Dragon Quest III 1.0 by William

Welcome , Jumper to the world of Dragon Quest III.

A world which is under the threat of a powerful sorcerer named Baramos, but with an even more dangerous situation that is hiding in his shadow. There are many dangers that await, but that will not stop one such as you, Jumper. No doubt, when you can have a full party at your back, you will be able to make your way through any danger that presents itself.

Beneath the very world in which you stand is another, one hidden within the depths of the very planet. Referred to as the Dark World due to the fact that the Demon Lord, Zoma's very presence darkens the entirety of it. He bides his time, working under the cover of this darkness, and in the upper world, he reaches through Baramos to inflict that evil upon the world above. It's only a matter of time until he's able to achieve these goals.

So then where do you come in, Jumper? Are you one to stand with the heroes to stop the world from being completely devoured by this darkness? Or will you aid the vile Demon Lord in his conquest? Or perhaps merely watch to see how the Hero manages on their own? The Choice is yours, Jumper.

Take these 1000 CP to aid you as you set foot into this wild, untamed world.

Age and Gender

Men and women both have aided the Hero, and of all ages, to boot. The ability to make one's mark on the world and claim to have made a change rests solely on one's ability, and there are quite a few actions available to truly do such in the history of this world… or the next.

You may choose your age and gender should you wish to do so. Or, if you would be willing to relinquish your control to me for 50 CP, you may roll 15+1d10 for your age. Odds flip your gender from your last Jump, evens let you keep it as it was. How desperate are you for CP, Jumper?

Location

This is split into both past and present. Should you choose from the left column, you'll be present during the timeline of Dragon Quest 1. If you are on the right column, you'll be present during the timeline of Dragon Quest 2. Should you wish to relinquish control, you can roll 1d12, and earn 50 CP for my amusement.

1 - Aliahan
Hometown of Ortega, the hero. At one point this country controlled the entire world, but it has since fallen to only hold a single continent.

2 - Romaly
A large, castle-town where the king's crown has been stolen by the notorious Robbin' 'ood, and requires some assistance from a hero.

3 - Asharam
A large, busy town with a number of merchants all selling all manner of wares. Some stores are only open at night- so time your stay well.

4 -Portoga
The large, castle port town where ships are made. The king is very fond of Black Pepper, if you know where to find some.

5 - Eginbear
A large, imposing castle which has a tendency to not admit foreigners. Nonetheless, a hidden treasure lay in its underground if you wish to find it.

6 - Zipangu
A collection of islands which holds no stores of its own, but nonetheless has issues of its own with its priestess Himiko and the dragon Orochi.

7 - Samanao
A castle-town that can only be reached by warp gates. Its people are concerned for their king, who seems to be acting differently lately.

8 - Dragon Queen's Castle
Surrounded by a ring of mountains, this castle is home to the Dragon Queen, a woman who is close to death, unless you can save her.

9 - Castle of Baramos
At the summit of Necrogond is the Castle of Baramos, where the monster who threatens all of the world, unless someone can put an end to him.

10 - Tantegal
The King of Alefgard has control over this kingdom, but it is Zoma who has the true control. Safe from Zoma's influence, for now.

11 - Hauksness
A desert town which seems to hold a rare metal, which can be used to forge something powerful. Unlike the future, this town is not yet in ruins.

12 - Castle of Zoma
A castle confounding for those who are unfamiliar with its secrets. With moving floors and a passage of infinite loops, it can be very confounding for those unaware.

Origins

Origins do not cost CP to take. The Drop-In, Hero, and Jester Origins work as a standard Origin, meaning that you will gain their 100 CP Perk for Free, and discount the rest of the perks within that Origin. The remaining Origins may be taken in pairs, representative of the 'Class Change' that can come about. This can allow you to take Fighter/Priest, Merchant/Mage, etc. Doing so offers both of the 100 CP Perks for those two Origins for free, and discounts the other perks within those two Origins.

You have arrived in this place with no past knowledge of anything that you've done here previously. Nothing impacts your clear thinking and understanding of your situation. Whether you start in the Dark World where Zoma rules, or the world above which is threatened by Baramos, you will quickly find yourself in the midst of a dangerous, monster-infested world. Then again that might be exactly what you're looking for.

Whether the child of a former hero, or one where you've made your own path in life and been duly recognized for your efforts, you are truly heroic in your approach. This gives you a history of being well-known and liked, and as the Hero, you have a wide variety of talents, from strength to skill in magic. Others may attempt to do what you can, but none can possibly match you in all areas- not without significantly more effort than you.

All work and no play makes you a dull boy. Or girl. Regardless, you've taken that even further, to the point where even some work is difficult for you to identify with. It's so much easier to just laugh and ignore the goings-on of the world when you can just skate by in life with little more than the clothes on your back and more than a little bit of luck. Others might get frustrated with you, but they just don't see your genius.

You've trained for most of your life in the way of combat. Eschewing any sort of magical sense for pure martial skill, you have very little equal on the battlefield. Monsters quail in terror at the sight of your weapon and shield, and no armor is too heavy for the likes of you. Others may be able to do more with spellcraft, but no one has the raw consistency and brute force that you can bring to the table, making you a force on the battlefield.

Rather than work in arms and armor, you've managed to turn your own body into a weapon. And the more training you undergo, the more powerful that weapon becomes. There are others, of course, that may temporarily give you a greater sense of power, but even then your body will supersede them, your fists and feet becoming more dangerous than any weapon, and your skin harder than any armor.

Martial skill is not for you, but instead, you find your calling among more mystical practices. Not needing to lift a hand to destroy your enemies, or to fetch you a glass of water, has always come second nature to you and while it has certainly required some years of study, you are nonetheless a force to be reckoned with. The more spells you have in your arsenal, the more answers you have to whatever comes your way.

As a devout follower of the Goddess Rubiss, you have been blessed with a portion of Her power, allowing you to perform incredible healing miracles. While some of your brethren have taken to setting up a church service to calmly spread the word of the Goddess and charge a small fee for the services, you perhaps may seek to spread the word a bit more directly, aiding others in your travels as you spread healing light of the Goddess Rubiss across the land.

Buy low, sell high and make your fortune delving into dungeons for things to sell, the Merchant is less a shopkeeper and more of an adventurer who has learned to be opportunistic in this world. With monsters and other dangerous creatures afoot, you've turned that danger into profit, going where most refuse to tread and coming out to sell your spoils to those who are perhaps braver than you to further more adventures.

The darker side to the more upbeat Merchant, the Thief seeks to pull treasures from the monsters of the world, using wit and skill to hunt and efficiently defeat them. Quick and nimble, you're able to often stay out of any real danger, and you've got a nose for treasure and towns both, able to find somewhere to easily unload your most recent haul before adventuring out again, never satisfied with your standing.

Perks

-General Perks-

Basic Training (Free for All)
This world is one of danger and mystery, even outside of the threats to the world from Baramos and Zoma. Monsters roam the lands, forests, and caverns of the world, and while most people don't have extensive training to fight and put an end to the monsters… just about everyone is fit and strong enough to at least be able to fend off roving bands of monsters and travel from one town to another. While not a prime example, necessarily, you're at least reasonably fit, able to survive in this world.

Medal Hunter (Free for All)
For those that do take up the occupation of hunting monsters, there exists a rumored and rare find among the creatures felled. They are often referred to as 'Monster Medals' and highly sought after by collectors. This allows you to not only find examples of these Bronze, Silver and Gold medals of the various monsters here in this world, but also beyond, able to find rare trophies easier from creatures and others that you defeat.

Marching Order (100 CP)
Simply by having someone stand behind you, any and all foes lose interest in whoever may be behind. You can also take advantage of this by ducking behind another, and in doing so, anyone who might have been attempting to target you are now forced to target whoever you stand behind, instead. Of course, area-of-effects are unaffected, but in a single-target scenario, you can control who is targeted.

Turn-Based Combat (100 CP)
Rather than things happening in a crazy, sudden battle with both sides attacking one another ferociously, you can choose to engage opponents in a far more civil manner. Once invoked, that current encounter can't be switched back to a more 'realistic' method. However, while under the Turn-Based Combat, you and your foes each take turns fighting with one another. Even if you are fast enough to run circles around an opponent, once this is invoked, should you attack an enemy, you cannot do so until they take an action of their own. Of course, the reverse is true as well, allowing you to limit a mobile opponent with this refined and elegant combat style.

Journey of a Thousand Steps (100 CP)
All journeys, travel and so forth are something that take time and effort. Thankfully, the latter no longer applies to you. You don't get tired from the act of walking or running, so long it is for the express purpose of reaching a destination. Aimless wandering will still have the normal wear and tear on you, but so long as you're traveling to a destination (even if you're not entirely sure where that destination is) the act of said traveling will never tire you, and even better still, the very act of traveling will energize you, replacing the need for sleep or such things while you're on the road.

Personified Personality (200 CP)
Your skills, talents and so forth are generally tied to who you are as a person. Those who are more brash and aggressive tend to favor certain abilities, whereas those who are quiet and studious go for another. With this, that personality now reinforces that style, rather than (generally) causing it. A romantic daydreamer will grow more intelligent while one who is solitary might find themselves even more resilient. This will impact you immensely, forming a reinforcing foundation that can change as you personality changes as well.

-Drop-In Perks-

Horde Control (100 CP)

Having an enormous monstrous army of demons, undead and more means very little if you're unable to control them. This perks gives you a mastery over the command of an army, and while it doesn't impart genius tactical knowledge, what it will do is ensure that whatever plans that you do make, they will be carried out by the underlings to the very best of their ability. They won't be discouraged or attempt to do something different other than what you've clearly laid out as the plan. For large, roving mindless hordes, this can be especially beneficial for detailed instructions that they might not otherwise be able to understand or comprehend.

Unfathomable Motives (200 CP)

The reason 'why' someone does something can hold a large number of reasons, and any of them can help to shed some light by others into some insight on why something is done. This can, of course, lead to developing plans or ways to undermine you by picking apart these things and creating appropriate countermeasures. No longer with this. Your motives, no matter how clear and understandable they may be to you, will be absolutely unapproachable by others, should you choose. No one will understand how you came to your conclusions, and your reasons, which will make attempting to create any resistance against you far less effective. A way of thought so incredibly alien and different from their own will also incite fear and uncertainty, undermining your foes simply through the virtue of having no understanding of their enemy.

Cold of Undeath (400 CP)

The brilliant sun shining its warmth down upon the world is a world that you find detestable. Things like light and warmth have no place in your domain, and so powerful is your desire for death and desolation that these things actively avoid you. Light seeks to shy away from your darkness, and unless presented with a more powerful form of light and heat than your own cold, dark evil, it cannot pierce through the veil of shadow that cloaks you. Beyond this, in your domain, which can persist over entire continents with enough power, you command an absolute mastery of ice elemental magics. The icy chill of undeath is your constant companion, and the light and warmth of life will never stand to live in your presence.

Soul and Skeleton (600 CP)

The soul of a creature is an incredibly valuable thing. It is what gives something life, and allows it to move on into the afterlife, once it is no longer connected to the body. You, however, command a mastery of such things, and can forcibly extract the soul of a recently-killed person or creature, and make it dance to your bidding. Even moreso, this also grants you control over the body that soul once inhabited, allowing you to, should one of your minions be felled, to command an assault with the soul and corpse of said deceased creature. Even further beyond, your own soul has a powerful, vibrant life force, constantly restoring and repairing your body from any kind of damage as that energy feeds back into your corporeal form.

-Hero Perks-

Nose for (Small) Treasures (100 CP)

Herbs left in dressers, a small sack of gold hidden away in a cabinet, and so forth are things that you now instinctively know the location of. While this won't lead you to any real vast treasure troves or incredible finds, you're able to consistently find things that will aid you on whatever it is you're trying to do. And the best part about these finds is that you can find them just about anywhere, and beyond that, no one will ever question you for taking it. Even if it's someone's savings or an herb needed for medicine, it will inconvenience no one, and it will never harm your Karmic nature, should you wish to continue the path of Hero.

Blood of Ortega (200 CP)

Others find themselves struggling to make a difference in the world, struggling to get by with the rudimentary skills that they've either learned themselves, or managed to get someone to teach them. But even then, there's a limit to what some people can do. But you've got the blood of heroes thudding through your veins. Things like normal limits don't really apply to you, and you're able to foster that growth through trials and combat. Where others might barely manage to handle things like monsters or travel, you've got the potential to transcend that, gaining skill and experience far more quickly than others, and without a limit. Of course, the more skill and power that you gain, the longer it takes you to continue to grow in that power, but you have no upper limit, so long as you keep putting in the time and effort to increase your abilities.

Potent Descendancy (400 CP)

Not everyone is built for the power of the generational, and while some heroes may be larger than life, their very own children and/or grand-children may not live up to those expectations set forth by their predecessors. At least now, for you, you can ensure that your progeny continues to exemplify the same traits and power that you do, to a point. If you choose to have children (whether natural, unnatural, or anything in between including building or simply growing them) you can choose to have those children inherit up to half of your perks. Alternatively, they can inherit everything that you have, but they will all function at half their normal ability instead. This will allow you to, should you wish, take certain aspects of yourself and 'design' your children's abilities going forward.

Blessed by Rubiss (600 CP)

The Goddess Rubiss is one who chooses those champions who can do Her will, and by taking this, you too will be empowered with a similar power, but without the need to fulfill what She seeks. You now have the ability to grow stronger than any other force in any other setting with no restriction aside from the time and effort it would take you to reach it. Even levels that were previously unattainable you can now find and surpass, so long as you're willing to put in the effort and training to get there. The speed at which you gain strength is tied directly to the most powerful figure in the setting. The stronger it is, the faster you will excel.

-Jester Perks-

Life's Easy (100 CP)

People make life too complicated. They think about all these things that could go wrong or they dwell on what has gone wrong in the past and all of those things build up and up...until they find themselves completely buried by all these negative emotions. But you understand that so long as you've got a place to sleep and get to eat once in awhile, there's nothing better than being alive. Life is what you make of it, and you make it the best that you can. Not to say that you don't feel sad or upset if something happens, (you're not unfeeling after all,) but you can roll with whatever happens and choose your disposition and mindset.

Clown Around (200 CP)

Goofing off is an art, and it's an art that you've mastered. You've taken your antics to a level that most people couldn't ever dream of, and beyond that, you've managed to make them into something just as effective as something that people have put effort into. If you light a piece of paper on fire and toss it at an enemy, it will be as powerful as a wizard's spell. If you cheer on your allies, it will have a noticeable, tangible effect on how hard they can hit and how fast they can move. While the effects are wildly inconsistent, with training and practice you can turn your act into a veritable style of its own.

Lucky Lucky (400 CP)

Maybe part of the reason you're so blase about most things, or the fact that you can goof off with the best of them without a care in the world is the fact that you are *ridiculously* lucky. So much so that games of chance almost always fall in your favor, and you know you can always catch a quick bit of money at such games. You're the sort of person to be the one millionth customer and earn free food for a year, and that luck never seems to dry up. If anything, as you journey and learn and experience things, the power of this luck continues to grow and becomes more pronounced.

The Wisdom of a Sage (600 CP)

All of your tomfoolery and devil-may-care attitude has given you a strange, almost supernatural keen insight into the way the world works. You've seen everything from the way a warrior fights, a spellcaster uses magic, and a priest channels the divine presence to heal wounds. And through all of that, you've incorporated it into your routines, your antics, until you realized just how *connected* everything is. On top of this realization allowing you to learn any spell from this (and future) worlds simply through virtue of understanding, that same wisdom gives you an impeccable understanding of everything being interwoven. If you have multiple resource pools (Magic, Ki, Chakra, Soul, etc) you can choose to utilize an equivalent amount to power other abilities. Beyond that, things that you learn in the future that are normally outside of your expertise, you can apply what you know in order to learn them, albeit in a different style. Applying the understanding of magic to technology, psionics to soul resonance, and so forth. You can see all those connections that seem to elude others, and empower all of these options you have through those same connections.

-Warrior Perks-

Walking Armory (100 CP)
Swords, axes, spears, staves, tonfa, chain sickles, and many more- all of these weapons require years of rigorous training in order to become proficient, let alone master. Thankfully, you don't need to worry about that. No matter what sort of weapon you pick up, you instinctively know everything about how to use it as an implement of war. While you might not know any enchantments or special qualities, when it comes to knowing how to use it to kill someone else, your knowledge is second to none.

Living Tank (200 CP)
Subjecting yourself to constant aggression from monsters, bandits, and so forth has left you with an incredible durability. With this perk, your physical resilience and ability to take a beating will skyrocket, allowing you to fight and absorb punishment far, far beyond what would be normal for someone of your build and training.

Strength Beyond (400 CP)
With enough raw, physical force, even something like a bamboo pole can generate enough force to cause permanent, lasting damage to monsters, golems made of stone, or even an overlord of darkness. That unrelenting physical might is now yours, leaving you capable of herculean feats. Thankfully, this also will make sure that any weapons that you wield do not break from that raw power either. So if you want to use a bamboo pole to smash open the skull of a dragon, you've got the strength to do so.

-Fighter Perks-

Way of the Fist (100 CP)
Rather than wield a weapon, learning its intricacies and finding the best way to use it, instead your body itself is a weapon. Your fists, feet, skull- everything that you have is a weapon that is on-par with some of the most dangerous weapons that are in creation. You can train your martial arts and other skills over time, steadily drawing more and more skill and making your natural combat style even more dangerous than a legendary weapon.

Steelskin (200 CP)
While your body might have become the ultimate weapon, you cannot often wear armor given that it's difficult to maneuver and properly perform your martial arts. So you now have the next best thing- your skin itself is hardened against blows, making it seemingly like your entire body is made of metal. Your flesh can turn blades aside at the start, and as you gain strength, the more resilient you become.

Critical Strike (400 CP)
When you see an opening in an opponent's defense, you innately know the most effective way to take advantage of that opening. Beyond that, you have a supernatural sense for these things, able to always tell intrinsically where to strike to get the most amount of damage. Not just in physical combat either- verbal arguments you can find logic holes and flaws easily, and can respond with the best information you have for the situation, cutting through the opponent's arguments or statements with ease.

-Mage Perks-

Hocus Pocus (100 CP)
Sometimes you just need magic to do something but don't necessarily know the spell that would get that specific result. With this, you no longer need to know a spell to get the effect that you want. Even if you don't know any spells that are similar, so long as you know what intended effects you want to produce with your magic, you can shape that raw magical talent into doing so. It won't be as effective as a dedicated spell for those effects, but it can certainly help to fill in any magical 'gaps' you might have in your repertoire.

Magical Mastery (200 CP)
Magic just comes naturally to you. There are those who have been studying and practicing their entire lives, and you've just picked it up in recent years and are their equal, or better. This allows you to learn and pick up new spells just through the virtue of study or even just practice. You'll discover new ways to shape your talent to get it to do exactly what you need it to, and be able to produce consistently better results with each spell use.

Dragon Form (Puff!) (400 CP)
One of the spells often sought after by Mages in this world is the Puff! spell. This allows the caster to take on the form of a dragon temporarily, and all the power that comes with it. For you, that transformation is no longer temporary. So long as you can retain the magical reserves to sustain the draconic form, you can stay in it as long as you'd like to. Training and focus reduces the amount of drain that you feel, eventually taking nothing for you to sustain the form indefinitely.

-Priest Perks-

Prayers (100 CP)
Rubiss is your dedicated Goddess, and She is one who watches over you. This allows you to call upon her for small aid now and then throughout your adventures here. But even once you have gone on into other lands, you retain that connection with the divine, and if there are any divinities within those lands, you can work on much the same principle of requesting assistance from them. This allows you to be granted favors such as cleansing curses, healing and even resurrection from other deities in future settings.

Divine Immunity (200 CP)
As a Priest of Rubiss, you can cure maladies from others with but a touch. Poisons, curses, disease, all of them are nothing before Her power. That same power is also something that suffuses your entire body. Rather than needing to contact Rubiss to remove these from yourself, you are simply immune. You cannot be poisoned, cannot catch diseases, cannot be cursed, unless its power can surpass Rubiss' own.

Tithe (400 CP)
As the power of the church stands, there is much to be given to the glory of Rubiss. Of course, there are also other costs, such as maintenance, your pay, and other such things. You've learned that, so long as you can reasonably claim within the limits of your ability that an act is in some way aiding the church, or just religion in general, you can charge for it. As Rubiss has no need for mortal currency, as her agent, the wealth is yours to use. This functions similarly in future jumps as well, even if you need to create (or fabricate) a religion.

-Merchant Perks-

Goldfinder (100 CP)
You have a nose for the shiny bits of gold, and honestly just currency of any kind in general. You know how to find it, and better yet, you know the best ways to make and earn it. Adventuring's great and all, but why sell what you find to a shop at a small profit when you could open your own store and sell it for full price? You will naturally (and often inexplicably) find more money in dungeons and on foes you defeat. Additionally, in any given world, you will know the best ways to make more money for yourself as well.

Dig and Dug (200 CP)
Buy low, sell high, and good procurement are among the main ways to ensure that you are able to make money, but sometimes you need to do a little hard work yourself. Whenever you are near a buried treasure, an ore vein, or anything that would require you to dig beyond what you can see to find it, you instinctively know where it is, and the best ways to retrieve it for yourself, giving you access to vast riches and wealth so long as it's available.

Service Call (400 CP)
Merchants know other merchants. After all, you need to know your suppliers as well as your rivals, so that way you can always keep things competitively priced. But with that said, you can also call upon them for aid. Most importantly, as this can call a merchant or someone who has a product to sell from any previous Jump that you've been to, even if it is completely out of context for the location you're currently in. They vanish as soon as business has finished being transacted, of course, but the good remain.

-Thief Perks-

Fleet of Foot (100 CP)
As someone who needs to be quick on their feet, mostly to avoid any reprisal for theft or other such illegal activities, you're at the top of the chain. You leave others in the dust when you run flat out at your full speed, and you're agile enough to turn a corner on a dime without losing any of that momentum. The more you practice, the faster you can get, clearing vast distances quickly so long as you've got the stamina to keep up that breakneck pace, even as everyone else struggles to keep up with just how quick you're moving.

Tremorsense (200 CP)
Structures, whether man-made or natural, are just another mark for you. Once you're standing on the foundation of either a building, a cave, or any similar structure...you know its entire layout. Whether it has hidden rooms or chambers, portions located underwater, and so forth. All will be made known to you as soon as you set foot on it. Similarly, you can always locate a town or city when traveling through a similar method.

Thievery (400 CP)
You couldn't be called a thief if you weren't good at relieving people of their possessions. Not only are you incredibly adept at doing so, but now you don't even need to think about it. Any time you come into contact with someone, whether you bump into them in the street, if you're attacking or defending from an attack, or even just a casual handshake, you've stolen something from them. Of course, you can toggle this off, but so long as it's on, any contact will lift something of value from your target, with them none the wiser.

Items

For each set of Items for an Origin, you may select one of them for Free. The other two are discounted. If you choose not to take any of the items in your Origin for Free, you may choose any undiscounted Item to take for free instead. If you choose this option, the rest of your Origin Items are still Discounted.

Night Light (100 CP)
The Night Light is a curious item that forces the flow of time in a certain direction- that is to say, the onset of night. As soon as this is used, it will unerringly make any setting into nighttime by accelerating the flow of time rapidly, leaving daylight a thing of the past.

Sword of Ruin (100 CP)
A cursed blade which holds within it a hideous, and dangerous might. While simply holding it can cause the very evil within it to paralyze you, it nonetheless seeks out the weak points in its foes, seeking to do as much damage as possible with each and every strike to its foes.

Hate Mail (100 CP)
A set of armor that is exceedingly resistant to magic, but carries with it the same curse as the Sword of Ruin. Simply wearing the mail can leave you unable to move, and while the armor itself is quite potent, and its magic resistance is unmatched, it can still leave you open to an attack.

Sphere of Light (100 CP)
An orb of pure, scintillating light, this has the potential to pierce through the darkness of all that is evil with its brilliant light. This powerful artifact can remove the magical defenses of any evil creature that you target with it, no matter how strong or potent those defenses might be.

Sword of Kings (100 CP)
Forged of Orichalcum, the Sword of Kings is an incredibly sharp blade that often is used to hunt the creatures of the night. The more evil your target, the more incredibly sharp and dangerous this weapon becomes, cutting through nearly any protections they may have.

Auroral Armor (100 CP)
A set of radiant armor which holds within it a slight resistance to magic, but more importantly, this armor will heal its wearer over time. Slow, steady recovery that cannot be shut off or ignored, allowing its wearer to steadily recover from any harm inflicted upon their person.

Sage's Stone (100 CP)
A large, unfinished stone that is affixed to a handle, allowing for easy use. The stone holds an incredible power, able to restore life force to any that are nearby to you. While this generally needs to be done during a hot-blooded encounter in-battle, this stone has no such requirement.

Gringham Whip (100 CP)
A long, multi-pronged whip which ends in a number of small daggers. Incredibly long, nonetheless this weapon responds completely to your will, able to strike a number of opponents in a single movement and is never unwieldy for you.

Goddess Ring (100 CP)
A powerful defensive artifact that not only protects its wearer from harm, but also boosts their magical ability, and regenerates any used magical force, making it a potent item for any spellcaster.

Headsman's Axe (100 CP)
An almost comically oversized axe that can be, without sufficient strength, very difficult to wield. However, the sheer destructive power is worth it as the weapon can break apart nearly any guard put up against it, given its incredible aggressive force that the weapon brings to the table.

Spiked Armor (100 CP)
A set of spiked armor that has a power equivalent to its appearance. When struck by a foe, be it by a physical attack or magic, this armor will reflect a portion of that damage back toward the aggressor, based on the strength of the attack that they used. This also can reflect non-damaging magics like scrying and such, letting you see their location as well.

Recovery Ring (100 CP)
The Recovery Ring is an item often seen in the hands of those who are constantly on the front lines. Unfortunately, you will end up taking damage in some way or another, but the Recovery Ring does as it says, allowing you to steadily recover back your health.

Beast Claws (100 CP)
A set of beastly, animalistic claws that are virtually weightless, and will not hinder your ability to do martial arts in the slightest. As a bonus, the claws are unaffected by any natural armors. Dragonhide, golemskin, and so forth are like gelatin beneath the claws on these weapons.

Dark Robe (100 CP)
A dark robe that seems almost formed of liquid shadow. So fluid and so dark is it, that you can blend seamlessly into any dark area as it forms around you, hiding you from sight. This allows you to get the drop on your opponent, breaking them apart before they know you're there.

Lyre of Ire (100 CP)
A martial artist needs strong opponents in order to continue to grow stronger themselves. This Lyre is a copy of one that was owned by a bard who would later found a city, with one major difference. If invoked, it will summon an opponent who is your equal, no matter how strong or powerful you are.

Staff of Strife (100 CP)
A simple staff that holds a blue, mirrored crystal at the end, surrounded by a cloud-like motif. As a mage, you know that powerful magic can be very dangerous if caught unaware. Simply by activating this weapon, you are protected from magic, causing anything cast at you to be reflected back toward its caster, so long as it cannot pierce a reflecting effect.

Water Robe (100 CP)
Much like the Staff of Strife, the Water Robe is designed to protect the wearer against magical attacks. While it is quite defensive on its own, absorbing physical punishment, it also can magically protect its wearer, weakening the effects of any magic that strike you.

Elevating Shoes (100 CP)
Truly an odd set of walking shoes, but they hold an incredible power. They can be tuned to a specific skill, and so long as they are worn, as you walk around, they will grant you training and knowledge as if you had spent an equivalent amount of time practicing or training said skill, allowing you to train even while traveling.

Staff of Resurrection (100 CP)
A potent staff often used by those who are followers of Rubiss when they are away from their church. It can call back the soul of the recently deceased into their body, still likely beaten and damaged, but alive. Unlike other similar staves, this doesn't fail half the time, but a soul can only be put back once per day with this weapon.

Dragon Robe (100 CP)
A fanciful robe formed of the scales, skin and bones of draconic entities, and is quite tough despite being as long as it is. Offering considerable protection to most attacks, it's effectively impervious to attacks from dragons and dragon-like creatures, including breath weapons as well.

Prayer Ring (100 CP)
A ring granted by the Goddess Rubiss herself to her followers, this allows a surge of magical energy to flow back into the wearer, restoring lost magic to allow you to continue to cast spells by easing your mental exhaustion and restoring you. Unlike others that may break, this one seems to have an endless supply of mana.

Astraea's Abacus (100 CP)
An abacus on the end of a staff, but also spiked and reinforced for use as a weapon. Interestingly, the weapon is also enchanted, so that the more force it's swung with, the more gold the weapon magically generates when it actually makes contact with an enemy!

Epic Apron (100 CP)
A relatively unassuming apron that one can wear over their clothes or other armor. While it has a definite function in battle, cutting magical damage received by a large amount, it also allows any decisions or trades made for any towns, cities, countries, worlds, etc you are in charge of to receive greater results than they would otherwise.

Orichalcum (100 CP)
An exceedingly rare and powerful metal that can be used by blacksmiths and alchemists alike to create a number of extremely powerful equipment, due to the fact it is both extremely durable and lightweight. This is enough to be used for one piece of equipment, but if unused, another piece will appear each year, without any cap.

Assassin's Dagger (100 CP)
While thievery often involves the taking, lifting, or otherwise acquiring of material goods from another, this weapon has a much different approach. The Assassin's Dagger will, if attacking a foe who is unaware of you, unerringly strike toward their most vital point, allowing you to possibly steal their very life from them.

Meteorite Bracer (100 CP)
A bracer that does little to defend its wearer, but instead has a powerful enchantment upon it. When worn your movement and action speed will double. You can control this at your will, slowing down if necessary, but you're able to double your normal maximum agility simply by wearing it.

Ultimate Key (100 CP)
This key is a wonderous item in the hands of a thief, or anyone, really. It shifts automatically as it's placed near a lock, taking on the size and shape of the lock needed, and allowing it to open any sort of door or treasure chest, or anything that can be locked. Nothing will be out of your grasp.

-General Items-

Falcon Blade (100 CP)

This sword is light as a feather, able to strike rapidly and accurately. No matter how skilled you might be with a blade, with this one, you can always strike twice as fast with this weapon as you could any other. Beyond this, if you use the 'Turn-Based Combat' perk, you can still strike twice with this weapon instead of once.

Rubiss Sword (100 CP)

A copy of a legendary blade that holds incredible power. Despite its impressive power, anyone can use its power with relative ease. The weapon is blessed by the Goddess Rubiss herself, and has the power to decimate entire swaths of enemies. With each swing, lightning bursts forth from the weapon, completely under your control.

Shield of Heroes (100 CP)

A shield that holds an incredible defensive power, able to withstand attacks from any sort, no matter what type. Magic, physical, elemental or any other sort of attacks simply bouncing off of it. One day the shield would be known as legendary, but now a copy of its prowess is yours.

Shimmering Dress (100 CP)

Even beyond some of the most powerful armor is a dress made seemingly of light. Flowing and moving seemingly on its own accord, the magical raiment is able to not only reflect spells, but the ones that aren't reflected are minimized in damage, the material absorbing the damage from everything that comes your way.

Blessed Bikini (100 CP)

A rather revealing set of armor that's decidedly more of a bikini than any real armor. But despite this, the armor itself is exceedingly good at defending your vital spots. Additionally, the magic of the armor draws attacks towards where the armor actually is, allowing it to defend you, despite the lacking material.

Magic Map (50 CP)

A map of the world that you've found yourself in, but even more than that, it completely adjusts to whatever world you're on. The magic of the map will let it reconfigure completely based on where you are and the world that you're in. You can adjust, zoom in and out, no matter how large the world is, and it always keeps track of all the locations you've visited thus far.

Water Blaster (50 CP)

A water gun that's full of an endless supply of water that you can use to shoot at other people. The water can't be changed or adjusted in any way. As an added bonus, no one will ever actually get upset or irritated at you for dousing them with water, no matter how much water you use.

Ruida's Tavern aka Companions

Companion Import (50 CP | 200 CP)
You may import one or more of your own Companions into this world. They may take on an Origin, just like yourself, with all benefits befitting the origin, as well as gain 600 CP for their purchases. You may instead pay 200 CP to import a total of 8 Companions in this way. If you do so, you may not gain any other companions in this way, although you might gain them with other methods.

Mass Import (200 CP)
If you would prefer, you can instead import a large number of Companions, as many as you wish. Each of them will get an Origin and their associated 100 CP perk and one Origin-designated item, but gain no other CP to spend on any other purchases. These companions may not take Drawbacks..

Hire an Adventurer (100 CP)
You can hire an adventurer in Ruida's Tavern, who can take on any Origin aside from Drop-In. In doing so, they gain 600CP to spend amongst their purchases. They're intrinsically loyal to you, and will follow you as needed, no matter where the adventure goes, in this jump or into future ones.

Canon Companion (100 CP)
Whether you wish to take the hero, Erdrick himself, along with you, his father, or another character within this timeline, you may take this option. The interactions you have with that character will change and shape their view, making them very likely to accept your offer to come with you on your adventures.

Drawbacks

No cap on drawbacks, and companions may take drawbacks. However, a drawback taken by the Jumper cannot be taken by the Companion, and vice versa.

Become Erdrick (+0 CP)

Rather than go along with Erdrick (or act against the hero) on the journey, you can choose to replace them as Ortega's child. Alternatively, you can choose to replace any other canon character as well, taking their place in the world.

Directionless (+100 CP)

All of the sign posts are removed, no one seems to have any specific directions for you aside from a very rough general idea. Beyond that, your own knowledge of where things are is lost. Lastly, any sort of direction-finding, including through perks or items gained in this document, cease to work.

No Endorsement (+100 CP | Non-Hero Only)

There are no quests to be had or items to be gained from any of the NPCs in this world. No one will believe that you can get the job done, and no amount of convincing will make them change their mind on that front. Because of this, even if you know what needs to be done and do it, you won't be rewarded for it.

Game Gender Mechanics (+100 CP | Male Only)

If you choose to be a male, with this drawback, then all of the female-exclusive gear in this world is completely off-limits to you. You will be physically unable to put it on, and nor can anyone else put it on you, either. You'll have to make do with slightly sub-par equipment from the very best that's out there.

No-Trades Abbey (+200 CP)

The All-Trades Abbey is off-limits to you and your companions. While normally you'd be able to take advantage of the ability to change classes and learn things within the world, instead you'll have to make do with whatever perks and whatever else you gain as normal within the world.

Random Encounters (+200 CP)

There are an incredible number of monsters that are all out for blood- specifically yours. You'll be constantly running into monsters at the worst times, and if you're in a town for too long, they'll start coming for you in the town itself, and as most of them are lightly guarded, this almost certainly end well. Also, as the fights are constant and with the same enemies, there's very little experience to be gained from fighting them.

Golden Claws (+200 CP)

You have a set of cursed golden claws on your person that you can't de-curse, and can't get rid of. Also you'll be running into swarms of monsters at virtually every single step. And each one gives less and less experience than the last, until they're giving you none at all.

Hard Mode (+300 CP)

All monsters that attack you, and all of the potential boss-level threats are all upscaled to be a challenge for you and your power. While they might not have the same breadth of your abilities, a monster that would normally challenge a normal adventurer will be the same equivalent challenge for you. Of course, as you get stronger, creatures will steadily become less of a challenge as well.

Stat Rollover Glitch (+100/200/300/400 CP)

You're so powerful, Jumper! So powerful, in fact, that you've triggered one of the glitches here! Your stats have reset! In fact, they've lost everything from previous jumps...and your items lost all their abilities as well! You'll get 100 CP for each previous Jump you've gone to, to a maximum of 400 CP. You'll only have access to what you've gained in this jump until you've completed it.

Dream Ruby Glitch (+400 CP)

Another glitch? Unfortunate, but true! You and your companions will constantly suffer from paralysis, making you unable to move, act, or do anything most of the time! This will make everything from travel to combat to even social situations a laborious chore! No matter what you do, the paralysis won't go away, so good luck in dealing with any situations with this paralysis!

Zomalroth (+600 CP)

The Dark Lord, Zoma, is aware of what will be coming along in the future. He understands that he will be defeated, and the greater dangers to come could very well but knows that the descendants of Erdrick will be able to put an end to them all. How he knows this is unknown. What is known, however, is the fact that he's somehow reached into the future to contact Hargon, and tricked the High Priest of Malroth into performing the summoning early. Zoma stole the power of both of them, and is now an incredible danger to you, no matter how much power you have. He seems to be unstoppable, comparable to the power you have- the question is what you can do to stop him!?

The End

You've made it to the end, Jumper. But one of three options still awaits you. What will be your final choice in this matter? Where will your adventures take you in the future, if anywhere more?

Go Home

The adventure is now over for you, Jumper. You can relax and return back to your home without any further worries. You can take with you all that you've gained over the course of the adventures you've had. Return to those who you've left behind and enjoy your time spent anew with them, aided now with those new toys and trinkets that you've gained along the way.

Stay Here

Perhaps you've made a bevy of new friends or something more while you spent your time here. All the same, if you know what the future holds, you know that there is no safety for this world for a long time. This means there is plenty for you to do to prepare, and make your life here for the years to come, amongst your new friends and allies.

Continue Onward

There is not yet an end to your journey, Jumper. This was but one step in a longer journey for you. You will find all of your abilities gained here, as well as any companions are along with you for the ride. Enjoy your time and take with you the memory of your adventures here, and forge forward into a new adventure for you to make a new name for yourself, a new story for you.

Changelog

1.0 - Done