



Eyeing the Hot Elf in Another World / Isekai Elf Hatsujou No Magan
Jumpchain by Cthulhu Fartagn

The Story Thus Far

In the year of our lord 2023, and the first month of summer, a young man died. He wasn't an exceptional man, and so it's understandable that his death went without much notice. And yet, a butterfly can create a hurricane if the proper series of events takes place. This man's death was not the end of his life, but rather the start - for you see, he was reborn into a world full of magic. ...With that said, you're likely expecting some grand adventure, perhaps that he reincarnated into a game he'd played often. That isn't true. He was reborn as a peasant. Not someone from a noble bloodline, not as some magical prodigy, not with some easily exploited system, or even what some might call a 'cheat'. An utterly ordinary peasant, the son of an innkeeper.

Some might even say his life worsened - the lack of plumbing, you see. Except, that wasn't the end of things. One day an old man passed through, and instead of paying to stay at the inn, he offered the innkeeper a magical artifact, the incubus's evil eye. Any woman it gazes upon would immediately go into heat. And then, lo and behold, the 'real' hero of the story arrived not long after. A dashing hero off to slay the demon lord, and his entirely female party of most delectable girls. And so, the evil eye opened.

But what of you? Are you also a hero? An innkeeper? An irresponsible wizard, handing out cursed artifacts for lack of actual money? Who can say. Only you. In any event, I wish you the utmost luck in this world. You might find fame. You might find gold. You might find glory, women, and a place in the annals of history. Or perhaps a working toilet. In any event, I'll see you in ten years.

Origins

The Innkeeper

Somewhere along the road of life there is an inn, and inside that inn is you. The humble innkeeper. A man from another world who managed to reincarnate, but without any cheat whatsoever and who was forced to live an ordinary life as a result. The only thing of interest that could possibly happen would be if the actual hero were to stop by. Oh, and if you wish, you can replace the other innkeeper. He'll end up elsewhere, perhaps in another story with an actual cheat. Maybe.

The Chosen One

Ordained by fate, crowned by destiny, blessed by all manner of gods... the hero who is fated to slay the demon king and restore peace to the land. That's you, isn't it? Okay, maybe that's something of an exaggeration, but you're still not an ordinary schmuck. Reincarnation optional, but additional background memories of a random japanese highschooler are available upon request. Oh, and if you wish, you can replace the other hero. Who knows what will happen to him. Maybe he'll end up in Dragon Quest, or maybe even Dragon Ball?

The Heroes Party

Beautiful! Stunning! Gorgeous! Eh? What do you mean your eyes are up here, who gives a shit about those? I'm talking about your tits, because you've got an epic pair of them. Then again, you've all but signed up to be a side character, so I suppose you'd better get something out of it to make it worthwhile. Oh, and being female is mandatory. Sorry, but that's just the way the cookie crumbles in this world.

Perks

The Innkeeper

100 cp - Just An Ordinary Villager

The innkeeper's new life was, in every way, an ordinary one. In most cases, this is a cause for regret. Or, perhaps salt might be a better way to describe that particular emotional cocktail. Who gets reincarnated without a cheat, after all? You. Regardless, when you wish to be, you're below notice. Ordinary, unremarkable, and just short of nonexistent in the eyes of those with power. Why, even directly handling multiple cursed artifacts would only leave a divine crusader with the vague impression that you were unpleasant rather than evil. But then again, you're not evil, are you? Just opportunistic.

200 cp - Can't Use Magic, Can Use Items

Our intrepid innkeeper was born boring. No special traits, no hidden power, and barely even any capability to use magic. It's like the universe went out of its way to any potential coolness from him. The only things he's got going for him is the fact that he's kind of ripped from running the inn. And, as it turns out, he is rather good at using magic items. There are plenty of ways he could have misused them - literally misused them, as in used them wrong, not as in morally misused them, which quite frankly I'd do as well - but instead he used them perfectly from the get go. For one reason or another you're just compatible with magical items. You might not get exactly what you want the first time you use them, but they definitely won't blow up in your face. Heck, you might not even get caught using them. That's important too, though the innkeeper quickly stopped caring about that once he got his hooks into the girls.

400 cp - Unremarkable But Lucky

With so much lacking in this new life, something had to stand out. It's unconscionable for a man to get isekai'd without at least something to help him out in this new world. Thankfully, your mediocrity does actually give way to something useful - you're lucky. Not absurdly lucky, like getting twelve chunks of slime to drop from a single kill, but in a slower, more drawn out kind of way. The kind of thing that takes a while to notice. Things just go your way. To start with, you could have been born a farmer. Instead you've got the closest thing to an easy life outside of nobility, and that has its own issues. Short on money? A party of adventurers will camp in your inn for a week, making you a pretty penny. Lamenting the lack of women in your life? Some will show up - and if you're very lucky, an opportunity to claim them.

600 cp - Carve A Place In Her Heart

And here we have your moral failings. You're a lustful beast. You wouldn't be here otherwise. Oh sure, you have a nice thick cock, a decent chunk of stamina, and a brain rotted by hentai, but anyone can have those. Well, maybe not the hentai part, that probably doesn't exist in quite the same form or amount in this world - but anyone can be a pervert. For you however, your luck takes things to another level. Opportunities to get laid all but drop into your lap, consent optional. And somehow, that lack of consent, that you'll do as you please and damn their opinion on the matter? That just makes things better for you. Call it blackmail, netorare, corruption, whatever you like. Once you've forced yourself on a woman, events will start lining up to not only prevent her from lashing out at you, but to drag her back into your grasp. You've staked a claim on her, and no piddly boyfriend will keep her from you.

The Chosen One

100 cp - Featured On The Cover

Can you be the hero without being handsome? Yes, you can, but that wouldn't sell as well so obviously the design team will make you at least dashing. Eh? Design team? Don't worry about that, just me poking at the fourth wall. In any event, you're handsome. Striking. Pleasing to the eyes. Not absurdly so, but it helps that you're also good with women. You've got the skill to come up with compliments and land the timing just right, until she's eating out of the palm of your hand. Or sucking the semen out of your dick. For a hero, party members are obviously waifus waiting to happen, right? So, just smile and wave, and offer a kind word every now and again. By the time you reach the end of your journey, at least one of them will be willing to devote her life to you.

200 cp - Lessons On Bonding

Some people say that their friends are their power, and those people are weird. Yes, having backup to corner your foes in alleyways and beat the shit out of them is nice, but that's not what they're talking about and we both know it. More classically, classes exist, and one man can't do everything. The mage, warrior, thief triangle exists for a reason, you know. But you? You're a quick learner. You'll never be able to throw out the same vast amounts of magical power as a sage, but an afternoon or two could see you with a simple healing spell or perhaps the ability to make holy water. Or heck, you could spend your evenings sparring with a warrior in order to refine your own skill at arms. Doing so isn't only smart, but it's an opportunity to bond with your friends. For you, any time spent bonding with someone is time spent learning from them, and any time spent learning is also time spent bonding. This won't feed back into itself, so don't try that, but you don't need to decide between actually getting to know someone and being able to keep up with them.

400 cp - Worthy Of Her

Hey, you're the hero. Did you think that you were going to get it on with ordinary women? Sorry, but your destiny lies with the greatest mage of a generation, or the three times winner of a country wide fighting tournament. Or whatever made the elf girl special, beyond being hot. It certainly wasn't being smart. Regardless, for you the rules are slightly looser. Men who would rather kill any suitors trying to come calling are happy to let you try to woo their daughters, and even the crankiest and bitchiest of noble women will encourage you to try your hand at winning their child's heart. You're the hero, and being the hero is prestigious - from a certain perspective, even being your bed warmer is a prize to chase after, one people are oddly willing to fight over. An elf in the morning, a nun with lunch, a princess in the evening, and none of them see anything odd with you having a relationship with all three of them at once.

600 cp - Systematic Heroism

But hey, being handsome and good with women isn't a cheat in and of itself, though I'm sure any number of ugly men would disagree. You've got a cheat, access to a system that seems to resemble a game you once played. Which game? Probably an rpg, but details like that are unimportant and quite frankly I don't care. Go ahead and pick. What's more, you can partially share this power with people, allowing what would otherwise be a novice to very quickly grow into a very real threat to the demon lord. And if you're not starting with a novice, then you'd likely be all but assured of your victory over the villain of your story. They'd need to do something exceptionally cheaty, like abuse status ailments, to have a chance of beating you. And that's assuming your system doesn't render you immune to those, or offer you a way to grind up your resistances to them.

The Heroes Party

100 cp - Indecent Heroine

On the flip side to having an ugly hero, no company worth a damn would have their heroines be anything but as beautiful as they could possibly make them. So that's what you are. Maybe you've got some of the largest and softest breasts known to man. Maybe you've got a six pack you could grate cheese on. Maybe you've got dem life saving thicc thighs. Regardless, by the standards of a modern world you're an easy 10/10, maybe even 11/10 if one takes into account the lack of clothes an artist would have you be wearing or various attempts to earn fetish points like being an elf. But beauty by itself isn't quite all that it's knocked up to be - you're also largely immune to any drawbacks this would cause. Having large breasts won't fuck up your balance as a swordsman, or interfere with drawing a bow. Your long flowing hair won't frizz up and get into your mouth right as you go to cast a spell. The design team didn't animate that kind of thing, you know?

200 cp - Luckily I Spilled My Soup

Being lucky in love is wonderful, but you know what's better? Being lucky in battle so that you live long enough to find that Mister Right, let alone shack up with him. Not only are you an expert in your craft, but you're also just plain better at it than other people. As a cleric, perhaps you're a smidge more favored by your god than the others, and your holy spells flow faster and hit harder. Perhaps your elven blood gives you a talent for forestcraft, allowing you to find and reach the perfect sniping position with ease. Or maybe you're just more aware of your positioning than others, allowing you to eke out that extra bit of leverage when going to a heavy swing. But mostly you're honestly just lucky. Bits of debris don't find their way under your foot, leaves don't blow into your face and obscure your vision when lining up the shot, and you drop a bowl of soup right after being magically teased to orgasm so that nobody sees you dripping onto the floor. Although some would say that last one was actually unlucky...

400 cp - Demonic Resistance

Cursed artifacts are only as strong as the mage powering them, you know? A magic talisman that compels obedience in the hands of a level 1 noob won't do jack shit to a level 99 mage with robes enchanted to resist external magic. Oh sure, some can have power imbued into them to let anyone use them, but even that has a weakness - holy water. To you, things like stopped time and mind control aren't game over inducing effects, they're status effects. And status effects can be cured. The third or fourth time someone tries to use a specific curse on you, you can start to develop a way to resist it. Maybe that way is just drinking a magic potion to pump your reserves above the effect. You could try drinking a vial of holy water before being hit by it, and hoping that the water being inside you would cancel it out preemptively. It'll be different every time, but if you're smart and have even the vaguest idea that it's coming, you can start to fight back.

600 cp - The Strongest Sidepiece

A hero isn't allowed to have weak party members. If you want to travel with him, you'll have to stand out somehow. And you? You shine brilliantly. Pick something. Archer, nun, fighter, rogue, warrior, paladin, berserker, sorcerer, anything you want. Not only is that you now, but you're well on your way to being one of the best. If you're a cleric, then you're blatantly favored by your god to the point that sometimes you don't even need to cast a spell to smite your foes, and whatever oaths would normally bind you to the church can be broken freely without regard. If you're a fighter, you might be the three times champion of a fighting tournament involving everyone of note in the nation - possibly several. Let your imagination run wild here, the crazier your backstory the easier it is to justify having a customs class. But, perhaps more important than your skill is your potential. Despite being what most people would call top of the line, you still have room to grow. Perhaps one day you'll cease to be a cleric and become a goddess yourself?

Items

The Innkeeper

100 cp - Goods And Services

An inn needs certain things to run. An understanding with the local farmer and butcher is probably the most important, though a contract with a winery couldn't hurt. It's hard to run an inn without anything to feed your customers. You're as much a restaurant as a place to sleep after all. Luckily, you have just that. Whether it's being deposited into your warehouse or delivered to you by a local farmer - or some random college student who signed up for doordash in a more modern setting - you'll be getting regular deliveries of food and other odds and ends that are needed to run an inn. Things like new sheets, replacement chairs when one inevitably breaks, and yes, the occasional barrel of wine or beer. Perhaps the previous innkeeper, your father, set these contracts up. All you need to do is not break them.

200 cp - Item of Choice

Eye, mirror, potion, talisman, clock, pillows, and plenty more besides... The man who was reborn and became an innkeeper managed to get his hands on quite a few interesting toys, didn't he. As for you? Well, let's not question how you managed to get your hands on one of them. Just pick your favorite. The eye that sends women into heat? Pillows that let you molest people in their dreams? An old clock that stops time for one hour? A potion that turns you into a slimelike monster? A bikini that causes the wearer to become 100 times more sensitive? Whichever one you want, you can have. Oh, and unlike the incubus eye, you don't need to worry about it accidentally getting purified by a 'helpful' priestess. Even if something like that happens, you'll find that it will repair itself automatically after one week. We can't have your favorite being out of commission for too long, now can we?

400 cp - Rundown Inn

All things considered, being an innkeeper isn't a bad life. You could have been reborn as manual labor, or into slavery. Or as a monster. That would probably be great right up until you became exp for the hero. In any event, you're now the owner of a small inn. The place isn't in the greatest condition - now, that's not to say that it's falling apart. It's just seen better days. Rather than exuding an air of rustic charm or homeliness, the building itself just feels tired. With a staff of just you, it probably can't be run to its full capacity, but it can house a dozen or so people without too much issue, more if your guests share beds. It's even built almost right on top of a hot spring, something that many guests will love a chance to kick back and relax in, and if you wish it then the building itself has an odd tendency to cause your customers to linger for one reason or another.

600 cp - The Wizards Gifts

One day, an old man stopped by to rest the night, and lacking any money, he offered you an accord. A magical amulet in the form of a stone eye. It lacked any use for martial things, but was quite handy for marital ones. And then he came back, and still lacking any money, offered you an enchanted hand mirror. And so on, and so on. You now have a small collection of cursed artifacts, but that isn't the end of things. You have an accord. In this world, you'll likely find yourself the owner of many more items before the jump is ended, but in future ones you'll find that powerful people will be oddly willing to strike a deal with you. Perhaps that billionaire really doesn't care about just outright giving you his car, or that scientist doesn't see a problem with letting you have an early sample of their product. But for you, all those things are an opportunity. Some of them may cause more problems than they solve, but with a little luck you'll walk away smelling like roses from whatever comes up. Just be aware that as fun as some of these things are, they don't tend to last for very long. In some cases, it might be a mere week before it breaks irreparably. Don't worry. That's just the universe's excuse to give you another one.

The Chosen One

100 cp - Of Course Slimes Drop Coins

In another world, there might have been a game that closely resembled the universe as you know it. A noble hero, several beautiful women willing to help you out, and an epic quest to save the land from the armies of the demon lord. But, those are for another day. Right now? You have what can only be described as starter money. A few hundred gold coins, a donation from the king, the church, or even just thankful peasants who wish to see your victory. It's not a great amount, enough to buy a room at an inn for a week or so, or equip a handful of people with new if simple weaponry. What makes this special is that while you may not have a lot of it, you will find it very hard to run out of money. You see, slimes drop coins. Monsters you fight will, should you have anything less than the full amount on your person, inevitably be carrying a small handful of money on their person. Money that you can then claim for yourself. Past that point you're on your own, but consider this a bare minimum you'll have to work to be without.

200 cp - Just a Normal Inn

As you travel the breadth of the land, I'm sure you'll spend many nights camping under the stars and witnessing a... unfortunate amount, honestly, of the glory of nature. More rarely, however, will be the days you spend in civilization. At least, that's how things should have been. Instead, you're now the owner of a magic item in the shape of an inn. It will follow you as you travel, hiding itself away just out of sight of forest trails or in what most would call the middle of nowhere. And the prices are honestly horrendous for the services offered, it's a real ripoff. Still, a warm bed and a hot meal every night is a boon you shouldn't overlook, especially when your other option is camping. The inn itself doesn't have many services - there's no hot spring to relax in, and only a few kinds of beer on tap - but what it does have is a magical trait that makes rest more, well, restful. One night here is worth an entire day of relaxation and recovery.

400 cp - Grinding Spot

What is strength? Is it possessing superior skill? Is it outright being stronger, either physically or magically? Is it some nebulous series of numbers going up? Who knows. Perhaps it is all of them, at least in part. And as such, I have something for you. A shifting location that attaches itself nearby no matter where you go. A cave, a forest, a swamp, perhaps even a mountain. This place is a grinding spot, somewhere monsters that are, quite coincidentally, just a smidge weaker than you will constantly appear as if from nowhere to do battle with you. Training of all sorts is moderately more effective here, whether it's practicing your sword technique or just killing a thousand goblins to watch those numbers go up. And, while this isn't the most useful thing, sometimes those monsters will be carrying small trinkets. Old swords, simple armor, a weak healing potion, and so on and so forth. Nothing truly impressive, but perhaps if you sold off 99 of them it might make a decent chunk of change. Most importantly, the place will change slightly. If you have a need to practice a specific technique, you'll find monsters that are weak to it becoming more common, as if the place was encouraging you to use it.

600 cp - Ultimate Weapon (Friendship)

Normally you'd expect a massive sword, probably gold plated, maybe a few gemstones. But truthfully, I felt like that was kind of boring. Instead you get bitches. Three of them, to be precise. These young women are hot, available, surprisingly powerful, and are totally okay with sharing you with the other girls. They're also un-ntr-able, because fuck that. As a general rule, they'll follow the mage/fighter/thief triangle, and are followers once the jump is over. But, this wouldn't be 'Ultimate' if that was all you got. You get these girls again each jump. Three more cute, hot, sexy, whatever you want girls that get to benefit from The Strongest Sidepiece and that are more than willing to share. Or, if you prefer, you can simply choose to keep your original three, effectively granting them a second copy of The Strongest Sidepiece that grants them a place in the world and a powerset more appropriate for it.

The Heroes Party

100 cp - Travel Arrangements

As someone sworn to follow the hero and aid them in battle, you're going to get dragged all over the place. Up mountains, across valleys, through dimensional rifts, the mandatory beach episode - but you should never forget where you come from. To aid with that, you have two things. The first is nothing more than some writing supplies, the kind you'd need to send a letter to your parents or a sibling. Once sealed, the communique will up and vanish, and be nigh instantly delivered. The return trip is slower, but will never take longer than a week for a reply to arrive. And, in some cases, with that reply you may find a horse and carriage or some other appropriate vehicle arriving alongside of it. Generally speaking, it's an opportunity to take a break and visit your family, or just not be near the hero's huge ego for a while.

200 cp - Bottle of Holy Water

Strictly speaking, a blessing from a god is something to be treated with reverence, and used sparingly if at all. However, holy water is one of the least and simplest of such blessings, so the clergy tend to use and abuse it whenever possible and don't feel too bad about it. As for why they do so, well, it's a very useful thing. After all, it grants a resistance to a surprising number of status ailments, from poison, to petrification, to being sent into heat - honestly, as long as it's a demon, dark magic, evil magic, or anything like that that's causing the effect, a good splash of holy water can either cure it entirely or heavily blunt it. You can even drink the stuff for a temporary boost to your resistance to such things. Your bottle of the stuff is good for a handful of uses of simpler stuff, or one big one, and refills weekly. Assuming you aren't a priestess yourself, in which case you can just make more, if of a slightly lower quality.

400 cp - Unique Weapon

Standing out is important. It's not enough to be skilled, you also have to be pretty. But it's not enough to be pretty, you also have to be connected. Anything less and you'll either endlessly be taken advantage of or simply fail to ever matter. Luckily, you stood out. You're in the hero's party after all. And that is something that has its benefits. Through trials, through challenges, by proving your worth beyond a measure of a doubt, you've been gifted with a weapon that surpasses all others. As a cleric, you may very well wield a staff or mace that was personally made by the god you've given your oaths to. As an elf, the bow you wield may have been steeped in the magics of nature for longer than the kingdoms of men have stood. As a fighter, your blade may be the tooth of a dragon hewn into the shape of a blade rather than anything forged by human hands. It's something special, something that fits into your combat style almost perfectly, allowing your difficult techniques to be done with ease and perhaps even granting you new skills. Perhaps while holding that dragon fang blade, you're immune to fire and filled with the strength of a dragon, or even capable of calling on its spirit to burn your foes to ash?

600 cp - Royal Pendant

In the royal capital, every few years, a tournament is held. The strongest warriors, the highest ranking adventurers, the utter badasses that dot the land are encouraged to come and show what they're made of. Even foreign nations may be invited to test their might. The winner is crowned, both metaphorically and literally, for there is a very real chance for them to be adopted into the royal family or engaged to a prince or princess. Such talent should be nurtured, but you should also take steps to ensure such a person's loyalty, no? This simple pendant is proof that you once won that tournament, and are now just short of royalty. The queen of blades, perhaps. In future jumps, it will serve both as a badge of skill and of reputation - any skill that you feel you've mastered, wearing this pendant will let the entire nation know that you're the best in all the land. Just, only one thing at a time. And, of course, it can grant a decent chunk of wealth as well, likely your winnings or earnings from whatever you did to become that famous in the first place.

Companions

100 cp / 300 cp - Jumpers Party

Recruiting new allies is all well and good, but who ever said that this was the first game in the series? There are heroes from past entries that you can recruit into your party, and they're known to the world as your companions. For 100 cp you can import two of them into the jump, each getting all the choices you do bar companions and drawbacks, and 600 cp with which to make them. Or, for 300 cp, that number can be raised to eight. Admittedly eight is a bit excessive for a party of heroes, four is more traditional, but when the fate of the world is at stake, never fight fair.

100 cp / 200 cp - Innkeepers Collection

But, never let it be said that the new blood doesn't have talents of their own. The keeper of the inn, the old wizard, the hero, and of course his three lovely party members - Saphi the elf, Iris the nun, and Parma the warrior. ...Bit of a dearth of options, but I think we both know that it's only the last three that are interesting. They have some really, uh, 'in depth characterization'. Regardless, for 100 cp one of them could be yours. If you are interested in all three of the girls, I'll throw in a slight discount and let you pick the three of them up for 200 cp.

Drawbacks

+100 cp - Even The Innkeeper Looks Rundown

Hah. Speaking of being reborn without being anything special, your looks aren't that great either. Now, you're not a fat ugly bastard. You aren't even ugly. You're just... aggressively mediocre in appearance. Honestly, the best compliment anyone would give you about your looks would be to remember what you looked like. And yes, I realize that isn't much of a compliment. Deal with it.

+100 cp - Camping Simulator 2024 Lv 99 Mosquito Edition

Traveling in a modern world is an arduous experience for how many small moving parts you need to line up. Airports aren't fun at all, but they do speed things up immensely. Most of the time. Traveling in a medieval world, even a fantastical one, is a simpler but also much much much slower process. And for you, well, you aren't lucky enough to own an airship or even a horse and carriage. In short, you're basically banned from any form of transport. If you want to go somewhere, you need to get there on your own two feet.

+200 cp - Unlucky In Love

Good news, you're engaged to a lovely young woman who adores you, likes the same hobbies that you do, and whom nothing would make happier than to get married to you and have a bunch of kids to dote on with you. Bad news, there are a lot of people jealous of you for having such a kickass fiancée and they're going to try and steal her from you. Now, she doesn't want to be stolen, and will probably slap a lot of people in the face for suggesting it. But as time goes on, more and more extreme measures will be taken. Now, you won't chainfall if you lose her, but you will be in crippling emotional pain for the rest of the jump. Food tastes like ash in your mouth, wine tastes like mud, and nothing pleasurable remains so until you get her back. On the plus side, if she's still yours by the end of the jump, you can keep her.

+200 cp - NTR Addiction

Look, we both know why you're here. You have a very specific fetish and a burning need to see it fulfilled. You like NTR. Women who are single just don't appeal to you at all, even if they're divine goddesses with 15/10 appearances. Until you see a ring on that finger, you don't want her. I'm sure you'll piss a lot of husbands and boyfriends and fiancées off, but hey. It's not like you cared about their opinions, right? Or the girls for that matter. The only question is if you'll lose interest in the bitches you've claimed once they break it off with their supposed lover to spend more time with you.

+300 cp - The Anti-NTR Fanfic Was Hilarious

In another world very much like this one, there was an angry god. Why was he angry? Because he hated NTR. The innkeeper and the elf? Fine, sure, they're cute together. The innkeeper and the nun? Oh boy, shits gonna get fucked. In any event, you're now living under the divine aegis of a god who loathes cheating, ntr, cuckoldry, and all other manner of such things. He even made ntr illegal, punishable by death. Other changes include having a badass father who will disown you if he catches you ntr-ing anyone, the inn having a spirit and said spirit being incredibly judgemental (and disgusted by ntr), and the hero being a complete shithole who thinks he was born into this world to fuck bitches.

+300 cp - Hello This Is The Police

Bad news jumper, someone told the fuzz that you were in possession of certain... contraband.

Magical items of an unusual and unpleasant nature. For your own safety, they'll need to search your house and remove any that they find. Now, depending on your build, they might not find anything! Or they might find quite a bit of them. As you might imagine, being found to be in possession of such illegal items will be very bad for you. "Make an enemy of an entire nation" levels of bad. And don't count on the old wizard to bail you out, it turns out half the reason he's giving them to you is so that he doesn't get caught with them. Oh, and, uh. Some of your perks might be items now. Great for certain scientist types, not great for going under the radar.

The End

Move On
Go Home
Stay Here

Notes

Q - What system does systematic heroism grant?

A - Given Japanese culture, probably dragon quest, but you can pick something else if you want.

Q - What happens if I take both Featured On The Cover and Indecent Heroine?

A - Nothing particularly special, they're only 100 cp perks.