



Half-Minute Hero

A Jumpchain CYOA

Version 1.0.1

Welcome to a world that should be familiar to anyone who has ever played an RPG.

Adventurers dot the land, performing great deeds for kings while evil lurks in every corner. And we do mean every corner, it seems like you can't cross a continent without coming across dozens of beings calling themselves Evil Lords. For some reason many of these Evil Lords seem to want to destroy the world for absolutely trivial reasons, and it's up to those chosen by the Time Goddess to stop them.

Long ago the Time Goddess first descended to this land and did battle with the Ultimate Evil Lord, eventually sealing them away. Whenever humanity was threatened she would appear and aid them again and again. Eventually humanity declared it the Goddess Era, with the first year marked as the first time she descended. Still, even after a century of relative peace there are those that want to unleash ancient evils, those who remember the rule of the Ultimate Evil Lord and want to bring them back into the world.

This is the world you enter, Jumper.

Time & Location:

Choose one Era to begin in, you can start anywhere though by default you'll be placed near the respective hero of each era.

Goddess Era 100

A peaceful time period of the world, civilization flourishes though Evil Lords seem to be surprisingly common. In the shadows a mysterious being spreads a terrifying Spell of Destruction, and on the shores of a small nation a future hero lands ready to begin doing jobs for the local kingdom. His story will be one of greatness.

Goddess Era 200

After the turmoil of Era 100, things have calmed once more, though Noire still works tirelessly in the shadows. Statues of himself are appearing across the land and seemingly to control the minds of the people around them. Meanwhile in a violet castle the Beautiful Evil Lord sits down to have tea with his beloved.

Goddess Era 300

A time of grand peace has begun as the World King managed to subjugate the entire world beneath his kingdom. Things are generally peaceful, even more than in the other eras, though discomfort stirs as the king falls ill. In the World Castle a young princess frets over her father's health and hardens her resolve.

Goddess Era 500

Something terrible has happened. The Time Goddess was tricked and killed by Noire, and without her aid the world has fallen to ruin. Evil monsters roam, kings of the wasteland, while the surviving people huddle in isolated communities as ancient buildings fall to time. The Ultimate Evil Lord slowly awakens. At the site of the last stand of the Knights, a wandering Sage finds a slowly dying survivor and nurses him back to health as his guardian.

Archetypes:

Most people who exist in this world fall under one of four Archetypes, any of which can be taken as a Drop-In option if you don't want native memories. No one really cares if you aren't from here, they'll just assume the Goddess did it. Age and Gender are the same as your last jump, 50CP to change.

Nimble

You are fast, able to avoid long-ranged attacks and focused on hitting as often as possible. Otherwise you are fairly adaptable but you struggle against Brutes. An example would be the Hero of GE100.

Shooter

You prefer to stand behind others and attack enemies with magic or other ranged attacks. Brutes will die before you but Nimbles can likely avoid your skill or close the gap too fast. The Princess of GE300 exemplifies this class.

Brute

The stalwart protector. The unstoppable force. Brutes are slow and tanky, able to cut swathes of fast weak foes down, though they struggle with Shooters. The Knight from GE500 is of this class.

Evil Lord [100 CP]

Wait, what? This doesn't seem right. You are now one of the many, many Evil Lords of this world. Are you a narcissistic moron like the Beautiful Evil Lord, or a behind the scenes manipulator like Reaper Lord Lamde?

Perks:

All Archetypes receive their 100CP perks for free and a 50% discount on their others

Blessings of the Goddess

These are the essential skills that you will obtain by just being put in this setting as blessed by the Time Goddess. They are free but only last for the current jump. If you wish to retain these benefits you must pay their CP costs. You don't get any discounts because the Goddess is greedy.

Goddess' Gift [Free/100 CP] - A special gift from the Goddess. During times of crisis you now 'level' extremely fast, improving by leaps and bounds the more you fight. Unfortunately this strength leaves you at the end of a day

Stopped Time [Free/200 CP] - The Goddess truly must favor you (how much did you pay her?), you no longer age and your body will slowly restore itself to its prime state. You also can't starve or be dehydrated, though you will feel the hunger pains.

The 30 Second Loop [Free/400 CP] - You can now reset time in emergency situations in return for increasing amounts of money. Will reset enough to leave you enough time to stop it, but don't expect to start too far back.

Selective Timeline [Free/600 CP] - The Time Goddess is great indeed. She can even selectively alter time, such as when the Hero made a deal with a Devil for power at the cost of his life. She was able to reverse the deal while still keeping the great things he did while under it intact. Now you too can, with the investment of enough money, selectively reset time to erase the negative effects of your actions while keeping the positive. What is considered negative and positive is up to you.

Nimble

Dash [100 CP] - The quintessential Nimble skill, the ability to move fast. You are far faster than you were before and equally as dextrous, though this is only with nothing weighing you down. Sufficiently heavy equipment or items you're carrying will slow you down, but you'll still be faster than anyone else doing so. You also receive a 'Dash Mode' that doubles your current speed but damages you while using it. This damage cannot kill you directly, but will leave you on death's door. Cannot be used while on death's door.

Rapid Planning [200 CP] - Going fast is great, the best even, but if your mind can't keep up with your speed it doesn't really do a whole lot for you. Now your mind is faster, able to rapidly make and evaluate plans and put them into action. This also allows you to actually see and comprehend things in your Dash State if it is otherwise too fast for your eyes to track.

Explosive Growth [400 CP] - You seem to grasp things much faster than the average person, a day spent with a sword could see you equal someone with months of training. Practice those same months and you could be near the level of the masters. This doesn't just affect combat related skills, for example if you just spent the afternoon learning to swim you could stand a reasonable chance of crossing the English Channel the next day.

Every -second Counts [600 CP] - When things are down to the wire, your perception dramatically expands. The final few seconds of a countdown, the moments before a devastating attack lands, the heartbeats before a car crash. Each stretches on to what seems like minutes. Of course, the expanded perception wouldn't be that useful by itself, but now during those stressful times you can act even faster than you normally would. This is a fleeting thing, seeming to wear off once the emergency ends, but never discount the usefulness of having minutes to yourself while everyone else has mere milliseconds.

Shooter

Precision Aiming [100 CP] - Your aim is simply impeccable, princess! You will now be far more accurate with any form of ranged weaponry, from guns to crossbows to even just throwing random junk at a person. Even if you were being jostled atop a chair by thirty knights or being chased by a wall of flame your unerring accuracy would never falter for even a second. This also grants you access to something called 'Fervor Mode', a boosted state that can be activated by attacking an enemy without taking any damage yourself for a period of time. In this mode you become temporarily invulnerable and your rate of fire with any ranged weapon drastically increases.

Fighting a Dragon Among Clouds [200 CP] - Like the great Princess of the World Kingdom, your willpower is absolutely immense. As she bravely stepped outside the castle to confront myriad dangers for the sake of her father, you too will be willing to go any distance to aid those you care for. From foul swamps fighting giant toads to even battling an enraged dragons while atop the clouds, nothing will hold you back. To aid you, this now makes the impossible possible, solutions presenting themselves where they might not have existed before in order to facilitate your great quests. As long as you put in the effort, your toils are sure to be rewarded.

Fanatical Loyalty [400 CP] - Your greatness shines brilliantly! With this perk, all who serve under you whether they be simple servants or kitchen staff, all the way up to knights and even soldiers under your command all slowly become fanatically loyal to you and are willing to move mountains for you. This isn't a metaphor either, if you were to command those under yourself to do so they would literally attempt to move a mountain. Nothing you do would ever break this impossible trust they have in you, even if you did tell them to move that mountain and legions of them died in the futile struggle. To see you injured is worse than any injury they could receive themselves, they will

gladly throw away their lives for you. Any attempt to subvert them or otherwise turn them against you is doomed to failure.

Blessings of the Fairies [600 CP] - You have been blessed by the somewhat carefree and odd fairies of this world. While you can't command them directly, they will come to your aid when you travel and in fights. Their contributions won't be direct aid, but rather by getting near them or touching them you activate various effects depending on the color of the fairy themselves. Red Fairies will boost your attack power, Blue Fairies raise your speed, Yellow Fairies will somehow cause your attacks to become area effecting (a ranged weapon would suddenly find itself shooting a large arc of bolts/bullets, while a melee weapon might somehow create a cutting edge that travels along the air), and finally there are the rare Green Fairies, who will instantly put you into your Fervor Mode. These fairies will follow you into future jumps, and depending on the local forces of that world you could discover even new types or new expressions of their powers. Perhaps Green Fairies would help speed up your transformation to other timed forms? Or maybe in a magical world there would be a fairy that restored your reserves.

Brute

Toughness [100 CP] - You are the immovable object, enemies weapons and fists break themselves against you. Well, perhaps not to that level, but you are now much tougher overall and can weather hits like a champ. From dozens of weak beasts all the way to a rampaging 30ft monster, you can stand your ground valiantly and actually manage to hold them off for a large amount of time. In fact those bull-rushes from huge monstrosities are your specialty. No matter how big an attack might be, you can survive it and stay on your feet. You might be on the verge of dying, but you held your ground. Just remember to get healed before trying to tank a second attack. This somehow works against rapid hitting multi-hit skills, but ones that are sufficiently timed apart would still break past it.

The Honorable [200 CP] - You're an honorable sort, aren't you? Even if you aren't anything close to that, your enemies will almost always perceive you as someone honorable. You could be a pathetic coward constantly begging for your life or ambushing them from behind and they'd still somehow think you were someone that is a worthy adversary and would love to fight you again, or even meet you outside of combat. This grows the more you fight someone, these bonds solidifying into what could be called genuine friendship, to the point they might even be willing to betray their side to aid you. This has its limits though. You can't murder someone's family and have them think of you as a swell guy or attempt to take over the world via mass murder and have people think as a good person.

Improvised Combat [400 CP] - If combat is an art, then you're the kind of artist who cuts off their own ear or screams incoherently while throwing paint haphazardly at a canvas. Basically your fighting style is half crazed but still somehow manages to form a

coherent whole that could be considered brilliant under the right light. From killing enemies with broken scraps of rusted weapons, to grabbing a monster and using them as a weapon against other monsters, you can make the impractical look practical. You could even pick up a person and throw them with sufficient force to outright kill weaker monsters, though the ammunition in that case might have some choice words for you after. This skill will make any random tool a deadly weapon in your hands, even something as harmless as a fishing rod will allow you to become a whirlwind of death.

Fall down seven times, get up eight [600 CP] - While you live, no harm shall come to your allies. These very words are what you've etched onto your soul, but what if you fall? That would leave your allies open and that. Is. Unacceptable. Your sheer refusal to go down has given you a limited form of immortality. After falling in combat, your spirit leaves your body and becomes free-floating. While in this state, you move slowly, but as long as you can touch an ally who is still fighting you will be 'reborn' beside them, ready to continue fighting. This has no real limit on the number of times you can use it, but it does rely on your allies surviving or on even having allies in the first place. These can be companions all the way to those fighting beside you in combat.

Evil Lord

There are many paths to power one could take as an Evil Lord, but no one could do them all. All options of the same price tier are mutually exclusive.

(Title) Evil Lord [100 CP] - You aren't some run-of-the-mill Evil Lord like Lord Hadears or Lord Hackein. You are a greater level of power, enough so that people call you by a title that you usually embody or exemplify. For example, the Beautiful Evil Lord's beauty is without peer, and Black Knight Lord Zane is a knight without match. You may choose a singular idea to be your title, and you will find your abilities in that specific area to rise greatly. Everyone will also refer to you by that titled name. If it is something you do not currently exhibit, this power will subtly shift you towards it but don't expect huge fundamental changes. Being the Twin Evil Lord might make an identical copy of yourself but you wouldn't have any special abilities with each other. Also before you try it, you can't be the Omnipotent or Godly Evil Lord or anything too crazy.

Mounted Mastery [200 CP] - Several of the greatest Evil Lords ride mighty steeds into battle. Now you too can join them. You can designate almost anything as your steed and while riding atop it you receive a large boost to all of your non-movement abilities while the mount itself would gain superior versions of all of your movement skills regardless of how much sense it makes. For example, if you had a flying ability and chose to ride a horse the horse would now be able to fly better than you, or if you were faster than a horse then that horse would be sped up to go even faster than you could. This can even be used on things that logically shouldn't move, like how a certain Evil Lord rode around a large treasure chest. This Steed is otherwise unenhanced so even if you can fly in space your horse would still need oxygen.

For My Darling Millenia [200 CP] - Your devotion to a certain person, place, or even idea is so great that it drastically enhances your powers while fighting for their sake, to defend them, or just in any kind of combat that could be linked to them. Breaking a curse on your beloved? Enhanced. Fighting against a slave ring for the sake of the idea of freedom? Enhanced. Though this great power comes with an equally dire drawback, if harm should come to what you are devoted to then you risk going berserk if you do not possess enough willpower to calm yourself down, where you are willing to strike down just about anything near you to protect that which you care for. This berserker state lasts until everything nearby is destroyed or until someone manages to defeat you in combat.

Curse Mastery [400 CP] - Curse Magic is a versatile art, and thanks to this it is one you have a natural affinity and great talent for, as well as training. Perhaps not at the level of the great Reaper Lord, but your prowess is not to be underestimated. Cursing someone with bad luck is like breathing, and you could even create long-lasting curses that would last for centuries. Your shape-changing curses are so powerful that even if the curse was theoretically cured then the person would still retain portions of their cursed form. With a bit of training you could even create curses that automatically re-apply themselves after they've been cured. Perhaps you could even create something that could siphon the power of a god into yourself. This skill also includes the ability to break other curses to varying degrees depending on your skill versus the curse makers.

Pacts with the Four [400 CP] - You were born with a talent for the four primary magical types of this world - Fire, Wind, Water, and Earth. You start with a strong grounding and general knowledge of spells of these elements and your talent could see you rapidly grow and progress in these arts far faster than anyone else could hope. Even in future worlds that have entirely new magical systems your very being is so in tune with these four elements that this innate growth potential carries over. This innate pull is much deeper than just a draw of magic though, you are connected on a deep level spiritually to these Elements. Creatures and people aligned heavily with them will have an instinctive trust in you from the start and your relationships with them will grow faster, to the point you could sway ancient elemental beings to your side in almost no time at all.

Summoner [600 CP] - You are a natural at summoning, the magical ability of calling forth monsters from your mana to fight for you. All monsters you summon with this skill fall under the three archetypes of this world (Nimbles, Brutes, Shooters), and by charging up a summon you can draw forth even stronger or more potent monsters. This skill can also be imbued with your other powers for various effects, though higher-level powers will consume exponentially more mana to use. For example, combining it with Curse Mastery would allow you to summon monsters that can curse who they attack, while imbuing your Summoning with Dash would give all of your monsters a speed boost. Finally, this ability also buffs up any previous or future summoning skills you

have, and allows you to add the ability to imbue your other powers into summons or overcharge the summoning to make them even stronger.S

Spell of Destruction [600 CP] - Oh dear. Please don't cast this here, otherwise things might go very poorly for everyone involved. This perk gives you access to the Spell of Destruction, the ultimate spell created by Noire to bring ruin to the world. A simple cast that any moron could do and then 30 seconds later, boom. The world ends. What constitutes the world ending is left somewhat vague but in terms of the base skill granted with this you scour all life off of the planet and render it a savaged hellscape, and while the survival of the caster is left somewhat ambiguous since you're buying this with CP you aren't at any risk of dying to the spell itself, though if you don't have any source of food or water you might be in a bit of trouble. Gods and other deity level beings can feel when the spell is cast and can tell what it does and where it was cast from, and your defeat or death means the spell ends, so... Good luck. Thankfully this also comes with a deep understanding on how the spell works, which means you have the ability to downsize it. Initially you can only use it on a planetary scale, but with a lot of math and theory work you can figure out the correct incantation to size it down to continent, then country, city, and finally even person-sized blasts. Perhaps with enough work you could even have it hit targets selectively?

Items:

All Archetypes receive their 100CP items for free and a 50% discount on their others.

General

Goddess Statue [FREE] - A somewhat tacky beautiful looking statue of the Time Goddess atop a large stone pedestal. Not only is this free, but upon leaving here if you have managed to avoid getting one you'll find one just so happens to have been snuck into a dark corner of your Warehouse. Aside from being a large paperweight, it also has a slot you can insert money into, though without the proper Blessings of the Goddess you're not getting anything out of putting money in. With it you can summon this to your current location and pay it money to activate effects, with the pedestal of the statue showing the cost of what you wish for it to do.

Nimble

Hero's Caravan [100 CP] - You are now the proud owner of a traveling Caravan that will follow you in this world and all future worlds. Complete with three wagons that will slowly repair themselves of any damage and three camels that will be replaced if one is lost. Of course, by itself this isn't that great of an item, but this Caravan is also staffed by three followers who will stick with you no matter what happens. One will be a great scientist on par with the legendary Knowsall XXX, who seemingly knows all about the world around you and will share interesting facts or rumors with you, especially those concerning weapons or other equipment. Another is a young woman who wishes to wander the world, who has the gift of foresight in regards to the forks in destiny, able to tell you when something that could significantly change things is coming up. Finally the third is the Caravan Leader, a wizened man who has seemingly traveled the world and will have advice on any areas you wish to go to. Each jump their information is updated to be relevant to that world, and if killed they will be replaced by a suspiciously similar person in the next village or town you visit.

Porta-Statue [200 CP] - A cute doll that looks like a stuffed version of the Time Goddess. Within this realm, this functions as a statue you don't have to pay at, tossing it aside to reset the timer back to full after someone has cast the Spell of Destruction, and will be automatically used if the timer hits 0. It is replenished at the end of each day. Outside of this jump, the doll can be sacrificed to rewind time 30 seconds in a local area though without the Blessings of the Goddess you will also be rewound (just physically, not mentally) and you will receive another one after a month has passed. If you are in possession of one of these and you are killed time will be automatically rewound to before you were killed, with enough time on the clock to avoid that fate. If it is used in this way you will not receive another Porta-Statue until the jump ends or 10 years have passed, whichever happens first.

Brave Hero Equipment [400 CP] - A set of the greatest weapons and armor in this reality (supposedly), each crafted by the Gods in order to save the world. The Brave Blade, Vest, and Crown each give you greater power the more heroic your deeds while wearing them, the Shine Shield can emit blasts of blinding light that are extra effective against evil, and the White Horse shoes just make you run much faster. While these are extremely stylish, if you truly desire you can import another set of armor and a weapon to replace these if you want.

Syldonix [600 CP] - Not necessarily the Dragon Syldonix himself, but perhaps a distant relation. Either way it's your own friendly dragon who is bonded to you and sees you as a great friend and true ally, even across time and space to the point that even if you haven't seen him in hundreds of years he will recognize you and fight by your side once more. Any time you want he is willing to ferry you across the land, and riding atop him you find your powers enhanced for any potential dogfights. If you have the Dash ability, riding him also allows you to utilize its sped up mode without suffering the draining health drawback. Can be made into a companion.

Shooter

Repeating Crossbow [100 CP] - A rather hefty crossbow that you can none-the-less carry and aim with ease, this weapon has been enchanted to work as a full-auto crossbow, firing continuously as long as it holds ammo within it and the trigger is held. Lucky for you, this has been further enchanted to have an ever replenishing supply of crossbow bolts within. Can be upgraded if you have the knowledge and skill to do so, even in a Ship of Theseus situation where all the original components are replaced the crossbow would retain the enhancements. Can also be used as a potent bludgeoning tool thanks to its heavy weight. If you already have a crossbow you can import it here to gain these enchantments.

Slowpoke [200 CP] - A very large golem that, despite its hunched posture, still towers over most humans. It is powered wind-up using a somewhat large screw you place in its back. No, we don't know how it works either. It's pretty slow moving but very little can actually even scratch it, with things that could severely injure it being few and far between. Can easily be repaired by putting clay or other forms of earth where it's missing pieces, at which point it will be magically transmuted to match the superhard material he is made of. His wind-up screw is all but invulnerable, more than he is, and in the case he is completely destroyed placing it in a suitable material would see Slowpoke reform. He's not very smart but can follow simple directions.

Princess' Cures [400 CP] - A set of three of the most powerful cures collected by the princess in her quest to cure her father. The first is the Century Flower, said to bloom once a century, that can be used to cure any illness. You get three copies of it, and after using all of them replacements will appear after a week. Next is the Desert Rose, another extremely rare plant that grows in the desert, which is able to cure any curse.

You get one, but it is replaced the next day if used. Finally is the legendary Dragonscale, a scale from a mighty eastern dragon that confers complete immunity to curses for the rest of your life when eaten (it can be mashed into a powder or brewed into a tea). You get one of these, and after using yours up you must wait a year to receive another.

World's King Castle [600 CP] - A disgustingly large castle that was supposedly built at the central point of the world. This sprawling monstrosity is the size of a small country by itself with numerous exits and entrances, and is tall enough that the highest levels are above even the clouds (it even has entrances up that high, though why is best left to the imagination). Purchasing this will grant you not only this castle but enough servants to keep it clean and feed any guests, guards to defend all the entrances and important places, and enough always replenishing supplies to keep everyone in the keep at a royal level of luxury even if it was stuffed full of people. You can never get lost within, and there seems to be a ninja who follows you around that is willing to teleport you to different wings of the castle if you need it. After this jump it can either be attached to your warehouse (or even around your warehouse, the warehouse size is about equal to one of the treasure vaults) or come with you on your journey and spontaneously appear somewhere in future jumps, and at your discretion people will treat it as if it was always there. If attached to the warehouse you can choose to attach future warehouse attachments to this castle instead, which manifest as areas outside the entrances/exits (which otherwise would not open).

Brute

Armaments of a Knight [100 CP] - A sword? Don't be silly! Just like the Heroic Knight in Goddess Era 500, the true tools of a knight are a set of 5 each quick-deploying wood barricades, bombs that have a decent explosive radius, scarecrows that change their appearance to resemble you or whoever your enemy is chasing, metal caltrops that somehow blend in with the floor, and raw meat that can draw in any nearby hungry monsters. Your supply of each of these is fully restocked at the end of a day, and you also gain blueprints on how to replicate each of these out of common materials, even versions that can be built with wasteland scrap.

Knight Armor [200 CP] - Very official looking armor that makes all who look upon the one who wears it as a knight. This stuff is tough. Like, extremely tough. Being hit by a rampaging thirty-foot bull monster or a sharp-clawed monster flying at impossible to see speeds and it wouldn't even be scratched, and any damage it does take will slowly be repaired over time. Though just because the armor can take it does not necessarily mean you can, you can easily be killed while wearing this armor while it doesn't even get a dent. Not to mention the armor doesn't cover all of you, your joints and face are left open as well as your neck. Still, by holding up a bracer you can turn what should have been a flattening charge into just a shattered arm.

Knight's Sword [400 CP] - A somewhat ridiculously-sized blade, about five and a half feet tall, it is masterfully forged and imbued with holy powers. Each swing will leave a trail of holy light behind it, burning away at demons and evil entities. Even without the holy energy this blade seems to cut through demons, evil spirits, and monsters like they had no defense in the first place, even the heavily armored will be rent with each swing of this mighty blade. Don't worry about needing excessive arm strength to wield it either, the chosen wielder of this blade (you) can swing it about as if it were as light as a simple shortsword.

Sage's Staff [600 CP] - The quasi-divine weapon of the Great Sage, this staff radiates holy and time energy. It's primary purpose is to be planted on the ground, at which point it will begin to cast a 30 second spell (indicated by a glowing gem atop it). If uninterrupted in its cast, this spell will banish evil in a wide area around the staff, possibly killing those with enough darkness in their hearts. A small side effect is that any Holy or Time-based spells cast while holding the staff will see their abilities enhanced, even just having it on your back while casting spells would be enough to work. Post-Jump, by taking the Staff to Holy places or otherwise subjecting it to holy energy, these abilities can be enhanced the more holy energy it takes in. Either the casting time of the spell is shortened, maybe it leaves a lingering holy blessing over the area that wards it from monsters, or it could just further increase the boosts to holy and time magic. Whichever you'd consider most needed at the time is the direction in which it'd grow. If you already have a staff you'd like to keep, you can import it for it to gain these functions.

Evil Lord

Friendly Bat [100 CP] - A cute bat of a color of your choice, it seems content to follow you around. It has minor shapeshifting powers and is more than willing to take on forms useful to you such as an umbrella or a hat if needed, for however long you need. With time and training it might even be able to take on a human form! This bat can also be taken as a companion, in which case it will instantly gain a human form it can turn into, though it will retain some bat-like features. Can be whatever gender you want.

Mercenary and Assassin Contracts [200 CP] - At the start of each jump you receive two contracts, one for a mercenary and one for an assassin. Each is fully paid for the duration of the jump, and have appropriate skills for anyone of that world with those jobs. Neither are willing to do much outside of their assigned jobs, but if you really want you can at least socialize with them while traveling together. Whatever personality they have is guaranteed to not get on your nerves. No matter what happens, neither of them will betray you. Cannot be turned into companions.

Evil Lord's Steed [400 CP] - An appropriate steed fit for an evil lord, likely black with blazing red eyes or something equally silly. It has the equivalent of the Dash ability of the Nimble but doesn't suffer any health damage while using it, and if killed you can

resurrect it with your dark power at any time you want. You can also summon it to your side whenever with a simple spell that doesn't cost any mana. If you aren't the type to ride a horse this can be something else as long as it fits your general theme, and can't be stronger than a horse. So if you were the Dragon Riding Evil Lord you could get a dragon, but it would be about equal to a horse in strength. A Weapons Collecting Evil Lord could even get something as silly as a moving treasure chest if they wanted. Can be companioned, at which point the strength restriction is lifted.

Evil Lord Castle [600 CP] - A fairly large red or purple-colored castle that probably has a skull motif. It is filled with suitably cowed servants to keep it as clean as you want if you want that somewhat cobwebbed look or are a neat freak. Also inside is a horde of monsters appropriate to your theme that serve as your guards, and can be unleashed on the surrounding area in raids or just to terrorize people. Their strength is variable but in general they provide a level of progression up to your strength with none matching you. Those who are killed will be replaced the next day, servants or monsters, with monsters having an equal level of strength to those they are replacing. Any improvements made to them will be kept through replacements. The castle also has a constantly replenishing supply of food and water for all of its residents. With a spell you can cause it to appear in a new location near you, allowing you to force it to travel with you. Any improvements made to the castle will be permanently integrated.

Companions:

Import [50 CP, 300 CP for 8]- You can bring your friends along on this somewhat wild and odd adventure! Each one can pick any origin but Evil Lord, and gets their free perk/item as well as an additional 600 CP that can be spent on anything else!

Canon [50 CP] - Someone here caught your eye? With this investment, you are fated to meet this person multiple times throughout your journey and they will start with an inclination to like you, though getting along with them from there is up to you. Before you leave you will be able to ask them if they'd like to join you on your adventure, though some might not want to leave if you don't give them good enough reasons.. Cannot take the Hero or the Time Goddess using this method.

Time Goddess [FREE] - ~~oh god~~ Good news! Someone apparently leaked what exactly you are to the Time Goddess, and she seems to think that by sticking around you she'll have way more chances to ~~collect gold~~ help people! In truth she's incredibly greedy, somewhat lazy, and kinda dim (she got caught in a basket trap). On the other hand she does have phenomenal cosmic power, especially over time, though she won't use them unless you pay her. She's not a traditional companion in that she won't directly aid you most of the time, but you can usually find her in your travels trying to get rich. She won't replicate the effects of the Blessings of the Goddess perks if you don't buy them here, though.

Fabulous Foursome [400 CP, discount *Evil Lord*] - The one thing that every Evil Lord needs, a set of four attendants (appearance is up to you) that will serve your every whim. They aren't as strong as you but are far better than the average monster, and collectively they only take up one companion slot, though you can split them into separate ones if you wanna customize them I guess? If taken with Pacts with the Four these can be the Four Great Spirits of this world.

Drawbacks:

No drawback limit, just try not to screw yourself over.

The Half-Minute Hero [0 CP] - You replace Hero as the hero of this story, going on his adventures to fight against Noire and stop his evil plans! If you want to, this can also end your jump early, after finishing the final mission (or the alternative missions depending on other drawbacks taken). If taken without taking Goddess Era 100 you will be replacing the protagonist of each journey. This will not carry over in a hypothetical sequel jump.

Duel Greaves [100 CP] - You have been cursed with the effect of the Duel Greaves. What this means is that you can no longer retreat in battle, and no amount of changing your shoes will modify this during the jump. Might not seem like much but when you're on a strict timer and end up trying to fight a rock without a bomb, well..

Bandit Trio [100 CP] - Three annoying kids who call themselves bandits will constantly harass you your entire time here. About once a year they will do something catastrophically stupid like start a forest fire or steal a valuable artifact that possesses one of them with evil that you will have to banish. For some reason you can't manage to kill them, this extends to your companions.

Why are you sidequesting, you only have 30 seconds!! [100 CP] - Oh no, you've contracted hero syndrome! Well not really, there's no such thing, but now you feel obligated to assist people in whatever minor problems they have even when you have much more serious issues to contend with. You can ignore them and try to move past it but you'll feel pretty bad the rest of the day. And for some reason their bullshit won't be a problem they want help with after you defeat the Evil Lord that is threatening them, only during.

Level 1 [200 CP] - You are stuck at level 1, metaphorically at least. You cannot grow stronger here in a permanent fashion, you are still blessed by the Goddess' Gifts that will allow you to grow stronger temporarily but all progress will be reset at the end of each day. After the end of the jump you will receive appropriate levels of experience and skill with all of the abilities you used during the jump.

What a shitty Goddess [200 CP] - So while inserting you here something went wrong and all of your perks, abilities, and items kinda...vanished. Oops. Your benefactor will be able to fix it at jump end, but until then you'll have to get them back one at a time from the person they all landed near. The Time Goddess. Hope you have plenty of money.

Legend of the Time Beasts [200 CP] - Regardless of what era you start in, after the events of it end you will immediately be sent to Goddess Era 100 and throw into the Time Beast arc, an alternate set of ending quests to the Hero 30 experience. You'll be taking the Hero's place during this quest, which involves fighting the titular Time Beasts who use time mechanics in new odd ways. They're also kinda prickly so don't insult them too much.

Stingy Monsters [300 CP] - This...might be a problem. You see, normally monsters in this world have a tendency to drop coins. This doesn't seem to be the case with you. They will continue to do so for other people, but for you, nothing. Generally there will be one 'super monster' in each area that will drop a nice amount of loot, but they will be far stronger than surrounding monsters and might only appear at specific times or circumstances. Do not take this with the hero replacement.

Liar... [300 CP] - At some point during your time here, forces beyond your control will conspire to see you kill one of your close allies in this jump, or even a companion. Knowledge of this drawback will be erased as soon as the jump starts, and even if you attempt to be alone the entire time, events will see you growing close to someone here. You might be able to convince the Goddess to bring them back, but resurrection is a pricey thing indeed. If killed, a companion will auto-resurrect post Jump with a commemorative T-Shirt.

Hero 300 [300 CP] - At the end of your 10 years here (or at the completion of the main quest) you will be encased within a Time Crystal, which will keep you in stasis through the centuries here until the fight against the Ultimate Evil Lord in Goddess Era 500, at which point you'll be woken up by Knight and Hero unless you replaced one. With the heroes of each of the other eras at your side you must fight through a twisted landscape to stop both the Ultimate Evil Lord and Noire once and for all.

30 Seconds Later:

Looks like it's the end of your time here, Jumper. You should know the drill by now.

Go Back

Nostalgic, huh? That's fair. Time to go back to your original world, Jumper.

Stay

Found something you liked here? Feel free to stay. I should warn you there is a sequel that, unless you have majorly changed the timeline, will occur starting in Era 600 and lasting until 1000.

Continue

Thought so. To the next journey!

Changelog:

1.0.1 - Removed discount from Time Goddess, minor spelling corrections.

1.0 - Release