

Progress Quest Jumpchain

v1.0, by dhasenan

Since time before time the Vorlak had held the Crosshutch at Thraeskamp. The ancient reckoning held that the Five Skrelkampi (and their Truebine) would return when the great Trond-feast could be held anew and the Belnap reunited. But this legend became lost to all but the Papperboxen at Horbug. One of their own was Yallow the Speldrig, who found an unlikely pupil in Torbole Understeady, the discarded illegitimate waif of Wainthane Topknox, whom Yallow renamed Grumdrig and began to school as a boar-pulmet's apprentice. ...And, as it was said by some, in aberdoxy.

As our story opens young Grumdrig has returned to Horbug following a trying stint in Spilwaer Spond where his laconic disposition and fertile mind bred a series of misadventures which had landed him outside the good graces of the Jordref there, Welham, who had secretly begun a long term course of slow but disaccomodating illpeel in the lad's morning fanwael. Meanwhile, though scarce a tuft of mansefur had yet made its appearance on the boy's manssach, a number of visiting Roilwachhs have begun to exhibit a discreet and seemingly inexplicable interest in the boy. Strange indeed, as he would not reach his krouchensterm for another harvest or more. And when Grumdrig's resiliant compatriot Paedri appears at Grumdrig's lochnotat with a Scrolstamp from the old Speldrig, a woozy foreboding feeling rises from his young gut...

Take +1000 CP to see you through the next decade.

Choose Character Race

You may choose any of the following races for free:

- Half Orc
- Half Man
- Half Halfling
- Double Hobbit
- Hob-Hobbit
- Low Elf
- Dung Elf
- Talking Pony
- Gyrognome
- Lesser Dwarf
- Crested Dwarf
- Eel Man
- Panda Man
- Trans-Kobold
- Enchanted Motorcycle
- Will o' the Wisp
- Battle-Finch
- Double Wookiee
- Skraeling
- Demicanadian
- Land Squid

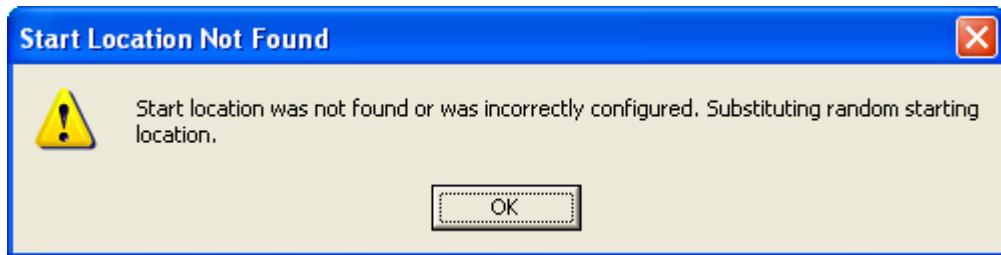
In some settings, age is just a number. In this setting, it is not even a number; do not pick or roll your age.

Choose Character Class

You may choose any of the following classes for free:

- Ur-Paladin
- Voodoo Princess
- Robot Monk
- Mu-Fu Monk
- Mage Illusioner
- Shiv-Knight
- Inner Mason
- Fighter/Organist
- Puma Burgular
- Runeloremaster
- Hunter Strangler
- Battle-Felon
- Tickle-Mimic
- Slow Poisoner
- Bastard Lunatic
- Lowling
- Birdrider
- Vermineer

Starting Location



You are in a town. There is a market. The killing fields are nearby.

Perks

General

pqcli (free): Because of course there's a command line version. Any program you interact with, you may activate an overlay that makes it look and work like a command line ncurses application. Or if you prefer, you can make it look work like a Windows Forms application.

Game Mechanics Armor (free, mandatory, this jump only): You cannot be killed or harmed in this world. This is not plot armor; the world is simply structured in a way that does not include the possibility of you being damaged.

Character

Random Starting Stats (100cp, mandatory): You have character progression like a standard RPG character. It covers the stats STR, CON, DEX, WIS, INT, CHA, Max HP, and Max MP.

Enigmatic and Foreboding Night Visions (200cp, mandatory): You have prophetic dreams foretelling major upcoming events. It is unfortunately difficult to glean useful details from them, but maybe you'll still find them useful?

Never Underestimating Wise Old Bastards Again (400cp, mandatory): Sadly, this arrived too late to help you this time, but this perk will help you accurately estimate the danger levels of others. It works best when they are wise, old, or born out of wedlock, and when they're all three, you're perfectly accurate and precise.

An Unrealized Reserve of Determination (600cp, mandatory): No matter how bewildered or alone you may be, you always have new depths of resolve to draw upon.

Items

Character Sheet and Quest Log (100cp, mandatory): A clipboard that records your basic information and information about your quest.

Bag of Looting (200cp, mandatory): You will be hauling a lot of stuff. This rucksack will hold your inventory – as much as you can carry. Its capacity is measured in cubits.

Spell Book (400cp, mandatory): As you level up, you will occasionally obtain new spells, such as Nonplus or Angioplasty. This spellbook records them. Anyone who holds it may learn and cast the spells within. It makes all of your spellcasting easier, requiring moderately less mana or the like.

Companions

No companions will join you on your quest.

Drawbacks

Drawback limit: 1000 CP.

Noticeably Bizarre (+100cp, mandatory): The way quest progress works in this world is bizarre. You have a quest to placate the kobolds. You head off to the killing fields and execute a veteran Sea Elf. And a Battle-Unicorn. And more, and more, until it seems like the ground itself should choke on the blood. And the kobolds are placated. But how? Where's the connection here? You don't know. You kill, you bring back loot, and along the way the quests take care of themselves. But how are you even killing? What does an imaginary demogorgon look like? You've trod the path to and from the killing fields a thousand times, but can you draw it on a map, or even describe one thing on the way? The disconnect troubles you. You'll spend many sleepless nights worrying how this world even works.

Equipment Grind (+100cp, mandatory): Each piece of equipment you purchase will be only ever so slightly better than what you're replacing. You *can* get that +13 Serrated Stabbity Poleax, but it will take a long time.

Only One Drop (+100cp, mandatory): Every creature you slay and dismember will yield only one item that can be sold. That Battle-Piercer had a thousand tentacles, each with a piercer tip? You can only grab one. The dryad was shedding acorns like a husky in spring? As soon as you shove the first in your bag, the rest dissolve. This is per encounter, not per enemy; if you are beset by fifteen were-mermaids at once, you only get one drop of mermaid gills.

It's a Long Hike to the Killing Fields (+100cp, mandatory): You find yourself having to spend a ton of time commuting back and forth between the killing fields and the one shop that's willing to exchange leucrotta hooves for +1 macrame vambraces.

Endless Sidequests (+100cp, mandatory): Everyone has a problem. Rukfrad needs you to deliver a ladder to Krietwhoux. Romloov is missing a sewing needle. Shidjon is being bothered by a bunch of Ankylosaurs. And their problems turn into your sidequests. You have to complete tons of them to make any progress to the next act.

Warehouse Lockout (+200cp, mandatory): You are unable to access any items in your warehouse. Any existing companions you have may leave and re-enter, but they cannot remove any items and give them to you.

Power Lockout (+300cp, mandatory): Your out-of-context powers are unavailable.

End

Take some bonuses for making it this far. They are optional.

Immunity to Skinner Boxes: The human brain has some gaping flaws that nefarious people exploit. After a decade in this deficient version of a Skinner box, you are proof against the common exploits.

Number Goes Up: You can summon into your vision a minimal UI. It has a progress bar that slowly fills. When it's full, the number below it increases by a small amount, and the process repeats.

Generic Quest Replacement: You may replace your safe tasks with a progress bar. It consumes the same amount of your time and resources, but you do not have to worry about any of the details or even pay attention. The quality of the outcome is so-so for your skill level.

Now, get going to your next world, or return to a place you're willing to call home. Or, if you can recall any detail at all about your time here, you can choose to stay.

Notes

The official Progress Quest website is at <http://progressquest.com/>. It has web-native and Windows desktop versions.

The intro text is from [the Progress Quest manual](#), typos and all.

Gamer System

The gamer system provides random stat bonuses as you gain experience at a rate of about 1.6 points to each stat per level. Spells also level up with use.

CLI

The command line version is available if you have Python3, pip, and ncurses installed:

```
pip3 install --user pqcli
pqcli
# Cheat mode, Ctrl-T to make time zoom:
pqcli --cheats
```

Supplement mode

You may use this as a supplement to any other jump. You may do so multiple times. If you do, no item, perk, or drawback is mandatory on subsequent uses.

Changelog

V1.0: Changed **Strangely Generic** to **Noticeably Bizarre**. Changed supplement mode to be repeatable.