



神探り
アルマ
Alchemy Meister
パーフェクトガイドブック

God Catching Alchemy Meister

In the Setetori region of the southern part of the Raulbhach continent lies the Mikelti Kingdom, and among the seven major cities of this region is the recently independent workshop city of Yuidora, a place full of 'alchemists', a fusion between mage and blacksmith, who craft the most innovative and powerful items in this world.

However, not everything is sunshine and rainbows. The alchemists need to put their lives on the line to get quality materials from monsters, elves refuse to work with humans, other nations see them as a nuisance or even a threat and mystic creatures in the land tend to act independently, making it difficult to ascertain if they are friend or foe. Nearby, there's a village of elves, who refuse to work with Yuidora, both for their unsupervised technological advances and for human's short lifespan. To the east of Yuidora lies the Disnafrody Empire, which has great military power but suffers from an acute food shortage. Not to mention that the Mikelti Kingdom isn't very thrilled about the city becoming independent.

Be that you choose a side, take up to the forge or embark in some adventure towards uncharted lands, only remember that there are far more powerful and strange beings in this world than one would think at first. You ought to be careful.

For now, you start your adventure, Jumper, a day before Wilfred Dion takes his second exam to become an alchemist, triggering multiples quests and adventures that would change Yuidora for years to come.

Here, take this:

+1000 CP

Race

Human

The basic, vanilla option. Humans are a numerous race, although far from the most populous in this world. They are remarkable average in most aspects, but some possess extraordinary talent at certain things that can change the course of history. In general, their willpower, creativity and guts make them stand out.

Elf

Long lived, attuned with nature and with a natural high affinity for magic. Elves are an isolated group, sans a few exceptions; this is because of their love for nature as well as having a lifespan that makes contact with other races awkward at the long run. Thus, they tend to be hunters, rangers and take defensive, almost apathetic stance in most affairs of the world. Aside from that, they all look great, even the elders look like middle-aged models at worst.

Mana Spirit

A general term for sure, as this encompasses a myriad of beings. These are born when magic gathers over time in a single place, for example, a lake would give birth to an Undine after enough magic has gathered there. Volcanoes, forests, lakes and the likes give birth to these spirits, who have great affinity with their element. Normally, they would also be somewhat tied to their place of origin, but that doesn't apply to you.

Dragon

Even rarer to encounter than elves, and with perhaps the longest lifespan in this list. Dragons are gargantuan creatures that soar the sky, they mostly keep to themselves. Possessing all great power and tremendous magical affinity for a single element, dragons are basically a death sentence for most that pick a fight with them. On the flipside, their size and longevity make difficult for them to interact with other races.

Reaper

Technically a Mana Spirit, one of the 'dark' element and born in places with large amounts of mana and where great tragedies occurred. Normally taking some essence from one of the deceased. Ghostly, powerful and natural-born killers, Reapers hold a deadly power and it would take a considerable number of fighters to subdue one.

Fairy

Little is known about these beings, since they choose to not interact with others. Standing at 15cm tall, these flying creatures hold a morality that could be seen as alien when compared to human values. They are

resistant to magic attacks to near immunity, but they hold the greatest of talents when tinkering with the arcane.

Artificial Lifeform

The creation of golems has been a subject of study for many, for a long period of time. Even if most of the related breakthroughs have been kept secret. Sometimes made be by imitating the birth or Mana Spirits or sometimes taking a page from the natural creation of monsters. They take many forms and are attuned to excel at different things. You can choose you appearance and specialization, but known that some may be curious of what is a sentient golem without master doing wandering around.

Monster

Born in a similar way to Mana Spirits, Monsters are the ever-encompassing term for feral creatures born from mana. They differ from Mana Spirits in the sense that these possess little thought and have a core inside of them, allowing these creatures to roam with more freedom. Normally found in dungeons or lands where mana gathers, since they grow stronger from it. From hellhounds to giants or leviathans, these creatures range a lot in terms of magic affinity, looks and firepower.

Age & Gender

Your gender is pretty much inconsequential, so feel free to keep the one you have now or change it for free. Likewise, choose a suitable age to start your journey. For some races this will only affect how you look.

Background

Drop In

A stranger in a strange world. Indeed, with no extra memories to hinder or aid you in this journey, you just appear in the outskirts of your chosen location with enough money to get lodging and food for a couple of days. You're by yourself now, but that may change in the future.

Alchemist

The meat and bone of Yuidora, as well as a decent profession to have in most places. Alchemists are a strange mix between mages, chemists, blacksmiths and inventors. Fiercely protective of their secrets. You're a decent one in your initial location with a loyal number of clients.

Wandering Soldier

Skilled fighters and deadly with their chosen weapon. You were a soldier at the service of some country, highly esteemed by many, but you were dismissed from duty after someone needed a scapegoat. You could gather some achievements on your own to be allowed back, or you could use this as an opportunity to see more of the world. Your choice.

Magician

Indisputable masters of the arcane, normally at the service of some noble but often adventurers or researchers in search for the truths that magic hints to. Intelligent and a little odd in most cases. You possess control over basic elemental magic and some textbook knowledge of more advanced rituals, what you will do with it is up to you.

Blue Blood

You're not mere peasant, no, you're a descendant from nobility of a major country. Because of your older siblings you only have a minor title and not much hope to inherit the lands of your family or the sweet taxes from it. This, however, means that you possess more freedom than most nobles and still some power to throw around.

Initial Location

Yuidora

Also called 'the workshop city', a relatively small city-state that won independence from the Kingdom of Mikelti some decades ago. It's well-known as a city of alchemists that thrives on commerce. Heavily industrialized and home to great talents. Yuidora also have right over lands full of monsters nearby them, great for collecting materials.

Mikelti

The Mikelti Kingdom, consisting of various cities ruled over by the monarchy. Yuidora used to be one of the cities under their rule. While it lacks the innovations of Yuidora or the military might of Disnafrody, Mikelti stands over by having the greatest production of food and a tight grip in commerce.

Disnafrody

An eastern-themed country ruled by an emperor and with a very strict feudal system in place. They hold a strict moral code and possess one of the most powerful armies. However, the country has been suffering from famine lately and the food is starting to become scarce. Many in power are considering war as a solution to this.

Reyshiamael

Near Yuidora lies a city in a forest, a home to a group of elves that have been living there for centuries. They aren't really fond of human outsiders, both in fear of what the changes they could cause and also because of how fleeting is the life of humans. Still, they aren't heartless and aren't adverse of forming alliances if they think it will last.

Perks

100cp ones free to origin, rest is 50% discounted.

Drop In

Friendly Visitor (100cp)

Being a traveler is all about meeting new people and learning new things in different places. To aid you in that, this blessing makes so you always give a good first impression with meeting with others. Even those naturally inclined to distrust or heavily isolated will be at worst ambivalent when meeting you for the first time. To sweeten this a little, you also gain a minor boost in luck when you are in a new place, finding helpful people or odd jobs that pay well.

Hello, Goodbye! (100cp)

Sometimes it takes time, money and lots of effort to find people or treasures. Many spent years and fortunes without managing to do so. Not you, no. When you are in the search of someone or something, you quickly find clues regarding them or people that offer aid in your investigations. Try finding some criminal and you would end up meeting another one with the same goal willing to work with you or some merchants with information, or try looking for a lost dungeon and find a group of people with a map there and looking for a new member to help. You still will need to put effort into it, but this shall greatly increase your chances and lower the time needed to find what you want.

A Million Ways (200cp)

People can be hardheaded, stuck in old ideas or morals from the past. That's not good, it leads to stagnation, to repeat the mistakes of the past and you're not one to fall into that. You possess a fresh mind, one that always has new ideas and offers different perspectives to problems. Thinking outside the box, but better. From a new way to find lost keys, to alternative methods to settle down arguments between races. This doesn't guarantee success, but it gives you a fairly good shot at it.

Golden Times (200cp)

You are blessed, jumper, not exactly a boon to yourself directly, but one that applies to those around you. Now you have an aura or presence that brings out the best in people you interact with constantly, leading them to unravel their better traits. That aloof alchemist may act like a jerk, but in your presence his loyalty to friends shines through, for example. This doesn't give them any extra traits, just makes their good ones shine more, eventually eroding a little their worst ones.

A Friend In Need... (400cp)

Is a friend indeed. A helping hand in times of need is never something to sneeze at, jumper. This deals with that kind of thing. People go towards you when they are feeling down or facing some problem they need help with. Choosing to help them will inevitably result in you gaining some reward that will eventually help you in your adventures. Also, people you befriend will always be ready to help you out when you need it. Either by lending an understanding ear, an item to aid you or some manpower to kick the ass of your enemies. Don't underestimate the power of friendship.

He Always Nuts Inside! (400cp)

Friends are friends, no matter their race or origins. It seems like something natural, almost obvious, but many ignore this, placing their preconceptions of others in the way. You are not one of those and thus, your accepting nature makes cultural or racial differences a moot point when trying to befriend or get closer to someone. Perhaps because of this, others from different races or cultures feel drawn towards you, quickly becoming close allies. You also gain a talent for mediating problems between people like that and making them work together.

World Conquest by Seduction (600cp)

It's one pitiful sight, all those races and creatures living in the same world and yet so adverse to form connections between them. Unable to stand such a thing, you decided to put your talent in use to fix this problem. Which talent, you may ask? Well, of course I'm talking about mastery over matters of love. Your skill at making others fall in love with you makes even the Gods of love cry in shame. Not a single living (or undead) being is free from your charm, and you could even seduce inanimate objects, somehow. Angels made of pure holiness? Not even three days before she's begging to share bed with you. A genocidal religious maniac? Give it a week before her only god is you. The Grim Reaper? Now she only wants to reap your love. Even those unable of love fall one by one in your presence. Of course, this wouldn't be complete without the required abilities to maintain such harems in peace and convince them to share. It's time of unify the world. Around you, of course.

Alchemist

Tinkerer (100cp)

Many believe that alchemy is just mixing up random things to make potions or hit a lump of iron until it becomes a steel sword. They don't know the truth. Alchemists like you need several skills to get their license: starting with blacksmithing to create weapons and armor, chemistry and herbalism to mix potions that work, anatomy of both monsters and people so they can loot properly and their creations don't end up causing harm to the users, different forms of art to cater the clients; mineralogy and even some basic knowledge of magic, for enchanting their works. You are decently trained in all these skills, which are the basis for any alchemist to thrive in society.

Circle of Friends (100cp)

Alchemists in general are a secretive bunch, their methods and processes being trade secrets that they are hesitant to share with anyone else. After all, their livelihood depends heavily on how their products fare in contrast with the others on the market. You're a nice fellow, charming enough to make this unspoken rule a little looser when they deal with you. Alchemists and others with similar mindsets find themselves willing to trade secrets recipes or mixtures with you, and those you grow closer to may be even feel compelled to teach you a thing or two from their secret repertoire. Try to not abuse this.

True Salesman (200cp)

At the end of the day, being an alchemist is not only about creating grandiose pieces of work, but also (mostly) about selling them and make profit out of it. You got a mean tongue when it comes to this, with a forceful personality and a strange charisma when selling things. A fast talker that has a way with words that few can match, enough for you to have sold out all the merchandise by the end of the day or after some hours of hard selling. Of course, you also gain a talent for selling tactics so your profits are always the best. Remember that selling is one thing, but don't expect loyal customers if your products are defective.

Professional Plunderer (200cp)

Monsters are a curious thing, they destroy and threaten people on a daily basis, however, the drops and loot from hunting them can be highly profitable, especially from high-level ones in the hands of a skilled alchemist. Good artifacts need good materials and professional hands. In that sense, you got the first half in the bag already. You have an insane luck when it comes to harvesting or looting raw materials, often encountering more than you wanted, of better quality and from time to time even drops far better than average.

One-Man Industry (400cp)

Despite being chained to the forge for hours on end, alchemists can make just a handful of works per day. Mixing, forging and enchanting take time and finesse, after all. Those who make items in masse tend to vomit works of low quality. In face of that, you trained and mastered the art of making things really quick without a loss in quality. About ten times faster than your peers, in fact. While an alchemist with your same rank would take an hour to make a fire sword, you in the same span of time can make ten, and even give each different powers. This bleeds out to other aspects in your life. Time is money, after all.

Modern Insight (400cp)

One of the greatest advantages of humanity in this world and the best weapon for any alchemist: creativity. The wonders of the mind, the imagination that eventually lead to dreams becoming reality. For a creator has no better tool than his own mind, and yours is a wellspring of ideas without end. Each meeting, each view is but a mountain of new ideas forming in your mind, each better than the last. When it comes to innovation, your works are assured to be the best around. Now, you only need enough time, materials and skill to make those dreams a reality.

The God-Catching Alchemy Meister (600cp)

When someone asks a kid what an alchemist is, they think of a great creator that takes leaves and lumps of iron, making them into elixirs and legendary weapons. Indeed, when someone asks a kid what an alchemist is, they think of you. Because your skill, insight and experience are enough to challenge the most esteemed alchemists in this land and come out victorious. Your creations ooze creativity, shown as they need far less materials than normal and your skill is enough to do them in less time and have far superior products compared to any other alchemist here. From accessories that make the user immune to some element, trinkets that allow for teleportation or the more direct weapons that can cause an instant death in the victims. Furthermore, your talent hasn't weaned at all, and you still see room for improvement in your works. You're one that could take the precious title of 'Meister', if not aim ever higher.

Wandering Soldier

Martial Discipline (100cp)

A warrior is easily spotted by their weapon. As expected, you have been training since childhood in a particular weapon that you felt suited you best. Perhaps something common like a sword, spear or knives, or maybe something more unorthodox like a scythe or chains. Whatever the case, you are proficient with your weapon of choice. And because a warrior can't be caught off guard without a weapon, you were also decently trained in several unarmed martial arts, so you could still fight, even without a weapon. What a dangerous thing.

Military Exploits (100cp)

Training, from morning till dawn and more if possible. Rest is for those weak of will. You never had such troubles, having a mental and physical resilience that allows you to train for hours without end with the goal of getting stronger. This discipline of yours is also shown in battle, being someone with a remarkable stamina, able to fight without rest as much as is needed. As a consequence, your body had been conditioned to this hellish workout and suffers no consequences of overusing it in battle or training. No more sprain muscles or torn ligaments.

Field Expertise (200cp)

The life as a proper soldier may be out of reach right now, but that doesn't take away what you learned during your years of service. You are still an experienced warrior and decorated soldier. You possess the knowledge and expertise to mobilize and lead troops into battle, as well as how to effectively deploy and command them. Of course, you also have the charisma and leadership necessary to do such things and maintain the discipline between the troops. No matter where you are, this will come in handy when a fight arises. Because one can take out the soldier from the battle, but can't take the battle from the soldier.

One Last Stand (200cp)

When everything seems lost, when the monster is just too much for you to win, when you are cornered to a wall, then you know it's time to show how scary you really are. A technique learned after many fights where you barely made it out alive, an ability to raise all your stats at the cost of great strain in your body. Letting you brush off deadly blows, hit harder than you could do normally and move at your best speed. It lasts just a few minutes, after which your body stops responding for a small period of time, because of that, its best used as a last resort to escape... or bring down that enemy that gave you so much trouble.

Perfect Focus (400cp)

Years upon years of training, of fighting. You have trained your body to its utmost maximum with what you had on hand, and the result makes it all worthwhile. Your reaction time is near instantaneous, all your senses always work at their best, your awareness of surroundings is perfect and your judgement in battle couldn't get faster. In battle, you would end up counterattacking most blows before they finish, and evade most attacks with ease. Even alone, you're a force to be afraid of.

One With The Blade (400cp)

It's not small the number of trainees that underestimate training in favor of battle experience. They aren't wrong, but battle alone can't elevate a warrior to the pinnacle of martial skill. Both are important, you know because you have achieved that very same pinnacle. Being basically unrivalled at wielding your weapon of choice, a skill such that borders on sorcery. A spearman could hit three targets in a single thrust or a swordsman would be able to cut in half a giant orc with a single slash from a small blade.

The Godspeed Duelist (600cp)

One could feel tempted to just excel at one thing, leaving other skills in the dust in favor of attaining the best techniques in a single field. A fatal mistake, one must always have options to choose from. In an effort to save you from such bad habits, this blessing works by letting your mastery in certain fields 'bleed' into other fields related to it. When applied to similar enough areas, like weapons of the same type, the bleeding is great, as expected, you would gain very little from trying to use in things too disconnected from the original skill.

Magician

Of Arcane Arts (100cp)

Mages are the masters of the arcane by excellence, while alchemists may know a thing or two, mages are the ones that call forth the might of magic to do their bidding. You are a very talented one when it comes to this, not ahead from your peers enough to call you a genius, but you could be called a prodigy. You possess a natural, medium affinity with all the natural elements that magic deals with; light, water, darkness, fire, the likes. More impressive, however, is that you also possess a great innate talent for one of those, controlling the element comes as breathing to you.

Prodigy Enchanter (100cp)

Alchemists are the most known for giving magical properties to weapons and potions, and yet, any skilled enough mage can do the same thing, perhaps even better when it's an element they control well enough. That's the case with you, prepared in case you needed to enchant something and didn't have the time or resources to get a good alchemist. While the design and other details may not be as good as the work of a professional, you are capable of imbuing the power of magic in any item you wish to use. Effectiveness depending on your mana and affinity.

The Way of Life (200cp)

You were born under a powerful star, jumper, one that blessed you since birth, letting you see the flow of mana in nature. The first advantage of this is being able to tell when someone is going to cast magic, when and where a Mana Spirit is to be born and sense Monsters near you. But far more than that, it increased your understanding of magic itself, making far easier and faster for you to cast spells, as well increasing greatly their power and duration.

Perfect Apprentice (200cp)

Such a hard life, while mages aren't as stingy with knowledge as alchemists can be, they are still hesitant of spilling out their secrets. No one wants to lose their grip on power. Such a lucky thing, however, that you have the aura of a perfect apprentice. Those more experienced or knowledgeable of magic will only need but a glance to see your talent and decide you're worth of their time to pass on their expertise. Likewise, you get a learning boost when you're being instructed by someone in the arts of the arcane. The title of archmage is closer each time.

Reckless Fire (400cp)

While those meat-head warriors may be able to dish out of the greater damage in direct combat, mages are far superior when it comes to unleash destruction upon enemies. Too bad sometimes friends and allies

are in the way of the might of your spells. It took a bit of training and some research, but you eventually managed to get a perfect hold over the area affected by your magic. Letting you cast great firestorms without fearing that your allies in the area may be harmed. Let's show those meat-heads who's the bigger fish in this pond.

Researcher of Magic (400cp)

At their core, mages are scholars dedicated to unveil the mysteries of this world. You aren't only talented in at researching magic, but outright genius at it, and those years of practice and study have finally payed off in dividends. Your mastery over a particular element is near perfection, enough to forcefully make Mana Spirits of your chosen element or create golems immune to that attacks from that element. Make no mistake, the title of archmage is something that you will soon surpass.

Enlightened Sorcerer (600cp)

Magic. Its fickle, strange is unbound from the laws that control other aspects of the world. Such a curious thing, so curious in fact that your efforts went into learning how much it could affect. The results being more than you ever imagined. Now you hold power over something far more malleable and abstract than the basic nature elements. Perhaps you researched 'space' and now are able to teleport at a whim. In any case, this is merely the start of your great journey at truly mastering the arcane arts and making them serve your will.

Blue Blood

True Elite (100cp)

Nobles aren't just normal people with a title, they are the face of the country and should look the part. In that area you excel at, being one of the most gorgeous people you could encounter. Each of your steps radiates grace and not even dirt or sweat could smear your perfectly balanced features. In the same vein, you have been trained since you can remember in the courtly manners expected from a noble. Expect people staring while you eat with the regal grace of a king.

Over His Head (100cp)

Let's admit it, sometimes one bites more than one can chew, for those times, this may come in handy. To put in few words, this blessing makes sure you always have a way to escape from unwinnable fights or situations that are far too unfavorable to deal with. Maybe you got in a fight with a monster you can't hurt, or maybe some bigshot nobles decided to gang up on you. If that ever happens, you will find a way to escape to get back at them at a later date. The battle may be lost, but the war is still going strong, and you're going to win it.

VIP Treatment (200cp)

What makes a noble? Are the lands he rules over? The titles he carries? Or the vast amount of wealth? None, it's their nature to rule over others and lead them to greatness and safety. You are the perfect example of such, and people recognize it at a simple glance, that you're a noble and should be treated as such, even when you lack the titles, land or money. Expect people letting you in the private rooms in a pub or let you skip the queue to enter somewhere. Seems like little, but is the price for the life you simply deserve to enjoy.

Shrewd Royals (200cp)

The battlefield of nobility is not the same as those barbaric warriors or NEET mages. No, nobles duel with words, manipulations and deals under the table. One needs to see the big picture, after all. And this is the name of your game. When it comes to convincing others, to tear down their arguments into gibberish, make deals with everyone you want to use and use others to further your own goals. Some peasants would call your style shady or even evil, but you know better. What matters are the results.

Talent At The Top (400cp)

Being born in nobility is not only a matter of luck, nobles are, after all, those who lead others and thus they possess the talent for doing so. You're a perfect example of this, someone born with enough talent to potentially rival any professional peasant. Be magic, alchemy,

swordsmanship, cooking or the likes, you gain a great learning boost as soon as you start studying, enough to be considered a prodigy in the field. This boost lasts until you reach the 'medium' level of expertise, after which the effects are diminished to almost nothing. Still, it should be enough to become a jack of all trades in little time.

Use and Discard (400cp)

A deal is a deal, even if it comes from the worst of enemies. This blessing is focused in letting you always keep dealing with as many cards as you want. For, you see, it makes people always consider making deals and alliances with you, no matter your past history, as long as the proposed deal is reasonable enough or the situation is dire. It also gives you a sizeable amount of knowledge for making deals with others and how make them maintain their end of the bargain. It would be good if you kept your word, but even without that, well, there are many pawns in the board. All of them waiting for you to use them.

All Hail The King (600cp)

So you know, a self-made king needs to fill some requirements, the wits to take upon opportunities, the boldness needed to go to the end, the charisma and force of personality to convince others of his cause, the leadership necessary to lead others into battle, the sense of business to make everything profitable in the long run and a sound mind to keep others from intervening against the goal. A tall order, I understand, but you are one that meets all these requirements, enough to give you a change at topping a country or making one of your own. It doesn't guarantee your success, but it's the closest you could get right now. Godspeed, jumper.

Items

100cp ones free to origin, rest is 50% discounted.

Drop In

Bag of Coins (100cp)

Perhaps a little cliché, but nonetheless useful for any traveler. This is a leather bag full of the currency of whatever country to are staying at the moment. It contains enough money to live in a decent inn and get average meals for about a month, and it refills monthly too. The amount will change according to inflation.

World Map (200cp)

The final result between a rich merchant, a talented alchemist and a renowned cartographer and adventurer. This is not just a simple map of the world, it's a complete encyclopedia of the geography, fauna, flora, monsters and countries in it. Enchanted to its maximum, this map updates itself constantly, letting the user know about many things happening in the world without having to go there or being lied by the media. It will update again in any world you visit, keeping itself useful.

The Bar (400cp)

You are the proud owner of a bar, Jumper! It comes with someone to make it decently profitable while you go on in adventures, and follows you in future jumps or can become a warehouse attachment. Has a refilling stock of liquor you kwon from all the worlds you have visited. Profit increases with number of drinks collected, as does the exotic nature of its patrons. Besides that, the bar itself attracts interesting or useful people according what you need or want at the time.

Animation Stone (600cp)

This is a high-level crafting material, probably one of the most difficult to obtain in this world. The value and rarity come from its possible uses, since this material is the key to create a sentient object, like a talking sword, a sarcastic armor or a witty necklace. In general, it also makes the item far better than it should be and grants it a random enchantment. You will get another each year.

Alchemist

License Board (100cp)

The first thing an alchemist receives upon being accepted as one, a beautifully crafted signboard to put in their shop. It has the properties of letting you set a workshop and sell your wares no matter where you are, even in other worlds, while also granting a minor boost to sells. If broken or lost, you will get another one in your warehouse a week later.

Precision Tools (200cp)

Exactly what it says on the tin. A collection of the best tools used to perform the local Alchemy. From chisels to mixing sets and other useful trinkets. While you probably already have or can get the minimum required tools to perform Alchemy in shops, this comes with upgrades adding more tools every jump you visit, provided that version of "Alchemy" involves adding magical properties to regular processes.

Workshop (400cp)

An indispensable place of work for an alchemist, a facility with all the necessary equipment and attachments for crafting masterpieces. This is by default a two-story building, with a backyard to grow your own plants, though the space can be expanded during your stay here. Post-jump this becomes a warehouse attachment where you can store all your gear before selling it, or use it as a perfect lab for creating all kind of objects.

Magnus Recipe (600cp)

To become a Magnus in the Alchemist Guild you need a grand project, something that puts your name and face in the minds of alchemists throughout the world. This is obviously a difficult task, but this little notebook is an amalgamation of notes and ideas that could elevate you to the rank of Magnus once joined and implemented. You may select the precise nature of what the final form of this project is, but it will be at the level of a sword that nulls magic, a potion that cure all diseases or armor that makes the user immune to physical attacks.

Wandering Soldier

Old Friends (100cp)

A weapon of your choice, tools to maintain it, a couple of throwing knives, ten health potions, your armor, some herbs, enough military rations for three weeks, some money and a sturdy cape to ward off the harsh conditions of some places. Basically, everything you could get when you fled and just what you need to survive while searching for a job.

Lost & Found (200cp)

This is an old, very old, book you found in one of your adventures as a soldier. Written in a strange language, this book holds the secrets of runic magic. From properly carving them in objects to their uses in immediate battle. If you have time, you could try to understand it and become a battlemage, or just sell it to some alchemist, it would fetch a good price.

Absorbing Amulet (400cp)

A very valuable and powerful artifact, something like this can be only be made by a skilled alchemist. While using it the attacks of a chosen element won't harm you, rather, they shall heal and empower you, making the power of the attacks go to you and tipping the balance in your favor. A perfect way to counter certain Monsters or specialized mages.

Genesis Spirit (600cp)

Your most valued companion and friend, your weapon which has been with you since you were but a kid and accompanied you in each fight, battle and adventure. A valued weapon passed down from your parents. It has the uncanny ability to grow stronger the more it gets used and even gain small enchantments to aid the user with time. It's not sentient, but is still a powerful weapon that has some room for further modifications and improvements. You can import another weapon into this role.

Magician

Hiding Mask (100cp)

A magician never reveals their secrets. This is a mask, small enough to fit in your pocket, that makes you invisible, as well as masking body odors, heat signatures and even your magic flow. Pretty good when trying to go unnoticed. Although there may be other ways to track you down or detect you, so don't push your luck too much.

The Wiseman's Grimoire (200cp)

Indispensable for any mage, this grimoire has a wide assortment of spells and rituals up to mid-high levels, while also having a couple of the highest tier ones. It will upgrade itself every jump with more spells and rituals up to the same tier for the setting, should it have magic. Have in mind that a beginner mage may grow greatly with this, trying to use the higher spells without enough skill may prove fatal.

Letter of Recommendation (400cp)

Mages are prone to gather in a single place to further advance their knowledge of magic and share a few of their secrets with others, in hope that new breakthroughs are made. This is a letter of recommendation that allows you to enter those covens and learn their secrets. It will also work in other worlds with any magical organization within its boundaries. The letter ensures you won't get too convoluted in their internal politics unless you want to.

Gushimera Laboratory (600cp)

This research facility used to belong to powerful mages before they were overrun by demons. Some of the knowledge was lost as the demons made their home there, but after a while they just went away and this precious fountain of knowledge came into your hands. The facility was geared towards the creation of golems, artificial Mana Spirits and even has notes about creating homunculus. It's still somewhat operational and full of information waiting to be discovered. It will become a warehouse attachment post-jump.

Blue Blood

Noble Crest (100cp)

This one has a funny effect. It had engraved your personal crest or symbol. Anyone that sees you while wearing it, will believe that you are part of some local nobility equivalent from the world you're in. Note that this does not come with the land, revenue or holdings needed to be a member of the nobility, though you might convince people into giving you some stuff for free or be more lenient when it comes to deal with you. Noble's privilege and all that.

Ore Chest (200cp)

A magical chest full of different ores, rare metals and even some gems, around a kilogram of each, for a total of 20 kilograms at maximum produced. It replenishes the contents each day at midnight. Making it a stable, if small, source of income. You can put another kilogram of any ore, metal or the likes in there so the chest will also produce it in the future. This could be handy if you ever want an exotic weapon.

Ring of Negation (400cp)

Made by a skilled alchemist in the past, this ring automatically adjusts to fit the user perfectly and possess two useful passive advantages. The first is dampening the power of all magic attacks directed at the user, increasing his resistance to magic artificially. The second effect is being able to fend off the effects of instantaneous death some monsters or mages can cast in others. It seems funny until it happens to you.

Trading Hub (600cp)

Well, there's no nobility in poverty, as they say. This is your own market, it seems like its run by different people, but in truth they all work for you, generating a steady source of money and goods. The true value of this lies in the information trade that is done behind the curtains, letting you know of all the shady dealings in the city. It will follow you to other worlds, automatically getting new employees and continuing the flow of money, goods and information into your pockets.

Companions

Import/Create (50cp/300cp)

Sometimes an adventure is more enjoyable with your friends around. This option lets you import or create a new companion for 50cp, or have the whole roster of eight for 300cp. They gain 600cp to spent in purchases here, but can increase that number by taking drawbacks.

Canon Companion (50cp)

Oh, so you took fancy of a character from this world? I suppose is to be expected. For 100cp you can have them as companions, as long as they agree and are alive by the end of the jump. I will make sure that there are plenty of opportunities for you to get in their good side.

Judgement From Heaven (100cp/Free Drop In)

An Archangel, second lowest in the hierarchy, who noticed your presence in this world and was sent to investigate, eventually deciding to take upon herself the duty of watching over you and judging if you would end up as a threat to the world at large. She's strict but firm in her judgements and more than eager to help you if you ask, be in investigation or in battle. Despite having a serious façade, she's easily flustered and has a very pure and innocent view in certain things, although she isn't a stranger to the notion of 'for the greater good'. It won't take much before she grows fond of you, growing conflicted between her duty and her feelings. It won't take much for you to convince her to join you in your journey either. Despite the initial situation, she's the most loyal and steadfast of partners.

Friendly Competition (100cp/Free Alchemist)

Your childhood friend and rival, and a skilled alchemist in a different vein than you. Even when your projects pursue the same goal, you both take different purviews to it, perhaps because of it your conversations with her never grew dull. Unlike most alchemists, you both lack trade secrets between you, leading to both advancing at great speeds. She enjoys acting refined and demure, but can't hide her tomboyish streak when you are alone. She will take an opposite stance in whatever project you start, like choosing nature if you dwell in technology or vice versa, she does that mostly to balance herself with you and grant you a different insight. In town you're teased for your close relationship and referred as a 'married couple' already, you just laugh it off, but she just blushes at those comments. It should be time you get the hint, dude.

Fox Troubles (100cp/Free Wandering Soldier)

A Flame Fox that you helped when injured after a battle. Now, she seeks to help you out as thanks. Proud and somewhat stubborn, you will butt heads often because of the different views on things, despite this, she will grow fond of your presence and despair at knowing of your different lifespans. Despite the first impression, she already has five tails and it won't be long before she becomes able to take a human-like form. Very fond of food and a capable drinker, she will eventually decide to accompany you until your last breath, a heavy commitment for a Flame Fox. Knowing that your lifespans don't differ much will take a load of her shoulders, now choosing to stay by your side no matter what, out of the desires in her heart and not from a debt to be paid.

Lustful Priestess (100cp/Free Magician)

The elven priestess in charge of a small church in town. Despite the lack of donations or believers, she remained optimistic, helpful and diligent in her duties. You decided to lend a hand, since you also needed a little help from a capable healer, afterwards, she grew curious of you. Watching your change from a beginner mage into a great sorcerer full of potential, growing enchanted and sometimes making excuses to follow you around. In time, she started having feelings and desires towards you she never had before for anyone else. Despite your help, the church closed, at which point she offered to become your helper instead of going to the main quarters of her church. A capable mage, especially in the healing arts, she has a kind and helpful personality, but inside that lies a lonely girl with a fondness for puns. As you grow closer you began to see that she also has a very unpriestess-like part of her, one that may have more love and desire towards you than her religion may have allowed.

Memories of Childhood (100cp/Free Blue Blood)

You still have memories of being a bratty kid and sometimes going to a secret spot to let your inner thoughts be free. At those times you would feel liberated by yelling your true feelings without fear of retribution from other nobles. Turns out, you weren't really alone there; this Mana Spirit had her home there, staying hidden out of shyness. Unlike most Spirits she really isn't tied to the place, so when you started your travels, she finally revealed herself to you and offered her help. Shy, meek and submissive, she's still a powerful Spirit and a force to be reckoned with in battle, especially when it comes to protecting you. Her insight is also nothing to scoff at, as she's able to see through you with ease. Despite this, she seems to have fallen for the real you and aims to support your goals, no matter what those may be.

Drawbacks

Will-I-Am (+0cp)

Oh, boy. Here we go again. You are replacing the existence of Wilfred Dion, one youth that was supposed to do many things in the future. You don't gain his talent, charisma or luck. But people will still treat you like him and you get his stuff for now. Be careful, his would-have-been exploits aren't small, and you either pick up the slack or face the consequences.

Clumsy Hands (+100cp)

I hope you weren't thinking in becoming a crafter or alchemist, because you suck are making things. Your skill in the forge is laughable at best, without mentioning your lack of creativity and your terrible designs.

The Wolf of Yuidora Street (+100cp)

You, jumper, have a dream. The dream of standing atop of the world as the most rich, influential and powerful man in this world, and you will spare no moral that gets between you and all that sweet power. Hope your companions are willing to stick around a megalomaniac for 10 years.

Jumper Can't Keep It In His Pants (+100cp)

No two ways around it, you're definitely some kind of incubus or succubus. There's no other explanation for that insatiable libido you flaunt around. Your perversion is such that you will take bad decisions and jeopardize goals for even the flimsiest hopes to get laid.

I Am Alone (+200cp)

You're an asshole, or maybe not, but you rub everyone in the wrong way. For the next ten years you should get accustomed to be alone, since no one will want to interact or associate with you. At least companions aren't affected, so that's something.

Aggro, Bitch! (+200cp)

Well, this is one way to get that loot, I guess. Monsters are now attracted to you, in a very murderous way. They will be drawn towards you an attack on sight, from the weakest of slimes to the biggest monsters. This has a radius, so at least you can rest well in some cities far from where monsters live.

Mana Hated (+200cp)

Once again, your luck is not working. You are totally incompatible with the magic of this world. You will never be able to use it, not even in artifacts or such. The only times when magic will work with you nearby is when it's a magic attack towards you. Mages and elves may dislike you in sight too.

What a Flaccid Sword! (+300cp)

Hahaha! It looks like your teachers trained you wrong, like a joke or something. That must be it, because your martial prowess and skill with weapons is below a newborn child. My advice? Don't get into fights, ever. Even a child could kick your sorry ass with ease.

Tongue Tied (+300cp)

Communication is important, be for selling wares, talking to companions, or flirting with a cutie at a bar. It's important. Too bad you suck at interpersonal matters. Even the worst of NEETs or people with mental illness are better at it than you. You can't even face your companions without making a mess out of everything.

Powerless & Useless (+300cp)

Remember all those cool powers, artifacts and skills from other worlds? Well, it turns out you don't have them anymore, for the duration of the jump. You will have to make it with what you brought here.

A Dog's Death (+400cp)

Someone must really hate you, jumper. There's a bounty for your head with a really high reward. Good enough that even nations will be tempted to hand you over your death. Don't try to place a bigger bounty for the asshole looking for your death, because they have enough resources to match if not surpass any amount you may offer.

Ninjas! Ninjas Everywhere! (+400cp)

Mana Spirits now hate you on sight. Be prepared, since all of them are after you and will attack with extreme prejudice at the sight of you. Of course, this makes you at odds with those attuned or allied with them too. Don't expect going anywhere without some of these popping out to claim your head.

Against The World (+700cp)

Somehow, you have managed to piss off all the heads and leaders of all major factions and races, and even a couple of the minor ones. Diasfory, Mikeki, Yuidora and many more now are all working together to ensure your death. For the rest of your stay here, they will spare no expense in getting rid of you, kill or be killed now, jumper.

Ending

Ten years have passed, so quickly, yet so slow. Now, what will you do now?

Time to Return

Going back to your roots, huh? Can't say I don't understand. Feel free to go back there, you can keep your powers and shinnies, take it as a token of friendship for all those good times together.

New Life, New Home

Staying here then? Certainly surprising, but I guess there are far worse places to live in. Mm, maybe this place just hits your buttons? In any case, thanks for everything until now, jumper. I wish you a good life.

New Game!

One more world conquered! Now its time to go onwards in this adventure. Come and take my hand, jumper! I shall lead you in this new journey.

Notes

-Made by Ricrod.

-Alchemy here encompasses many types of 'crafting', from sculpture, making wine, forging swords and the likes. Starts with making stamina, health and mana potions, then making enchanted stuff, to giving elemental immunity, reflect magic, creating intelligent golems, etc. Its supposedly able to do more impressive things, but how it grows depends solely on your understanding and creativity.

-The Wil-I-Am drawback makes you replace Wilfred. Some events and relations will come to you naturally, but you will need to act for most of them.

-There's a lot of misspelling for Disnafrody and Mikelti. Mostly because the names are stupid and I can't keep them in my mind for more than a few seconds.

-Enlightened Sorcerer gives you mastery over an 'abstract' element and some degree of talent when trying to master others like that. It could be 'love' or 'severing' or 'space', such things. Things like 'gravity' or 'seduction' are valid too.

-