no.

Addiction at its Finest – +200cp

You're an addicted to something be it an object or action maybe it's soma's wine or even just normal alcohol or having fondness for sniffing herbs or an incurable gambling habit. Whatever it is, no matter how high your willpower is or even using abilities to remove the addiction in other regards you cannot pass up a chance to sample your addiction. Dangerous quests, spending all your money, exploiting the rest of your Familia it's all worth it in your eyes.

Even Mindless Violence is Boring – +200cp

Being tedium or doing mindless grinding is something that causes you great discomfort as a result you're driven to try to find new experiences and entertainments, regardless of cost or danger to yourself and others. The cost and danger to others isn't even worth mentioning as a consideration as the only concern is whether you'll be amused or pleased by what results from your actions. This is most likely to trigger is your doing the same thing for an entire week.

Monster Bait – +400cp

Maybe it's your soap, maybe it's your choice in clothing or heck even your face but monsters in the dungeon will prioritize you as a target to attack. They won't blindly ignore threats from other adventurers, but if given the choice between different targets you're always the monsters' first pick. Watch out for other parties using you as a diversion.

Itty Bitty Living Space – +400cp

Guess whose cut from their powers and supernatural abilities in this jump. While you still have access to your most assuredly implausible mastery of mundane skills and your warehouse you won't be breaking out magic, ki, the force etc anytime over the next ten years. This includes releasing one's Divine Limiters in the Dungeon if you're a God. Supernatural abilities you buy in this jump are otherwise unaffected and you may use them freely.

Abusive Familia – +400cp

It doesn't matter if you're Familia or God is known to be a nice person but there would be an event that you would trigger beyond their bottom line of things that would result of you being bullied by your Familia or God. If you are a God you most likely read their personality wrong as everyone else in it doesn't hesitate in making unreasonable demands of you and if you don't comply they'll make your life hell. Even you could just expel them or have yourself expelled but you're emotionally compelled to not too and forced to stay during the jump.

Monster Presence – +400cp

Whenever you step a foot into the dungeon or outside of the city monsters become more active. In the dungeon the floor you are on starts spawning much more dangerous monsters by strengthening the normal ones found on the current floor. Outside the city monsters that roamed the lands are attracted by your presence and scent while not as strong as the monsters inside the dungeon but they make it up with their numbers intended to drown you in waves upon waves of their number.

Evil Always Finds a Way – +600cp

The radical group called Evilus manages to regain their numbers along with them becoming more competent than the past. Their goal is to destroy Orario and cause chaos throughout the world along with their hidden bases are harder to find. Halfway during the jump there would start moving towards their goal and Orario would be destroyed within three years if you do nothing and on the last years they would hunt you and fighting them would not be easy as they have numbers on their side but it's possible to destroy their organization.

A Dungeons Comeback – +600cp

Be it triggered by your arrival or not but after you enter this world the dungeon would spawn massive amount of monsters then have this monsters rush towards the surface killing and destroying anything on their path every three months. The initial wave are mostly composed of monsters from the upper floors, as the wave progress it would spawn monsters from middle floors to lower floors and nearing the end it would spawn monsters that exist in deep floors and beyond.

The One That Got Away – +600cp

It seems that fate conspires against you as wherever you go you are more likely to find a monster that is far too powerful for you. But fate also graces you that you are guaranteed to survive this encounter but facing this monster would send you into panic and more likely to run away and avoiding them doesn't work as you would face them again sooner or later. Should you manage to defeat this monster and advance yourself but fate still conspire against you as the cycle would start again until you leave in this world.

A God Wants You! – +600cp

For whatever reason they manage to find something interesting about you and there are as unreasonable as Apollo or Freya, they want you in their power or Familia, or bed. They have a full-fledged Familia who they can send to get you and all the cunning of an ancient and mighty divinity, if not the powers. If you give in to their demands, don't expect to be moving on at the end of the jump as Gods are selfish and wouldn't want to give up their pet.

The Three Great Quest – +1000cp

Through by divine intervention or misfortune during the last three years in your stay here there would be unavoidable event that would force the revival of the Three Great Quest. Both Behemoth and Leviathan are now revived and become even more powerful than before along with the One Eyed Black Dragon. You need to participate and defeat them within three years and the out of context powers and abilities that you have are ineffective against them except those that you bought and gain in this jump. Should you fail to defeat them within three years you are failed this jump continue on the jump without the things that you bought in this jump.

Scenario

A Thousand Years of History – +1500cp

In this world in an alternate timeline that the gods didn't descend gekai, the lower world and it would never be. The monsters roam the lands as its master and various races can only hide and cower as even the strongest warriors and mages of each race can barely survive a confrontation against fodder monsters. The Behemoth, Leviathan and the Black Dragon are the stationary overlords of their respective locations and all of these monsters are constantly spawning from the dungeon where the supposed city of Orario was built in the alternate timeline where the gods descended.

The dungeon spawns monsters in thousands every hour that even the weakest monsters has parameters equal to an adventurer with Rank-E in basic abilities making them are more powerful compared to their canon counter parts. The monsters are also smarter and cunning but the truly sapient once can be found in the deep floors and beyond.

And you the jumper are the sole hope of the genkai, the lower world as the only god that descended or being that has the power to give others a falna. The time you inserted is one thousand years before canon starts and you have two goals; one is to prevent the extinction of all races in the gekai, the lower world; two is to establish the city of Orario and have it survive for a thousand years. As a god your Arcanum is also sealed and you are forbidden from using them as using it is counted as a lose condition and the out of context powers that you have are also sealed except for the warehouse but failing to succeed this scenario only counted as a jump fail and you can continue on your journey as a jumper.

During the scenario if the jumper is not a god then he would have a temporary given immortality to prevent him from dying in old age along with given a temporarily ability to bestow falna to others. The reward for your work the entire gekai, the lower world becomes yours sealed inside a pocket dimension that only you or someone you given permission can enter and exit without your input and it can only be inserted in the setting you are in. The various races that existed in the gekai are now considered your followers and can be imported as your companions.

Ending

You're been here for ten years or more anyway you manage to stay alive after all this years so what would you going to do?

Stay Here

Well it seems that you made friends and family in this world that you cannot leave so it's fine you can stay here and forget the other Jumps.

Go Home

Going back to your family is a good choice too since it's been a while since the last time you seen them even it wasn't even a second for them anyway good luck with the happy life you have along with the abilities you got in this Jump and Previous Jumps

Continue

Onwards to a new journey of the unknown and to look for more friends and adventure

Notes

- The Basic Abilities are officially translated as Strength, Defense, Utility, Agility and Magic. Utility seems to represent more ‘dexterity’ or perhaps ‘technique’ rather than miscellaneous skills. A word of warning to Jumpers, abilities above S rank are basically unheard of, so if you happen to have abilities that high for some unknowable reason you should take careful consideration to hide the fact. The Gods LOVE things that are ‘new’ or ‘special’ and nothing screams ‘special’ like an Adventurer with abilities beyond what was previously thought possible. Your own God who granted your Falna, whom will definitely know you possess abilities this high, will take great pains to keep that information hidden. You should follow their example in this matter; you will make it substantially easier and safer for everyone around you by doing so.
- Leveling up - Leveling up results in a boost, if nebulous and not fully understood, to your abilities. In general no matter how cool a level 1 is a level 2 assuming they’ve got some experience will usually win in a given fight unless there is a considerable difference in equipment, skill, or if one side has magic and the other doesn’t. The ‘resetting’ of abilities at each level up is a good thing, because while it is difficult to raise a stat that is already very high, it is quite easy to raise a stat that is low. This means that leveling up to the next level makes it possible to quickly rise up your abilities again. In practice this means that an individual, for example, that was at C rank in their abilities at level 1, and then managed to get back up to C rank in level 2, is going to be in a better position of strength overall than an individual that reached A rank in level 1 but had not yet progressed to level 2. The opportunity cost, of course, is that the person that leveled up without fully ‘maxing out’ their abilities won’t have as high a peak value once the other individual catches up to them in level. Conversely, however, there is no certainty that the level 1 will ever reach level 2, so for most adventurers it is more advantageous to level up when/if possible, rather than try to wait for an opportunity that may never come. To compare abilities between levels, think of each rank above I as 100 points in the ability. If you had a D rank in strength at Level 1 and advanced it to E rank at Level 2 then you have 900 points in strength, the same as Level One adventurer with an S rank in strength.
- To be more precise, here is a table - I = 0-99, H = 100-199, G = 200-299, F = 300-399, E = 400-499, D = 500-599, C = 600-699, B = 700-799, A = 800-899, S = 900-999, SS = 1000-1099, SSS = 1100+
- To reiterate, you do not ‘lose’ abilities when you level up. Any stat points you had previously become a ‘hidden’ base value. Your abilities’ letter grade is then reset to I the lowest and you may then proceed to increase them again. For example someone that had D rank in their abilities at level 1, that then leveled up to level 2 and then increased their ability back up to D rank, would actually have a value of somewhere between 1000 and 1198 (the potential range of 500-599 + 500-599) total, and thus be significantly stronger than a level 1 that ‘only’ had A-rank abilities.
- Additionally at each level up starting at level 2 and going higher there is a chance that you will gain an as in one per level Developmental Ability that is if you don’t buy the upgrade in the Falna in the general perk section. Developmental Abilities that you gain tend to almost always be in line with things that you did in order to get your level up. If you were a mage using a lot of magic you might gain a skill that lets you regenerate your magical reserves your ‘mind’ faster, or that makes your magic stronger, or perhaps

if you are a swordsman you will gain the Swordsmanship ability which makes you much stronger and faster when wielding a sword. If you hunted a lot of monsters in a short time you might get the Hunter ability, which will increase your strength, speed, durability, and general combat effectiveness whenever fighting a monster you've previously fought an example of before.

- Developmental Abilities can increase in strength usually but it generally takes time. They are ranked the same as basic abilities, but they always start at I and unlike Basic Abilities they usually only increase one letter grade per level. That means if you got a developmental ability at I at level 2, and advanced to level 4, it might be at letter grade G. Might. Obviously the more you use abilities governed by a Skill the more likely you are to increase it in potency. It is up to the Jumper what skills, if any, they develop but tries to be reasonable. These are meant to be boosts generally speaking to things you are already doing, not new abilities in and of themselves.
- Magic - Most spells tend to come in three varieties. The first is fast chant to potentially no chant, low-end effects, but easily spammable. The second are mid-length chants, relatively draining, but fairly powerful. And finally long-chants, exceedingly draining, but field-clearing in their effects. They can be defensive, offensive, or supportive. The exact specifics of each spell learned are generally tailored to the individual that learned it. An individual that prefers to stand at the back healing people is much more likely to receive a defensive or supportive spell, for example. Spells by default grow in strength with the more they are used. What started as a piddly do-nothing firebolt that could barely singe leather may one day be a machine-gun spammable firebolt that could melt through a bank vault.
- Skill - Unlike development abilities, skills can appear regardless of level. They can correct and strengthen specific basic abilities, magic, and actions. The chance of discovering a skill is said to be rare, and skills with effects that no one else has are considered to be rare skills, with Bell's Liaris Freese and Argonaut being examples of said category. Skills can be discovered during a level up or through other methods greater goal, realization, enlightenment or conviction.
- Now on the subject of Accumulated Excelia and Level Advancement if the Jumper takes the Adventurer Origin they would start with Rank-E-499 they need to purchase Accumulated Excelia to max all of their Basic Abilities to Rank-S-999 then purchase Level Advancement they would become a level 2 with a hidden base value of 999 and if they purchase Level Advancement again they would become a level 3 with hidden base value $999+599 = 1598$ points rather a hidden base value $999+999 = 1998$ points as they didn't purchase Accumulated Excelia to max their Basic Abilities as Level Advancement only gives the Jumper a Basic Abilities equal to Rank-D-599 before leveling them up.
- For a Jumper to max their basic abilities every level up they need to purchase Accumulated Excelia in every level. If the Jumper takes the Adventurer Origin they would start with Rank-E-499 they need to purchase Accumulated Excelia Five Times or pay 250cp to Max their Basic Abilities at Level 1 and purchase Level Advancement would make them a Level 2 with hidden base value 999 points and need to purchase Accumulated Excelia ten times or pay 500cp to Max their Basic Abilities at Level 2 and

purchase Level Advancement would make them a Level 3 with hidden base value $999 + 999 = 1998$ points. The latter process repeats again and again for higher levels.

- Falna Enhancement – in canon is not really explain on how much each rank and level enhance an Adventurer but we know that it doesn't take someone's previous experience and innate race physical capabilities so in this Jump each Rank enhance an Adventurer equal to an Average Human Feats meaning a Level 1 Adventure with Rank-S in all Basic Abilities has Ten Times the Feats of an Average Human or equal to One Peak Human Feats and this growth is a liner meaning someone of a level 7 with Rank-S in all of their Basic Abilities and maxed their Basic Abilities in every previous level would have the Feats of a Seventy Average Human or Seven Peak Human Feats as this applies to all those that has a Falna in this jump.

Change Log

- Version 0.1
 - Complete Remake of the Original Jump
- Version 0.2
 - Created a separate section for Perks and Magic meant to Falna.
 - Some instructions are reworded.
 - Added Linguistic Talent in the Perk Section.
 - Added Cautioned Approach in the Perk Section.
 - Added Dungeon Maker in the Perk Section.
- Version 0.3
 - Lowers Accumulated Excelia Cost from 100cp to 50cp.
 - Lowers Level Advancement Cost from 200cp to 100cp.
 - Reworked the My Own Familia in the Famillia Section.
 - Reworked the My Familia Home in the Location Section
 - Added the Ring of the Fairy Queen/King in the Skill Section.
 - Added the Spell Boost in the Skill Section.
 - Added the Fleeing Party in the Skill Section.
 - Reworked (Element) Enchant in the Magic Section,
 - Reworked (Element) Bolt in the Magic Section.
 - Reworked Cinder Ella in the Magic Section.
 - Reworked Cure Ephialtes in the Magic Section.
 - Reworked Healing Ray in the Magic Section.
 - Reworked Magic Interference in the Magic Section.
 - Reworked the Entire Drawback Section.
 - Added (Element) Barrier in the Magic Section.
 - Added One Big Happy Family in the Companion Section.
 - Added Dian Cecht Familia in the Famillia Section.
 - Added Astraea Familia in the Familia Section.
 - Added Goibniu Familia in the Familia Section.
 - Added Ishtar Familia in the Familia Section.
 - Added A Thousand Years of History in the Scenario Section.