



[Shangri-La Frontier] Jumpchain V1.0

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[In a time where traditional console games have become retro, fully immersive VR is the new normal. Today, with the exception of a small number of standout titles, there lies a mountain of games whose core design elements fail to live up to the standards of next gen technology, as well as get and keep the players attention. Among this pile of trash tier games, the game you will be focusing on is a God tier game. Welcome to the world of Shangri-La Frontier!]

[You begin your grind here the day Sunraku first buys the game in the store. I hope you have fun because you are here for the next decade]

Gain 1000 CP

Origins

[Before we continue, what kind of gamer are you?]

[All Origins may be taken as Drop In, and if you do so, skip the age and gender rolls. They stay the same as last jump]

[Hobbyist]: [Whatever you do for a living IRL, it's not gaming. It could be anything from running a store, to being a model, or even being a full time student, but gaming is *not* where most of

your time and energy goes. Regardless of how you feel at a particular time about a game, it always comes second to work.]

- Your age is d15+6 or can pay 50 CP to select your Age. You may choose your gender at will.

[Pro Gamer]: [You don't just play games for fun. Rather, you are so good at this that you have become able to make a living off of playing video games. You get sponsors, tournaments, promotions, the whole 9 yards.]

- Your age is d5+14 or can pay 50 CP to select your Age. You may choose your gender at will.

[Bug Hunter]: [Ah, a connoisseur of only the finest trash. You are someone who spends their time searching for exploits, bugs, and glitches in the games you normally play. Perhaps you have finally decided to give a Good game a try?]

- Your age is d5+13 Roll or can pay 50 CP to select your Age. You may choose your gender at will.

[Non Player Character] (Must take the “No Death Run” Drawback): [You are a native to the world of Shangri-La. This is your world, your home. You have a ton of information about it that is useful to the Players, and access to a wide variety of Jobs, though you seem to lack what is needed to truly change the world and challenge the 7 Colossi]

- Your age is irrelevant, choose as you wish for this origin. Select your gender as well.
- In Shangri La Frontier, NPCs do not respawn. Nor can they be brought back via Resurrection Items. This is why the “No Death Run” Drawback is Mandatory.

Locations

[Now, where are you starting your game at? It could be somewhere in the wilderness, or maybe you had a room at an inn in one of these towns.]

[You can select your location from the following list, or you can instead choose to roll it for +100 CP]

1. **[Wanderer Wilderness]:** [Rather than spawn in at any of the towns, you appeared in the middle of a forest full of relatively weak monsters with nothing but the clothes on your back, your weapons and starting funds]
2. **[Firstia]:** [The Starter town most players enter first, this is where they get introduced to most of the game mechanics, such as Skill Gardens, Guilds, Jobs, and Sub Jobs. It is highly recommended that you don't skip this town when logging in.]
3. **[Game Shop]:** [Instead of beginning the Jump already in the game and setting up, you begin in an IRL game shop, having just made your purchase.]

4. **[Thirdrema]:** [This City in Shangri La is unique in that from it branches 4 roads leading to different towns and environments, There are roads leading to Secondale, Fourfolkshire, Faivalle, and Sixenvelt. This is also a city where Social Strata is liberally enforced, with the richer living higher up able to quite literally look down on the poorer districts]
5. **[Rabituza]:** [The Home of the Vorpel Rabbit clan, this is a place with two sides, the public side that is available to most as part of a quest, and the hidden side available to those who have gained Lycagon's mark. The hidden side is filled with rare opportunities for an aspiring gamer if you can earn your way to it.]
6. **[Cazzeria]:** [The Home of the Cait Sith, a race of anthropomorphic cat people in fancy dress, they seem more European in culture to contrast with the heavily samurai themed Vorpel Rabbits. While the Rabbits have master craftsmen of weapons and armor, if you want Accessories or jewel work at all, you need to go here for the finest masters of the craft.]

Perks

[Now that we have established Where you are starting the game at, let's make sure you have your skills ready and go over a quick checklist, make sure you buy the skills(perks) you need to begin with your build]

As a reminder, if something states that it is Free, then it costs nothing. If something states that it is Discounted, then it is 50% off.

General Perks

Shangri-La Avatar (Free for this jump, -200 CP to keep): [Your body now possesses the ability to grow via stat investment and level up, You have access to the basic Inventory system(Including its weight limitations), as well as equip gear in accordance with the Shangri La system, post jump you may keep this digital body as an alt form]

Jobs and Sub Jobs (- 100 CP): [The Purpose of this perk is to regulate and allow open access to the list of Jobs and Sub jobs available in SLF. This also allows you to swap between them if you so desire, a feature not available with the Shangri La Avatar. Jobs unlock special skills and encourage particular builds that support these skills and playstyles, with subjobs adding even more levels of specialization. Though the drawback is that these specializations come with

limits to match, IE, archers losing access to heavy melee weapons or monks losing access to weapons at all in exchange for buffs to their respective builds and playstyles]

Skill Gardener (-200 CP): [Skill Gardeners are able to take sets of two skills you currently have, and mix them via a form of alchemy into a potion. The more skills you want to fuse into more powerful ones, the more expensive and large the potion is.]

Bounty Hunter Benefits (-400 CP): [You can tell when a person has innocent blood on their hands, and when you strike down someone like that you get a cash deposit that grows in proportion to how many died at their hands, in addition to being able to loot them for everything they had and use it. Even if its something supposedly “locked” to them]

Arcanum (-600 CP): [This is a power that both gives and takes. The Arcanum is something granted to those that reach the level cap of 99, and allows them to reach higher peaks still. Upon reaching lv 99, roll a die matching the number of major arcana(D22) and whatever you roll, will be what your new boost is based on. Any benefit you gain will be matched by a drawback, so hope luck is on your side. Ultimately the benefit will outweigh the penalty, so it's well worth taking. Although there may be some growing pains as you get used to it.]

Hobbyist Perks

IRL Lifeskills (-100 CP, Free for Hobbyist): [Since the game only takes up a small part of your day to day life, you need the skills to take care of yourself and your home the rest of the day. This perk gives you a passable level of life skills in housework: basic cooking and cleaning. Just remember, these are all bare basics.]

Employee of the Month (-200 CP, Discount for Hobbyist):: [Now that you have your basics of self care covered, you need a means to fund your hobbies and take care of yourself, this lets you select 1 mundane job, anything you choose, and grants you the skills needed to do it and make a living off it. While you won't be Rich from the job skills here, it's enough to live comfortably.]

Bizarrely Skilled (-400 CP, Discount for Hobbyist): [For someone who only does this as a hobby, you seem to be bizarrely skilled at it. You find yourself able to keep up with pro gamers and no lifers through ingenuity and skill. A talent for planning out assaults and some on the fly tactics changing lets you keep up when normally people with your level of investment get left behind. This goes double when you actually do become heavily invested, you are able to sink everything into your new focus and seem to be able to scrape out a miracle, though at heavy cost to yourself.]

Stat Master (-600 CP, Discount for Hobbyist): [You have gone from Bizarrely skilled to outright frightening. You have managed to achieve the single highest total in a single stat in the game as base. While others would need excessive buffs to match your raw stats even temporarily, you are able to go swing for swing with a Colossi and not be found wanting in power. Though, whether you are their equal in skill is up to you.]

Pro Gamer Perks

Gaming Skills(-100 CP, Free for Pro Gamer): [Choose one category of games, it can be anything from Fighting, to Rhythm, to Puzzle, to FPS. You now gain enough skill in your chosen genre to be able to make a living off it. Either via streams at first or even someday making it off tournament wins and big sponsorships.]

Well Rounded Career (-200 CP, Discount for Pro Gamer): [Earlier, You said you were a master of one genre of games, but that's not true is it? You are a master of three, choose two more genres to gain a similar level of skill as your first. This will allow you to apply your abilities and talent across a wider range of games and get some more opportunities.]

Sponsor loved (-400 CP, Discount for Pro Gamer): [You can't help it, you are so good at what you do sponsors are throwing money at you, and you have all the skills needed to make the most of these offers. You are charismatic, and can talk up or down others as needed. And know all the tricks to work a crowd.]

Perfect Victory (-600 CP, Discount for Pro Gamer): [You have reached a level of skill where just hitting you is the highlight of other people's career. Getting a victory over you would be the kind of event that gets them bragging rights for years. As a bonus, all the skills you have developed in games will apply to you post jump and translate to your physical body.]

Bug Hunter Perks

Critical Hitter (-100 CP, Free for Bug Hunter): [You gain the ability to more consistently land Critical Hits, which are attacks that punch through your opponent's defenses and pack twice the power the attack normally would. This allows you to deal damage in a way that is always going to at least hurt your target. Even if they should be tough enough and strong enough to otherwise shrug your strikes off.]

Exploit Expert (-200 CP, Discount for Bug Hunter): [You gain an innate talent for picking up details in magic systems and worlds you enter, allowing you to get more out of it than others. Consider this, the ability to tag your targets Just right to get an extra 10% out of what you are trying to do. Be it damage, statuses, or even boost drop rate.]

Burp Special Training (-400 CP, Discount for Bug Hunter): [You are able to delay the impact of your attacks, seemingly “glitching” your body, this allows you to, with the proper timing and skill, dodge an attack at the last possible moment by keeping your body’s appearance where it was at the start, while actually moving away invisibly, or use this to land multiple hits from a single strike.]

Frame Perfect Counter (-600 CP, Discount for Bug Hunter): [By waiting until the absolute final possible moment to respond to an attack, you can deflect it, not only preventing you from taking any damage from the attack, but also pouring your opponents own strength into a counterattack launched right back at them. This perfect counter allows you to guarantee a Critical Hit, and furthermore, leaves the point you hit “tagged” so that any further attacks on that spot, will also count as Critical Hits for a few moments.]

Non Player Character Perks

Extended Menu (-100 CP, Free for Non Player Character): [Now, Shangri La has a few stats that you can expect, Strength, Dexterity, Stamina, Vitality, etc. But that’s not all to the menu, there are hidden stats that are invisible unless certain quests are taken to reveal them, or rather invisible to the players. You however? Not so much. Now you are able to see hidden attributes and aspects of whatever you focus your gaze on, from hidden stats and effects on people or objects to hidden requirements.]

Lore Exposition Dump Ready (-200 CP, Discount for Non Player Character): [Shangri La Frontier is a world built around its story, so much of the world is hidden behind lore and events, and it’s up to the players to find it all out. As an NPC, you may be needed to explain details or lore to different players depending on what is going on at the time or what they ask. And now you have all the lore they need to get started, you have an understanding of all major legends and legendary figures and feats in the world of Shangri La, and this will update to give you more lore with each new world you visit.]

Master at the Craft (-400 CP, Discount for Non Player Character): [In Shangri La, there is a complex series of Jobs and Sub Jobs available, but there are also those who have met the

requirements to evolve their jobs and combine compatible ones. You are one such person, Choose a non combative Job, and you will gain its highest base version, IE. Blacksmith to Master Blacksmith, and also gain a hidden lore related one, IE. Ancient Blacksmith, and be able to combine the two into a fused state with all the benefits of both and then some.]

Faction Boss (-600 CP, Discount for Non Player Character): [The most important NPCs in this game are either part of a major faction, or tied in some way to the 7 Colossi. And now you are a prime example of the former. You are now either the head of a faction of your choosing, or, if you don't want to deal with leadership, "merely" a major member with a lot of influence, your choice. This comes with access to all the facilities you should expect from a major faction and the secrets that come with it as well. In addition, if need be you can rally your faction if you ever find you need their power in a more physical way. Post jump if you find yourself in need of their aid, you can summon a door and one will come out to help you and then leave back when you are done.]

Items

[Now, any Gamer knows that regardless of how often you play, you can't get to the top without gear to help you. So open up that wallet and let's see what you have in the budget to equip yourself with. By the way, just to be nice, I'll even throw in a discount for a first time player like yourself. **Take +400 CP just for this section.**]

As per usual, all items here cannot be stolen, broken, or lost.

General Items

Starting Clothes (Free): [We can't have you running around naked now can we? Not only would that require us to bump up our rating to M, it would also leave you wide open to attack with no defense.]

Starting Money (Free): [Some of the Merchants in Shangri-La are absolutely cutthroat, so here. Take 1,000 Mahni to keep them off your back]

VR Gear Headset (Free): [Your very own VR Gaming headset, this is mandatory if you want to enjoy the game of Shangri La frontier as anything other than a NPC]

Vorpal Soul Collar (-100 CP): [This collar is not just a fashion statement, it's training gear. Only the one who put it on you can remove it, and at first it seems cursed since it slices your xp

growth in half. But then you see the benefit it applies, all stat growth is multiplied by 2.5 with it on. Meaning each level you do get, despite costing twice as much xp to get for you, now gives 2.5 times the rewards. A net benefit I'd say]

Map (-100 CP): [This handy map of Shangri La will show you the paths to every major location in the world of the game, and post jump, will update to include all major locations for the future jumps you land in.]

Evil Force (-200 CP): [A vile, foul potion. This bottle contains 3 doses of Evil Force, a strange Magatama shaped medicine floating in an unknown liquid. This potion is both a blessing and a curse, a single dose doubling the power of the consumer for 15 minutes, however, as punishment, once the 15 minutes wears off, they suffer a penalty of having their power cut in near half, permanently. To explain it in game terms, you'd pay a massive penalty in levels, to explain it in non game terms, consider it losing muscle mass and conditioning. You can get it back, but it will be tedious and difficult.]

Wethermon the Tombguard's Skillbook (-400 CP): [This is the premium stuff. This skill book allows you to learn the skills utilized by a specific one of the 7 Colossi, Wethermon the Tombguard. Containing information on the entirety of the Clear Sky Conquest combo of skills: Wind Slash, Tide Rush, Nimbus Fist, Pyroclastic Dragon, Ash Blizzard, and finally Sky Clear. While this won't give you the sheer stats or the combo mode that lets him chain them with no cooldown for 30 seconds, how well you can use these skills depends on yourself. To learn these you just require access to either "Divinity" level gear from Shangri La, or an equivalent. As a bonus, it's reusable.]

Golden Reward Scale (-600 CP): [These Golden Scales are powerful, but incredibly expensive to use. By placing items from your inventory or any form of storage space onto the offering tray, for every 100,000 Mahni worth you offer, you gain the ability to add 1 to any stat for any ally or yourself. When using items from outside Shangri La, or just outside the game entirely, the scales will judge the equivalent market value for the items offered. While this sounds underwhelming, there is no limit to how high you can boost the stats with this.]

Hobbyist Items

Your House (-100 CP, Free for Hobbyist): [Every gamer knows you have to come back to IRL eventually, and when you do this is where you come back to, a simple 2 story house, 3 bed, 2 bath, fully furnished and paid for. This house and its accompanying yard can come with you in the future as either a Warehouse attachment or to be plonked down in future jumps wherever you wish.]

Dungeon Diving Kit (-200 CP, Discount for Hobbyist): [This kit is technically multiple items combined into one. Firstly, a Save Tent, which allows you to recover your strength via resting

inside, it's not the most glamorous or comfortable but it works in a pinch. Secondly, a set of five Herbs and five MP potions, to recover your health and mana when deploying the tent is not available. Third and finally you receive a single Lifestide Salmon ready to cook. The fish itself has meat which restores your stamina, and the eggs in a case that comes with are useful as magical reagents or ingredients.]

Karmic Straw Doll (-400 CP, Discount for Hobbyist): [This somewhat creepy doll of straw can absorb and reflect curses sent towards you back to the user, forcing them to have a taste of their own medicine. The doll is able to reflect a total of five curses, no matter their strength, before breaking down itself. By purchasing this here you gain five of these per jump]

Antinomy Imitation (-600 CP, Discount for Hobbyist): [This sword of inverting and contradictory natures is the signature Unique class weapon of Psyger 0, so don't let any players know you have this unless you want her guild and possibly the devs to poke their noses in. This blade has two forms, one reflecting Holy power in the blade itself and grants you a boost of Unholy power, and the other giving you Holy power in your body but wielding Unholy power in it. You also possess the ability to strip away the buffs on yourself and utilize both aspects of the power at once by focusing all its energy into the blade through your will, and triggering a massive explosion at the point of impact.]

Pro Gamer Items

VR Gaming Chair (-100 CP, Discount for Pro Gamer): [Remember the VR Headset? This does everything that old thing did, but better. Movement is smoother, more precise, and overall easier. There's effectively 0 delay between wanting to move and actually moving. In addition, in future worlds this allows you to access other virtual or digital worlds or games with the same level of precision as you enjoy in the upgraded Shangri La Experience]

Corporate Cash Infusion (-200 CP, Discount for Pro Gamer): [Part of being a Pro Gamer is the sponsorships sure, but if you want the money and want it now, this is for you. This is a monthly cash drop of approximately 750,000¥, or an equivalent to fund the gaming lifestyle, enough to pay for your house, food, games, and enjoy life.]

Rebirth Tearjewel (-400 CP, discount for Pro Gamer): [This crystal functions as a 1-Up with one caveat. It can be used on anyone, but it's not automatic. It has to come into contact with their body to be usable. The ones available in game only work up to 10 seconds after your HP hits 0,

but this one will work so long as the body is still mostly there. Post Jump this item follows standard 1-Up rules, once per jump, and respawns at the next jump.]

Genre Swapping Tournament Arena (-600 CP, Discount for Pro Gamer): [This Absolute Beauty of a tournament stadium has a fantastic ability. When inside, you can force a conflict to be resolved by a tournament of a genre of game of your choice. Settle thousand year feuds with mahjong, end wars with poker, defeat supervillains with ping pong, it's all available. As long as it's a game of some kind, you can force conflict resolution via it. Note, this also includes video games with any form of pvp.]

Bug Hunter Items

Trash Bin (-100 CP, Free for Bug Hunter): [As a connoisseur of crappy games, you have obviously amassed a vast collection of games, mostly garbage, but a few surprises in there as well. Along with 1 or 2 genuinely good games in there by mistake]

Vorpal Choppers (-200 CP, Discount for Bug Hunter): [These Vorpal weapons, despite the name, are whatever kind of weapon you prefer to use rather than just a pair of matched short swords, though that is the default. These weapons make landing Critical Hits much easier, as well as hitting harder when you do. In addition, despite their Item backed indestructibility, this will not be noted as odd even if you decide to Ascend them later to a stronger form. They will keep an internal record of every fight fought with them, and this will be reflected in the power they have once Ascended. {Ascending refers to the process by which a weapon effectively Evolves into one that suits your playstyle.}]

Age of Divinity Legacy Weapon (-400 CP, Discount for Bug Hunter): [And for those who you can't deal with using the gear crafted from High Quality Materials, there is this. A Legacy Weapon from the Age of Divinity, powered by a Non Standard Ether Reactor Core, this can be considered a set. Coming with a mechanical Beast servant, full body Power Armor, and weapon and gear. This is the cream of the crop for weapons and gear.]

Inventoria Key (-600, Discount for Bug Hunter): [The Bracelet may not seem like much, but it provides a host of benefits. Firstly, it allows you to access the internal storage anytime, from anywhere. As long as you have enough mana, or equivalent energy to activate it. Additionally it cannot be stolen, bonding with your DNA. And in the event you manipulate your DNA via some OOC power, it will stay bonded with "you", unless willingly removed. This also allows you full access to an effectively infinite storage space so long as the items put inside are smaller than 50 meters square, next it also allows access to the items currently inside it, including a slew of

robotic animals, mounts, minions, as well as large amounts of “Divinity” level gear and items itself, though the robots do need a recharge. This can also be used as an emergency dodge by sending a bit of mana or similar energy into the Key to teleport you inside it. Not bad for what is essentially a second Warehouse huh?]

Non Player Character Items

Vorpal Bracelet (-100 CP, Free for NPC): [This Bracelet is, despite its expensive appearance, actually used to help demihumans blend in. By constantly absorbing the wearer's MP, this bracelet is able to maintain a sort of polymorph like effect. Transforming the wearer into a human version of themselves, complete with matching outfit.]

High Quality Materials (-200 CP, Discount for NPC): [Many NPCs have non combat jobs in addition to their combat abilities such as crafting, and the biggest limitation to those kinds of jobs are Materials. This gets you a full set of base Crystal Scorpion parts, a single Goldy Scorpion part of your choice, some quality gems, a pile of High grade Iron Ores, and even some Holy Water to help with prepping weapons to deal with ghosts. All a skilled craftsman needs to deal with the majority of enemies]

Magic Operations Unit and Legacy Weapon (-400 CP, Discount for NPC): [This is it, this is it, the peak of crafting skill. These two things may not seem like a lot, just looking like a fancy VR Headset itself and a weapon with glowing lines across it. But these are so much more than they seem. These two combined can teach the job of Ancient Craftsman to anyone who uses them. Using the Unit to study the Weapon will allow the wearer to learn the secrets of the Age of Divinity's crafting techniques. And how to both repair artifacts from that age, and create new works as well. Examples of works you can repair and create range from mana based gauntlets able to draw power from moonlight and store immense amounts of energy to be released as an explosive attack at your will, to Robotic servants, power armor and power sources.]

Home Base (-600 CP, Discount for NPC): [Remember before how you could summon an ally of yours from your old faction to visit you for services in the perk section? Consider this the inverse. With this you can now simply take the entire faction base itself, and all its accompanying NPC's (or gain NPC's if the base had none at the end of the current jump) and take it with you as a Warehouse Attachment. This Home Base comes complete with Training Arena, Monster Cages, Skill Gardener, Fully stocked merchants and store, as well as a Traveling Merchant who keeps an assortment of randomly found goodies from whatever world you are currently in.]

Companions

[Whoever heard of a MMO you treat like a single player game? Half the fun is taking you and the squad out to go kick some ass! Speaking of, who are you bringing?]

[Gaming Buddies] (-50 CP Each OR -300 CP for 8): [Ah your old buddies from IRL, or even online friends from other games you've convinced to give SLF a try.]

[New Clan Mates] (-100 CP Each): [Or maybe you are looking to join up with someone in particular? Maybe like a certain Psyger 0 you plan to use this game as a chance to build bridges? Good luck soldier, get outta that friendzone!]

Drawbacks

[Now, if the normal game is too easy for someone as experienced as you, maybe we can spice it up a bit. Choose your challenge(s) below to make things harder.]

Margic Ooperashuns Oonit (+100 CP): [Do you have a lisp or are you just not a good listener? No matter what it is, you just can't seem to remember Exactly what things are called, and always end up just vaguely close in pronunciation. It's not harmful per say unless you working on a time limit to loot, but it IS embarrassing]

Dump Stat (+100 CP): [Can be taken multiple times] Well, someone is going for a very much all or nothing style build, aren't you? You can no longer allocate stats points into one of your stats via level up, I guess those extra points will just be going elsewhere then.]

Got no Soul (+100 CP): [Well, I don't know why, or how. But you got no soul kid, Vorpall or Not. Not only are you flat out banned from Rabituzza for being anathema to their code, you can't even seem to gain any Vorpall Soul either, no matter how high the gap between you and your opponent, you can't seem to catch a break.]

Off you go "Birdman" (+100 CP): [Well Jumpy, I hope you don't mind odd nicknames, cause you got one that just seems to stick. It doesn't have to be Jumpy mind, but it will be a nickname you find tiring and annoying to hear, any attempts at squashing this won't work either.]

Solo Gamer (+200 CP): [You are yet another example of a lonely, friendless gamer. Nobody wants to play with you here, but hey, don't think of this as none of your friends want to play with you, think of it as a chance to find new friends who do.]

No Item Hacks Allowed (+200 CP): [I don't know where you got these files from, but they are not legit and furthermore, not allowed. No Outside Items are to be brought into the game of Shangri La. Leave your Sword of +999 at home kid.]

PK Bait (+200) [{Unavailable to NPC Origin} Now, I don't know what you've done, or how you've done it. But not only do you have all of Ashura Kai, the infamous PK Clan after you, but even if they get swept aside, there is now a bounty on your head. This isn't to say it's gonna be on sight with everyone you meet, but it does mean there will likely be a few people wanting to cash that in and a chance to encounter them in almost any area outside towns. Even with the PK penalty they'd risk.]

Enforced Curfew (+400) [{Unavailable to NPC Origin} Well, Someone is out past their bedtime. Don't worry, it won't happen again. You are now incapable of both playing the game more than 4 hours a session, and you are unable to do any overnight game sessions. You will be automatically logged out at 10:30 pm each night. And wouldn't you know it, some areas take hours to travel through. And some bosses, like the Nightslayer, only appear at night. Good luck]

Nothing Unique About You (+200 CP): [Unique Scenarios are one of the most coveted things in Shangri La, and it seems that no matter what you do, you just can't get one. Anytime you try, it's either unavailable at the time or already been cleared and you will constantly be finding yourself beaten to the punch. Now this isn't to say you can't enjoy your time here, it just means you will be like 99.9999% of players and have to simply enjoy Shangri La for its wonderfully detailed lore, stunning and well crafted visuals and engaging gameplay. Woe is you.]

Dogshit Drops (+200 CP): [Well, I hope you were planning for a long grind, wherever you go searching for mats for any project you may have in mind or to upgrade your gear, it's gonna take at least twice as long to find what you need.]

Minigame Mash (+200) [Well Jumper, if you are sure? You now have to deal with minigames intruding into your normal gameplay, no time will pass while you are doing one and it will not be visible or noticed by anyone else, but it will absolutely ruin your focus and ability to keep on task. Now everytime you: Craft something, Use a consumable, Swap Weapons or Armor, or Enter/Exit a town, you will have to do a brief 2 minute minigame related to that.]

Common Design Flaw (+200 CP): [Well, I Guess you just have one of those faces you see everywhere huh? And a very common seeming username. Every town you visit you will see eerily similar modeled player avatars looking suspiciously like you. Aside from the general uncanniness this also leads to you often having people mistake you for them. Especially in the case of debts they owe, and people trying to make you pay them. And of course, the opposite holds true as well, with imposters constantly trying to call in what favors you are owed in turn.]

Increased AI (+200 CP): [Uh Oh, The devs found out some people have been exploiting the game AI to manipulate mobs into offing each other and completely ruining swarm encounters.]

Thankfully that's been patched now. The Enemy AI is smarter than ever now, with better tactics, better coordination, and more fluid attack patterns

- **Hard Mode** (+200 CP, When taken with Lycagon's Curse): [Well, it seems the dev's were not just satisfied with upgrading the AI, it now has a Unique interaction with those afflicted by Lycagon's Curse. Remember how only mobs stronger than you will not flee? Now they also call in backup. Whereas before you may have found 1 or 2 elite mobs, now you will find 4]

Unite the Games (+400 CP): [You may be familiar with a little gem of a game called "Unite The Realms", a game famed for its hyper-realistic drop system among other things. Meaning, the drop rates are so abysmal that the playerbase took to looting and pillaging rather than gathering materials legitimately, because it is easier than spending multiple real life days or even weeks grinding the exact same things hoping to find enough to fill the simplest fetch quests. Good luck.]

No Death Run (+400 CP, Mandatory for Non Player Character [They still get the Points]): [Normally, as this is a game, Death isn't permanent. Resurrection items are merely expensive, and at worst you can just respawn from your last bed. But not for you. Neither method will work for you, so you need to make your 1 life count. For non NPC backgrounds this means you are banned from accessing the game this setting revolves around]

Trash Course in Gaming (+400 CP): [Now, you know some of the games in Sunraku's collection. They may be garbage, but they helped make Sunraku the gamer he is today, and now they will do the same for you. You now must share this experience with him, you cannot access Shangri La Frontier, or well, even the IRL section of this jump until you have conquered and finished each of the following games from Sunraku Collection: Unite the Rounds, Ferria Online, and Berserk Online Passion. You do not receive any of your perks from this jump until after completing these, but don't worry, no other drawbacks apply either here. The jump officially begins once you conquer this hell.]

Lycagon's Curse (+400 CP): [Well, Well, Well, you have managed to do something few others can. Battle a colossi and impress it. You have gained the mark of Lycagon across your body. Normally this is a mixed bag, you lose access to armor slots for the affected body part, you get access to unique NPC dialogue, Lower level monsters flee from you, and it can be cleansed by any powerful enough Cleric among a few other things. But that's. . . Not Quite the case for you. Your Mark will only go away if Lycagon dies. Killing a shadow doesn't count either, it needs to be the genuine article. You can't even use the same tricks Sunraku did to try and disguise himself either, no head equipped bed sheet or friendly NPC's trying to cover you will work. And on sight everyone will know you have both encountered Lycagon, and begun a Unique Scenario. Hope you don't mind running from mobs of players in every town you visit.]

Pulling Aggro (+400 CP): [I don't know if it's your smell, your attitude, your ego or what, but for every monster in the area, no matter where you go, it's on sight. Everywhere you go monsters swarm towards your location ready to fight.]

- **Endurance Run** (+200 CP, When taken with Lycagon's Curse): [This means that although fewer in number than the swarms of weak monsters you may have met before, you now have only rare and more powerful monsters hunting you down. Hope you are ready for the challenge.]

Anticheat Enabled (+600 CP): [Well now, I hope you weren't planning to take all those illegal skills to the game were you? I don't care if you call them "perks", the only things that are perking up here are the knots I'm gonna leave on your head, so leave 'em behind.]

1 Hitpoint Wonder (+600 CP): [Your in-game Vitality, and therefore your HP, is now glitched to stay at 1. You cannot gain Vitality and HP from equipment and any Buffs to this stat wear off at twice the normal speed. You are also unable to make use of skills such as Climax Boost or the Endure status because you need to Fall to 1 to trigger. Not having that as a max, although it only affects your HP in game, it's gonna be hell to work around. Hope you learned to Dodge.]

Trash Wifi (+600 CP): [Well I hope you don't mind the wait. Your amazing adventure in the world of Shangri La awaits, just on a delay. Everytime you access a menu, trigger a skill, or even encounter mobs, you are gonna find that your Input slows to a crawl. Meaning unless you can see the future, you gonna be in for a rather difficult time. In the famous words of gamers across time and space, Get Gud.]

Skipped the Prologue (+400, Cannot be taken with [N00B] or [RNG Generated Character])
[Colossi? Pioneers? Robots?! I thought this was a Fantasy, what the hell is going on here?! You have no idea, you skipped the Prologue and thus have lost Anything about this world you knew.]

N00B (+600 CP, Cannot be taken with [Skipped the Prologue] or [RNG Generated Character]): [Well, Seems we have a brand new gamer, welcome to the club buddy. You have no idea what's going on, what any Jumpchain stuff is, none of that. All you know is your life here and you want to play Shangri La Frontier, you don't know why but you seem drawn to it.]

RNG Generated Character (+1000 CP, Cannot be taken with [Skipped the Prologue] or [N00B]): [This is Awkward, you have no history, period jumper. It's like you spawned in as a bot account, there's no story, no history, no anything. You don't even have knowledge of your own abilities. I hope the points are worth it.]

Scenario

The Beckon of the Night (Requires Lycagon's Curse): [You have Battled and been defeated by the 7th Colossi of the world of Shangri La, Lycagon the Nightslayer. And your Curse that you bear is proof that you have been found worthy of their attention. As a result you feel something having changed in you, this place is no longer simply a place to explore and have fun to your heart's content. You now share the same ultimate goal as Sunraku himself, the protagonist of the manga and anime. Lycagon is a truly colossal Wolf, a high speed and high power hunter with immunity to curses, the power to rip through binding magics with her teeth, and in the event she is actually outmaneuvered, she can conjure clones of herself out of pure darkness and shadow each of them equal in might. While these clones are the ones typically encountered, you need to first find one wandering the world. And then defeat it with all that power, only after doing so will you be seen as worthy of the true body of Lycagon. Then you must hunt her down and do battle with the full of her might, easily double that of her clones, to summarize, assume anything the clones can do, she simply does better. You have seen the darkness take form, and born witness to the power of the Nightslayer. And now you have sworn to slay the shadows themselves. You now have a new goal, Defeat the Nightslayer, and lay waste to the living darkness.]

Rewards for Completion:

- Nightslayer's Mark, granting all the benefits of Lycagon's Curse without any of its drawbacks.
- Corrosive Touch: [Start of Sentence] granting you the power to imbue the Corrode attribute used in Lycagon's Claws and Fangs, into any physical attack you launch.
- Shadow's Heed: The same powers over darkness that Lycagon had are now yours. You are now able to travel through shadow, create duplicates to do your bidding, and gain intangibility and invisibility alike when in contact with a shadow or darkness of any form.

Ending

[Game Over, You Win.]

[Quit Game]: [End your Chain here, and go back to your World]

[Save and Continue]: [Remain in this World]

[New Game +]: [Continue on to the next Jump]

Author's Notes

Big thanks to Xaldreca for help making this. Your template was a lifesaver.

