



Welcome to the vibrant and colourful world of Kuma Kuma Kuma Bear. Enjoy your stay, because there are no great demon lords looming in the distance, no hero needed to save the day, and no invasion of an evil empire trying to take over the world. This is a very nice, somewhat quiet, and generally quite peaceful fantasy world filled with magic, adventurers, monsters, and nobles. Not long into the duration of this jump, a young fifteen year old girl named Yuna will be transported here by a God, who has gifted her a bear onesie imbued with a frankly silly amount of power. From there on, Yuna will go around living a slow NEET life while exploring the sights of this world, slaying powerful monsters, and making many different foods. You have **1000CP** to spend on the document below, for your own time in this world. You will be spending the next decade here.

Origin: *It is time for you to choose your background when entering into this world. You can optionally choose to enter in any of these options as a drop-in much like Yuna, dropped into this world with no memories or connections, though with all the necessary paperwork. You may choose your age.*

Townie - The adventures of adventurers and the noble deeds of nobles are not of your concern. You are a simple citizen in one of the many towns and cities that dot this world, going about your business like so many others. It's entirely possible that you've never ventured further than the walls that protect your home from monsters outside.

Merchant - People have to make money to live, and you naturally want to have money to spare. In this vein, you have chosen the profession of a merchant, and spend most of your time travelling from location to location peddling your wares and establishing trade agreements to ensure a healthy inflow of cash. While money is unlikely to be a concern, you've likely had a few close run-ins with bandits or wild monsters on the road.

Noble - Standing above the average citizen on the social ladder are the aristocrats and nobles that rule over large tracts of land. From managing part of a town to ruling over an entire kingdom, nobles' power is not in their personal strength but the influence they can muster. You will be starting as a minor noble of some kind, in charge of a small town or similar area of land elsewhere.

Adventurer - There are many monsters and bandits that prowl the woods and roads between civilisation. It is the job of a select few brave (or foolhardy) souls to clear these problems up when they surface. You are a recently registered adventurer of your local adventurers guild, merely Rank E for now. Depending on your strength, you may quickly rise through the ranks. Whether it be collecting herbs or fighting ogres, you are likely to be on the move a lot.

Race: It doesn't make too much of a difference in this world, but now is time to choose your starting species.

Human - The most common sight of this world, humans have claimed most of the surface of the world. The average person will live up to sixty or eighty years old, and are no weaker than the dwarves or elves. They have no inherent advantages or disadvantages over the other races of humanoids.

Dwarf - While a far more rare sight, you will still occasionally see the odd dwarf dotted around human settlements. They have their own cities and towns however, and as you would expect, are masters of metal work. The word dwarf is nearly synonymous with "those who create". They typically stand shorter than humans, with a sturdy build and full beard. Packed with muscle despite their short size, they would always win in an arm wrestling competition with the other races.

Elf - The rarest race to see around and about, the elves are a long lived race of pointed-eared humanoids. Elves most commonly have some shade of green hair, and are known to be very light on their feet. They can easily live for centuries without worries, so their sense of time is skewed away from what dwarves or humans might consider common sense. Most elves live in villages within the woods, protected by a barrier made by a great sacred tree.

Humanoid Monster - Not all monsters are dumb beasts. A few members are entirely sapient, capable of understanding human speech and concepts. Fewer still have managed to attain a human form. Perhaps the most memorable example of this is Kagali, a fox demon who has taken the form of a buxom woman in a loose kimono who guards the seal of Orochi in the Land of Harmony. You will be entering this jump as a similarly humanised monster of some form. The only thing to mark you as different from a human is a few retained monster features such as ears or a tail, though both these can be hidden easily enough. Your lifespan is potentially longer than even that of elves.

Location: *Time for you to choose your starting location. You may freely choose from any below, or roll 1d8 if you wish to keep it random.*

Crimonia - This is the moderately large town that Yuna would originally appear near when she entered this world. From that moment, it was sealed as her base of operations as she lives her life in this new world. It is located in the kingdom of Erfanica, and is run by the honourable and well-respected Lord Cliff. The surroundings are largely grassy meadows and thick forest. In the distance there is a mountain range, over which is the ocean town of Mileela, which currently is experiencing some Kraken problems.

Royal Capital - Known to most people as simply “the Royal Capital” it is important to note this is merely the capital city of Erfancia, the kingdom Yuna appeared in. This is overall a relatively prosperous kingdom that is quite expansive in size and covers many different towns and cities. Ruling over the kingdom from this city is a wise and just King. Unfortunately, jealous that the Queen chose the King over him, a crazed dark magician is planning on launching an invasion consisting of thousands of monsters and wyverns against the capital in the near future. By normal events, Yuna would deal with this in passing, much to the consternation of all involved.

Yufalia - Equal in distance from the Royal Capital, Yufalia is located in the opposite direction of Crimonia from the Capital. This town is known as the city of water, due to its impressive lake. Nobles and aristocrats will often flock to this city in the summer to enjoy swimming in the water. Like Crimonia this town is run by a generally well-meaning noble, whose wife was murdered nearly a decade prior. The surrounding terrain is similar to that of Crimonia, minus the addition of the large lakes.

Elf Village - Located far from Crimonia and the capital, the home of the elves in a village within a woods the next kingdom over. The entire forest is protected by a potent barrier that keeps all monsters out yet allows people to cross without issue. In recent times, a few monsters have been slipping through the cracks in the barrier due to a parasite that has appeared on the Sacred Tree that protects the land.

Dezerto - In between Erfancia and the next kingdom over is a particularly expansive desert. Rolling dunes of sand extend as far as the eye can see, and there are few landmarks to navigate by. The most secure way to cross this desert is to follow a set of massive pillars that stick up from the sand. These pillars lead to the massive city of Dezerto, a neutral area between the two kingdoms founded by adventurers. This city is fed by a massive artificial lake generated by the magic within a similarly massive pyramid not far away. Lying underneath the sands of the wild desert are many different large worms and scorpions waiting to prey on unsuspecting travelers.

Ludnik - Not far from the village of elves is one of the great cities of the dwarves. Ludnik is a prosperous city predominantly occupied by dwarves, though plenty of humans and elves call it their home too. Despite what you might expect, many of the buildings in this city are made of wood rather than stone. The city has an entire district dedicated solely to blacksmithing, which ties in with a competition they hold each year in order for these blacksmiths to test just how much their blacksmithing skills have improved.

Land Of Harmony - Most of the events of this story take place on a mainland continent which stretches into the distance. However far over the sea is the island nation of the Land of Harmony. This land is basically this world's equivalent of Japan. It is the home of rice, soy sauce, samurai, ninja, yokai, and more. The nation itself is split into four relatively equally sized islands, with a central island that hosts the seal to a great snake beast that caused havoc centuries ago.

Wilderness - The above locations are most of the known and prominent locations that the story will visit during Yuna's time in this world, but that does not mean they cover all of the world. Far from it in fact. This option is for those wanting to start somewhere entirely different, whether that be merely a different village in Erfancia or on the other side of the world entirely.

Perks: *Perks are discounted to half price for their origin. 100CP discounted perks are free.*

Townie

Gamer Gal [100]

Being good at gaming may be surprisingly useful in the modern world, but it is unsurprisingly not very useful in a world of sword and sorcery like the one you now enter. Despite that, she would be remiss if Yuna were to forget her gamer roots. If by some fluke someone were to somehow bring gaming to this world, they would find that both you and Yuna are strangely experienced at them. You could go pro if you wanted to! Just... not in this world.

Herbalist [100]

With healing magic all but unknown, most common citizens will have to turn to more organic remedies for their various maladies. The most obvious of these are herbs. A plant doesn't have to be magical to have healing properties. Having lived in and around the countryside for much of your life, you have long learned the various different herbs and their uses. You know which ones to pick to help stem bleeding or to lower a temperature, and which ones to avoid lest they poison the one you'd hoped to save.

Unrecognisable [200]

Sometimes it's nice to not be recognised. It can also be annoying, but that is besides the point. People associated Yuna with her iconic bear outfit so much that even her friends often didn't recognise her without it, even when stood face-to-face. You will find that a simple outfit change is usually all that is required to make people mistake you for a stranger. Those that know you well will obviously still recognise you, but even acquaintances may be doing a double take from time to time when you do something as simple as wear a hat.

Elf Stealth [200]

The elves have made the woods their home for millennia. Combined with their extremely light footed nature, it is little wonder that over time the elves have developed to be very good at remaining hidden when they want to be. Most ordinary adventurers would never realise they were surrounded by a dozen elven lookouts, and even elves themselves would only discover these hidden warriors if they were actively looking for them. You have been trained in the art of stealth by these same elves, and can move silently and invisibly as the occasion needs. You are at your most stealthy in wooded areas, but even busy suburbs pose little challenge.

Magical Engineer [400]

While only a few have the ability to cast magic in a meaningful capacity, anyone can use a magic circuit if they have a source of mana, such as a magic stone. If spells were the verbal form of magic, magical circuits would be the 'written' form. Magic circuits are types of runes, or carvings, that can be used to actualise a specific magical effect. Most mundane uses are things like generating lights in houses or producing, and heating up, water. More complicated circuits allow for the creation of entire lakes of water from a single water stone, or the appearance of temporary books containing specific information. You have learned how to create these great works of art and power, and can be called a reasonable expert on the subject. No need for technology when magic can do the job for you.

Beary Nice Gifts [600]

Her famous bear onesie may have been the main gift given to Yuna by the mysterious god who brought her to this world, but it wasn't the only gift she was given. Scattered around the world, in addition to the bear suit, were a few rare ores, tools, and so on that each provided their own unique and personalised benefit for Yuna. Along the same vein as this, you will find in future worlds that an assortment of divine gifts have been left in various odd locations. Primarily these are geared towards your specific wants or needs, and provide a reasonable boost in their own right, though nothing quite on the level of the bear onesie. They could be a mysterious ore that amplifies your summons stats, a gate to an interesting new location, or even a super rare ingredient to make a delicious dish. Sometimes you may even find more mundane items placed directly into your item box without warning.



Merchant

Mangaka [100]

One of the less seen skills of Yuna, besides cooking, killing, and trading, is her modest talent for art. To some extent this can be seen in her various bear shaped sculptures that accompany any of her constructions. You have an aptitude for the art of creation, much like her. You could draw well enough to not need to feel embarrassed sharing right off the bat, and with dedication will quickly grow more competent. Sculpting would also be possible. Bear statues seem to be all the rage currently.

Rated Child Friendly [100]

Other people's adventurers may be filled with women, men, or mythical creatures. Yuna's journeys are filled with a trail of young children, usually in need of her help. When frequently surrounded by dozens of kids, it is no surprise that Yuna has to be good at handling them. Like any good parent or teacher, you know how to deal with the energetic little troublemakers. Other carers may get jealous as they see your ability to keep your charges happy and not causing chaos. They just seem to take a shine to you for some reason.

Don't Mess With The Bear [200]

Faced with someone dressed up in a bear onesie, the expected reaction is for others to not treat them seriously. However annoying it can be, it's also not something you can really blame them for. Yet you will find that those whose opinions actually matter seem willing to take you at face value. The background mooks may mock you, but when it really counts, what you wear or what you look like is far less important than who you are.

Guild Master [200]

Adventurers are a generally rowdy lot, and many aren't exactly pillars of justice. In fact many could easily turn to banditry for a small price. That's why any good guild leader needs to be able to keep their adventurers under control. Whether it be from healthy fear, deep respect, or a desire to not make you disappointed, your underlings are for the most part very well behaved. At the very least in situations that might reflect back on you. In private they may be liable to let loose a bit more.

Dwarven Craft [400]

If there is a forge in the town, there is a fair bet that alongside it will be a dwarf. "Those who create" could be considered the primary dwarven character trait. Their cities have entire districts dedicated to blacksmithing. You have apprenticed under one of the three greatest blacksmiths of Ludnik, and so have learned an incredible deal about metalwork. By the end of your apprenticeship, you were already competent enough to be called the best blacksmith in most human cities. Adventurers would flock at the chance to receive a blade forged personally by you. The elves might appreciate a few new pots and pans too, if you'll spare the time. This naturally means you are more than suited to smith with ores such as mithril and other mystical metals.

Smart Investments [600]

By the time Yuna was fifteen, she was living comfortably by herself having dropped out of school. When her parents angrily questioned her about her future prospects she merely transferred a small fortune to them that she made by smart business choices. Similar to Yuna, you have all the makings of a successful businessman if you wanted to pursue such avenues. You have an uncanny knack for knowing when to invest, and into what. In the words of Yuna, you simply gather a bit of information, invest some money into the right projects and watch your balance steadily increase. With access to the stock market you could be a millionaire within years, if not months.



Noble

Hidden Princess [100]

With looks such as yours, it would be a shame to always cover them up behind a hood. Those around Yuna tend to be of exceptional good looks, and you are no exception to this. You are incredibly attractive, with a body that many people would kill for. Perfectly proportioned, clear unblemished skin, and shiny soft hair, people would question how you were never grabbed up by the king or queen. Even better, as you age you will remain in the springtime of your youth for far longer than most others. You'd still look twenty even as others your age start to find grey hairs and the odd wrinkle.

Blue Blooded [100]

Any proper noble will have had a noble's upbringing. That means teachings specifically on the manner in which one must act, how one must speak, how they might eat, and so on. While even the oldest politician would confess to how exhausting it is to keep up the act, you have been well versed in how to play the games of the nobility. You will not be caught off guard at a formal ball, nor will you stumble your way into an offence against the royalty. You will act your part and do so elegantly.

Mage [200]

Yuna may have a bit of a cheat when it comes to using magic, but she is unique in that regard. Take off the bear suit and she would be basically powerless. Not the case for you. Even without a cheat, you are a reasonably competent mage in your own right. You have a good stock of mana, a selection of spells that you know like the back of your hand, and the potential to grow stronger still. The magic of this world is mostly oriented towards the manipulation of the elements, but can also be used for more esoteric things such as healing. Like most mages, you are generally specialised towards the use of a single element, but that doesn't mean you are limited to just that.

Lordly Lord [200]

Being a lord isn't all stealing money and having parties. At least not if you are a good lord, which is admittedly less common than one would hope. A good lord needs to know how to organise a town, how to set up infrastructure, manage taxes, and not just how to line their pockets. While that is all very tiring, not to mention filled with paperwork, when push comes to shove you would be able to fill those shoes if the need arose. Though, as Ellelaura can attest, being TOO good at this kind of thing can come with problems all of its own.

Friend In High Places [400]

While walking through the woods you saved a young adventurer from a wolf. While navigating the streets, you helped stop a mugging. When heading home for the night, you shared a few fun stories with an older gentleman. That gentleman was the town's baron. The mugging victim? A duchess in disguise. That adventurer? She was the only daughter to the king who happened to slip her guards. Wherever you go, events seem to conspire to ensure you meet and make friends with those of great importance. Before you know it, you may find yourself unwittingly able to leverage significant political power.

Prophetic Dreams [600]

In the Land of Harmony, far across the sea, is a kingdom of man similar in many ways to Japan. In this land is a special young miko named Sakura who has the unique power of premonitions. When she goes to sleep, she will occasionally dream of events in the future. These visions will only show her personal future, and only occur a few times a year at random. They seem more likely to occur for big upcoming events. Like Sakura, you have been gifted with this same power of foresight. This future is not fixed, and can change if acted upon. As you work to change these futures, you will be afforded a few glimpses of the outcomes of these efforts.



Adventurer

Modern Chef, Strange World [100]

While many worlds share startling similarities, there are those that are still quite different. You are an accomplished cook within your own right, able to make from scratch any number of dishes and sauces. More importantly though, you will find familiar looking ingredients in even the strangest of worlds. They may have different names and different roles, but if it looks like a duck and quacks like a duck... Then maybe you're having hoisin duck for dinner.

Dismantler [100]

Unlike in a game, when you kill a monster they don't disappear into a neat cloud of pixels that leave behind all the valuable little materials. If you want to harvest anything from a creature in this world, you are going to have to get your hands dirty. You have been dismantling mobs since you were a young lass, and have gotten to the point where you are so experienced that you could competently take apart creatures that you have never touched before. Any adventurers guild would welcome you with open arms.

Bloody Bear [200]

Your reputation precedes you Jumper. Genuinely. You will find that word of your deeds, your strength, and your signature look spreads by word of mouth even faster than you can travel. There is a sure bet that, wherever you go, at the very least one person will have heard of you. And once they see you? Word is just going to spread around faster.

Knight At Arms [200]

Magic is something that all have at some level, but only a few have the talent to train meaningfully. The use of weapons however, is something anyone can pick up with time and dedication. Each kingdom has many academies dedicated to teaching people the art of combat, and you have taken part in this education too. You are comfortable with most kinds of weapons in your hands, and are particularly skilled with one of them specifically. You may not be beating the captain of the royal guard, but few regular knights are your match.

Combat Experience [400]

Experience is something that one can never have enough of. Most people in this world have only as much experience as they can get while adventuring. You have a unique advantage over them. You have a lifetime of experience from playing VRMMORPG games. Where other adventurers may only fight a few dozen times each month, you fought hundreds if not thousands of mobs and players each week. You have a bedrock of experience in combat that is unrivalled by all but the most experienced adventurers. If they move a foot, you can predict their timing. If they grip their sword, you can tell how much strength they are putting in. If you follow their gaze, you can guess where they are targeting. This experience extends to fighting wolves, goblins, and all sorts of different monsters. Very little will catch you off guard.

A-Rank [600]

There are many great and terrible creatures in this world, and there are equally powerful adventurers who rise up to fight them. A and B rank adventurers are some of the premier fighters around, and this is a reputation well earned. These are the adventurers you send to defeat an army. These are the adventurers who might rearrange landscapes and slay dragons. Every one of them is a master of their field and nearly unmatched in combat. You have ascended to the levels of an A-rank. You are fast, strong, skilled, and very experienced. A horde of thousands of wolves and orcs is more of a hassle than a true threat to you.



Items: *You may discount any one item of each price tier up to 600CP. 100CP discounted items are free. Suitable options may be imported into the relevant items if you wish.*

Bear With It [Free]

A bear is cuter than a box! If you wish for it, you can choose to give a makeover to all of various properties and items in much the same vein as Yuna's properties. They will gain their very own animal themed appearance, though in such a way as to not interfere with their original purpose. This can be applied to clothing to an extent, largely in the form of animal patterns, as well as future purchases if you wish for it too.

VR Headset [100]

A holdover from Yuna's original world, this is a small VR headset that was sweeping the world not long before Yuna was herself swept to a different world. This equipment takes the form of a visor-like helmet that covers the top half of one's head. A simple plug connects it to the power grid. By default this comes loaded with World Fantasy Online, the VRMMO game that Yuna was playing. Other games can be added, if you can figure out how to convert them to VR format. This particular headset comes with some batteries that will last several hours, before recharging over the course of a day or so.

Beary Nice Clothes [100]

Yuna's particular brand of clothing may be filled with phenomenal cosmic power, but most sets of clothes aren't. Still, there are many occasions to dress up for, and sometimes style is what you'll need rather than strength. This is a small wardrobe filled with clothing of various different themes. There are school uniforms, gala wear, basic work clothes, and even a plain old mundane onesie.

Adventurer Tools [100]

Every adventurer needs their tools. Bare fists (not bear fists) will only get you so far after all. You have with you the very basic tools needed by any would-be adventurer. These tools include basic camping gear, some simple armour, and a normal iron weapon of some kind. Alternatively you could have a mage's robes and staff to help with focusing mana, and a beginner's book on magic. You're not going to stand out with this equipment, but you'll be reasonably prepared for your first outings.

Honey Tree [100]

Sitting in a giant field of blooming flowers is a gargantuan tree. The many different colours and species of plants surrounding it ensures that it is bursting with colour and life all year round. This tree is called the honey tree not because it naturally produces honey but because it is filled with hundreds of bee hives and hundreds of thousands of worker bees. Honey all but leaks from each nook and cranny. Collecting the honey is a simple affair, as the worker bees flying to and fro are incredibly docile. They won't react even as you reach in a meaty hand and scoop up their liquid gold. This tree also happens to come with two guards: large bears that defend it from monsters, while also enjoying some of the honey that gets produced.

Item Box [100]

With the appearance of item boxes, the days of trekking with huge bags have passed. Well, that's not quite true. Item bags are still relatively rare and usually can only store so much stuff. You have come into possession of your own one. This bag can take the form of a small item of your choice. The inside of the box can store up to a carriage worth in weight, and will preserve the things inside indefinitely. Storing and releasing objects from the item box is as simple as a brief application of magic and will.

Food Stock [100]

You never know how much you are going to miss the essentials until you are suddenly without them. Without the globalisation of transport and communication, many staples of food are incredibly localised. To this, you have managed to hoard a few crates of a modest selection of general basic ingredients. This includes eggs, rice, cheese, flour, and more. These have been stored in a little item box exclusively for the ingredients. Should you run out, you will find replacements within a week.

Shop Slot [100]

If you wish to run a business, you need to have somewhere to operate. You have gained the title deed to a large building place in the centre of a town or city of your choice. This shop has a large entrance room that can be used for either catering or displaying goods that you wish to sell. Further in, there is an expansive kitchen area, as well as a cooled storage room for keeping supplies. Some stairs at the far end take you to the upstairs floor designed for employees to rest or sleep in.

Hot Spring [200]

While a relatively unknown phenomena outside of the Land of Harmony, hot springs are a wonderful place to sit back and relax. Water full of healthy minerals is heated by magma below the Earth's crust, and bubbles up into a serene pond surrounded by rocks. You have come into possession of a plot of land upon which a large hot spring has been built. The excess water flows over a small steaming waterfall into a large crystal clear lake. A modest wooden building has been built next to the hot spring to allow for changing and drying when entering or exiting the pool.

Magic Stones [200]

All monsters will have a magic stone inside their body somewhere. The bigger and stronger the monster, the bigger and more powerful the magic stone. Even normal wolves are liable to have these stones. These stones each have their own elemental affinity, and can be used as power sources for those same affinities. Water stones can be used to produce fresh water, fire stones can produce heat, light stones create light, and so on. This is a reasonable sized crate filled with hundreds of different magic stones of different sizes. The crowning jewel is a magic stone a foot in size that originated from a great beast. If used up, this crate will restock in a month.

Feystone [200]

At a young age, every elf is given a special stone by their parents. This stone is imbued with the prayers and well wishes of the elf's parents, and is known as a feystone. Elves will weave this stone into bracelets or braids, and barring the most exceptional circumstances will never part with it willingly. What makes this stone sought after by humans is the fact that those with this stone will have the blessing of the wind, which true to its name will boost the power of any wind based magic the holder uses.

Bronze, Silver, Gold [200]

The currency of this world is generally the same wherever you go. Various forms of bronze, silver, and gold coins can be used to pay for most amenities. You may not be literally swimming in money, but this tidy sum of coins converted from previously in-game currency is enough to ensure you never truly have to worry about how much you are spending unless you're going around and buying up whole streets worth of property.

Bear House [200]

Over the next few years, you might well notice a rather odd animal shaped style of house occasionally popping up in places all over the world. You have acquired a bear house like was made by Yuna. This doesn't necessarily have to be in the shape of a bear, but it is in the general shape of some kind of animal. This house has multiple floors, several bedrooms and bathrooms, a large heated bath, and sturdy stone walls reinforced by potent magic. Looks aside, you are unlikely to find a more modern and more sturdy house in this world. If you have an item box big enough, the entire house can be taken with you on journeys.

Mithril Tools [400]

Iron or steel blades are useful up until a point. The more powerful beasts have hides that are all but immune to being cut by such metals. Instead they require a far sturdier metal, the likes of Mithril. Mithril by itself is much stronger than steel and naturally very resistant against magic. You have gained some basic mithril weapons. A must have for any C rank adventurer or above. These weapons can come in two forms: Specialised Mithril and Mana Mithril. The former focuses on bringing out the best of its physical characteristics, while the latter allows for the channelling of mana through it to strengthen it further, at the expense of a weaker 'base' state. Along with this is a set of mithril chain mail, to serve as sturdy protection.

Spirit Stone [400]

There is a very rare stone known only to a select lucky few known as a spirit stone. This type of stone is more special than any normal magic stone. Each Spirit Stone starts in a State of Nothingness. When a person holds it and flows magic through the stone for the first time, the spirit stone will permanently attune to their affinity of magic. An elf will produce a spirit stone of wind, a dwarf might produce a stone of fire or earth. Two rather unique spirit stones attuned to the affinity of Bear. Once attuned, this spirit stone will significantly amplify the power of the stone's attribute of the holder. This stone could be considered similar to the Feystones of the elves, though more potent.

Golem Cave [400]

Why go mining for ore when the ore can come straight to you? This cave is an interesting resource for blacksmiths and metalwork, for a special type of monster forms in it. Golems made of stone and ore will be birthed from the highly mineral rich walls of this cave. The outermost golems are generally made of rock and mud, but as you go deeper these change to large iron golems. When you reach the centre you will find a single massive mithril golem. Destroying their magic crystal cores will allow one to harvest the pure metal that makes up their body, though actually doing this is the work of C rank adventurers at least. The mithril golem would require at least B rank warriors. Digging out the ore in the old fashion way is also viable, if you are in a hurry. Any golem killed will reappear the next day, bar the mithril golem which will take at least a month to reform.

Gate Of Trial [400]

Created long ago by a powerful wizard, the Gate of Trial stands within the city of dwarves as a place for blacksmiths to showcase their improvements and for adventurers to test their skills. Behind a massive wooden door is a large open space. By the entrance is a stone box. When entering one will place their chosen weapon in this box, allowing the space to register it. The gate will then create five trials of increasing difficulty based on the stats of the weapon and strength of magic flowing through it. If all five trials are completed, the champion will earn a large lump of pure iron, as a reminder to the blacksmith to keep on forging. The trials require a large amount of mana to work, so the gate usually opens for a day or two each year. Where this gate appears in future worlds is up to you.

Carpet Seals [400]

Magic circles are useful tools for consistent repeat performances of certain spells. The town elder, Mumulute, of the elvish village has a room filled to the brim with hundreds of colourful carpets each of which is embroidered with a different magic circle. It allows for easy storage of magic circles in a way that reduces wear and tear. Merely place some mana gems on top to power the formation and voila! Instant magic circle! You have gained a copy of this room of magical rugs. There are hundreds of different carpets and dozens of different uses. Actually finding the carpet you want may be a struggle in a hurry, so do try to keep it organised.

Guildmaster [600]

There are many different guilds, and thus there are many different guild masters. Even within the same profession, each town or city will have different guild masters. There are guilds for adventurers, for commerce, for blacksmithing, for fishing, and more. This building is the guild hall for one such profession. The exact profession is up to you, maybe it could even be a new up and coming one. Whatever the case, it has a selection of basic equipment for guild use, a large meeting hall for members to hang out, and most importantly a reasonable number of guild members to fill its numbers in this and future worlds.

Oasis Machine [600]

A blindingly hot desert that never rains is not a place one would expect to find civilisation, yet the sprawling city of Dezerto manages to flourish in this very place. It can do this because of a massive lake that sits eternally at its center. This lake is generated by a massive magic circle put together by a great wizard. A large water attributed magic stone sits in a small basin and endlessly generates a cascade of water. This water is then passed through the impressive array and is multiplied a thousand fold. In this way, an entire city can have water to spare.

Sacred Tree [600]

The elves live in forests around the land, protected by a massive magical shield that keeps monsters out. This shield is created by a gargantuan Sacred Tree at the very centre. You have managed to come into possession of a young sacred tree for yourself. The tree will constantly generate a large field that repels monsters for miles around, and will only grow larger as the tree reaches maturity. Around the tree itself is a smaller second shield that protects the tree specifically from all but a select few. The leaves of this great tree can be used to brew a very relaxing tea that leaves the drinker energised and recovers their magical energy.



Divine Gift [1000]

There is one thing that makes Yuna stand out the most: The divine gift bestowed upon Yuna by the God that brought her to the new world. This is a comfortable animal suit in the same vein as the infamous bear onesie that Yuna wore. Each individual part of the outfit provides a different yet potent boost to the wearer. The gift comes with its own unique levelling system. As you fight other monsters or adventurers you will level up. Levelling up increases each of the onesie's effects and every five levels the outfit will gain an additional ability. At level 1 a weak fifteen year old girl could defeat a D rank adventurer. By level 20 they'd be taking on armies. The abilities of the outfit are too numerous to list, but at base it boosts the wearer's defense and attack power, stamina and mana regeneration, resistance to physical and magical damage, grants a storage space and two summoned beasts, and never stains. Any magic cast in the shape of the onesie's animal theme while wearing the outfit will have its effects dramatically amplified. Notably, this onesie has received a divine blessing which ensures it can never be stolen or used by anyone other than you. The onesie can be of a creature of your choice, it doesn't necessarily have to be a bear. The only constant is that it will be cute.



Companions:

Companion Import [50]

While Yuna may have entered into this world all on her lonesome, there is no reason that you should have to do the same. For a mere 50CP each, you can bring an existing companion into this jump in an origin of their choosing, and give them 600CP to spend on perks and items of their choice.

Canon Companion [50]

There is quite the colourful cast here, with all kinds of characters in all kinds of roles spread throughout this world. Maybe you've taken a shine to some of them. For 50CP, if you can convince them to come willingly, you may bring one of the characters from this world to future jumps as your companion.

Summoned Beast [100]

While summoned beasts are rare, they are a known quantity. You have entered into a magical contract with some form of summon beast. This is a reasonably intelligent beast or monster of some kind. Most of the time they will exist in an in-between space, but can appear by your side with a quick burst of magic. Through your contract you are able to share their senses, and to a limited degree can communicate with them over long distances. The exact species this summon takes is up to you.



Drawbacks:

Pint Sized [+100]

After the use of some very intensive magic, your form has shrunk back to that of a small 10 year old child. Mentally you may be unchanged, but you are unfortunately stuck in this form for the remainder of the jump. At least you can commiserate with Kagali about this. On the bright side, despite being 10 you will not have to deal with the drawbacks of using mana at such a young age, as your magic system while tired has long since stabilised.

Stick To Theme [+100]

Without the use of her bear onesie, Yuna is a largely powerless young girl. She has no strength, no magic, and no summons. Not that that particularly gets in her way. Like Yuna, all of your powers and items, both from in and out of jump, have been imbued into a onesie. If you want to use any of your abilities you'll need to be wearing this onesie. I hope you don't feel too embarrassed walking through town dressed like a cat or whatever.

Claim To Fame [+100]

Sometimes you want to make your name known to the world, and sometimes you want to remain anonymous. Sadly the world seems set on doing the opposite of whichever of those it is you want. The less you want your name and deeds to spread, the more it seems to, while conversely the harder you try to become famous, the slower your name seems to spread.

Caught In A Lie [+200]

Even if it's the most obvious and outrageous lie, there are those who will still stick to it for reasons only they can understand. Refuge in audacity perhaps. You are nearly a compulsive liar. Most of the time they won't be particularly big lies, nor do they have to be very harmful. But sometimes they'll be a bit more outrageous, the kind you really don't want to be called out on. Lies such as being close friends with the king. Even worse, you often seem to tell these lies around the very people who can prove it wrong.

Picking A Fight [+200]

It's already been covered, but adventurers tend to be a slightly rowdy bunch. Maybe they see something wrong with your face, because it appears that they often seem to take exception to your very presence. They'll be coming up, barging into you business to question why you are here, and start picking fights with you if you get the slightest bit annoyed with them.

Self-Conscious [+200]

No matter how much people complimented her, adored her, and idolised her, Yuna never could take it seriously due to her own personal feelings of a lack of self worth. She shied from human contact, assumed she was fat, not pretty, and a pain. Unfortunately you have been afflicted with this same lack of self-esteem. You are especially self-conscious and liable to hide away in your house all day if not dragged out by others.

Rampant Corruption [+300]

A sadly common tale within this world that you will notice, is that while those at the very top of the kingdoms and management are mostly quite benevolent and kind, those below them are tainted by multiple corrupt and greedy officials who hide their crimes from their bosses. You have had the unfortunate pleasure of being at the mercy of this scum of society. They will interfere with your businesses, kidnap your friends, undermine your reputation, and so on.

Monster Magnet [+300]

There are certain beings and certain creatures whose very presence attracts monsters from all around. You similarly have a magical signature that seems to call to monsters for miles. For the most part, while you aren't using magic, this will only attract the closest monsters who are sensitive to mana. But the more actively you use your mana, the more monsters you will attract from a greater range. If you are unlucky, you may attract the kinds of monsters that A rank adventurers are needed to kill.



The End

Your decade in this world is over. Now it is time for you to decide your future course. Do you wish to...

Stay Here? You've come to enjoy this serene world filled with magic and adventures, so have elected to stay here from now on. Your chain is over, though you keep everything you've gained along the way.

Go Home? As nice as it is here, you've started to miss your true home. You have decided to head back to your original world. Your chain is over, but you once again still get to keep everything you've gained along the way.

Move On? This was a nice vacation, but the journey doesn't end here. Not yet. You are onto bigger and better things! You move on to your next jump, with all that you have selected above.



Jump by Lone Valkyrie - Hope you enjoy

Notes:

Divine Gift - There are many abilities gained by the bear onesie, too many to list in the item description alone, so here is a brief list of the various powers Yuna's outfit gained as she levelled it up:

Black Bear's Clothes (Front):

- Increases physical and magic resistance depending on the level of the user.
- Heat resistance. Cold-proof.

White Bear's Clothes (Back):

- Automatic stamina and mana regeneration depending on the level of the user.
- Heat resistance. Cold-proof.

Black Bear Glove:

- A glove of Attack - attack improves as level increases.
- Can summon the Black Bear.

White Bear Glove:

- A glove of Defense - defense improves as level increases.
- Can summon the White Bear.
- Bear Extradimensional Storage - Infinitely sized item box in white bear mouth. It can eat (store) anything other than living beings. Stored items are frozen in time.

Bear Shoes:

- Increases speed depending on the level of the user.
- The user won't get tired of walking for a long time.

Bear Underwear:

- A bra and panties with the panties having a picture of a black and white bear (*varies based on gender/preferences*).
- Does not get dirty, no matter how dirty it becomes.
- The smell of sweat is replaced by a more pleasant scent.
- The size changes as the wearer grows.

Bear Hood:

- Bear Identification - The Bear's hood can see the effects of tools and weapons. Only active while the hood is worn.
- Bear Detection - Can detect the location of monsters or people.
- Bear Map - Any area seen through the bear's eyes can be made into a 2D map - Upgrades to 3D mapping with more levels.

Extra Abilities:

- Non Transferable - All parts of the outfit can only be worn and used by the owner.
- Bear Transport Gate - By setting down at least two gates, you can go between them no matter the location of where they are set. When more than three doors are set, you can decide which door to get transferred to by visualising its destination. This door can only be opened by the bear gloves.
- Bear Phone - Creates indestructible bear phones that can communicate instantly over any distance using mana. Bear Phone holders can only connect to the owner, not each other.
- Bear Water Walking - Allows the user and their summons to walk on water
- Bear Underwater Swimming - Allows the user to swim through water in a bear shaped air bubble.
- Cubification - Summoned bears can be transformed into cub form.