Version 1.0

Welcome to the world of Atelier Ryza, traveller. Centuries ago this land was ruled by the Klint Kingdom, a mighty nation built on the power of alchemy. But for all their power and glory somehow the kingdom fell, and today all that remains of it is ruins and what few remnants are left of their alchemy.

To the south of the old kingdom is a vast lake, and in the middle of that lake is Kurken Island and the village of Rasenboden, a sleepy little place where nothing ever happens. And local tomboy Reisalin Stout, “Ryza” to her friends and family, is *sick to death* of it. Ryza and her friends long for adventure outside their backwater village, and they’re determined to get out there and find it no matter how much trouble they get into with their parents and the village watch.

One day Ryza sneaks away to the mainland in search of excitement, only to have an untimely encounter with a vicious monster and a much more timely encounter with a travelling alchemist, Empel Vollmer, who saves her life. Ryza, having never even heard of alchemy before, is awestruck by Empel’s abilities and begs him to become his apprentice, setting her on a course that will lead her and her friends to discover the mysteries of the Klint Kingdom and the truth behind its tragic demise.

You’ll begin your journey in this world around a week before Ryza and her friends encounter Empel and Lila and you’ll be staying here for ten years. Take this **+1000 CP** and enjoy your stay!

Origins

Pick any two of the options below.

Alchemist (300 CP)

Alchemists are those who are gifted with the power to perform alchemy, the art and science of combining different objects together and creating something totally new using their physical and magical properties. Whether you're an experienced alchemist like Empel or a total newbie like Ryza, being an alchemist puts the power of creation at your fingertips.

Adventurer

How could you possibly stay cooped up in a tiny village when the world is so vast and beautiful and full of new things to see? Whether you're the outdoorsy type like Ryza or the bookish type like Tao you'll find no end of excitement to sate your appetite for knowledge and discovery as an adventurer.

Villager

Maybe a life of adventure just isn't for you, or maybe the adventures you do have only take you from town to town. You might be a farmer, a travelling merchant, or even a small-town noble like the Brunnen family. Either way there's something to be said for a quiet village life, whether as a humble farmer or as a pillar of the community.

Warrior

So long as monsters roam the land there will always be a need for brave men and women devoted to the way of the warrior. From humble village guardians to wandering heroes hunting monsters for coin there's always a demand for a man or woman with your skill set.

Age & Gender

You may freely choose any age and gender for yourself.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Thicc Thighs Save Lives! (Free)

For a rural village way out in the middle of nowhere Rasenboden has no shortage of handsome guys and cute girls, even if a few of them keep trying to leave town. Maybe it's something in the water, because you're quite the looker yourself. Whether you're a chiseled and brawny guy with a handsome face or a cute and curvy tomboy with just the right amount of *squish* in your curves you're exceptionally attractive and stay that way regardless of your lifestyle.

Magical Talent (Free)

Apart from Alchemy the power of magic is quite widespread in this land. Even children with no special training like Tao and Ryza can use very basic spells, and trained warriors like Lent and Lila can perform feats of strength and speed vastly beyond those of an ordinary human. That potential dwells within you as well: with practice you can learn to harness your inner magic, whether by casting simple spells like orbs of explosive light or using it to strengthen your body. Given enough training you can eventually become as strong as any of the monsters in this world.

Alchemist

The Power of Alchemy (Free, Alchemist Only)
Alchemy is a wondrous power upon which entire kingdoms have been built, but only those with a natural talent for it can conjure up even the most basic of creations. Lucky you then, because you've got talent in spades! With a cauldron of magically-enriched water and a bit of applied magical power you can draw out the magical qualities of various ingredients, breaking them down into their base components and blending them together to create almost anything you can imagine. The greatest creations will require advanced understanding of the world and high-quality ingredients, but even an amateur alchemist can create simple tools like bombs, potions, weapons, and much more.

An Eye for Quality (100 CP)
Miraculous as they might be, an alchemist's creations are only as good as the ingredients they're made out of. Even rookie alchemists quickly learn to evaluate objects for their quality and alchemical properties, from medicinal herbs to chunks of ore to common household objects. At a glance you can tell whether an object is of good quality or not, such as a plant that's healthy or sick, a chunk of ore that has high or low purity, or a weapon that was forged very well or very poorly. With practice your judgement can be refined further, allowing you to also determine any alchemical or magical properties an object may possess.

Voice of Reason (200 CP)
Kurken is way out in the boonies and folks around here have some strange ideas about how the world works. It doesn't take much for an alchemist to get accused of witchcraft or dark sorcery, but you don't have time to deal with nonsense like that. You can easily turn people to your way of thinking simply by presenting them with simple facts and rational observations, especially if you back up your claims with tangible evidence. Doing so allows you to easily cleave through ignorance, superstition, and plain old pig-headed stubbornness that might normally see your arguments dismissed or ignored. With the right preparation you could even waltz into a kangaroo court and convince the whole room of your innocence.

Outside the Box (400 CP)
Alchemy demands a flexible way of thinking, a willingness to treat rules more like guidelines and stray off the beaten path from time to time. When a recipe demands specific ingredients and you only have half of what's on the list, you don't give up, you get *creative*. When making or repairing items you can substitute necessary ingredients with similar ingredients and still get the intended result, if not an improvement over the original design. A broken sword could be reforged with a different type of ore and become sharper and stronger than ever, or a cake could be baked with mushroom powder instead of flour and still turn out perfectly delicious. As ever the quality of your ingredients determines if the final result is strengthened or weakened by your experimental approach.

Miracles of Ancient Wonder (600 CP)
Any alchemist worth their salt can make bombs and potions and magical swords but the alchemists of the ancient Klint Kingdom constructed wonders like prosthetic limbs, portals to other worlds, and even more fantastical things. A common alchemist could scarcely comprehend the lost secrets of these devices, much less reproduce them… but there's nothing common about you, is there? Your talent for alchemy is astonishing, matched only by Ryza herself: not only do you have an obscene learning curve, able to master fields of knowledge in months that require many years of study from others, but you can also reverse-engineer any device that you might lay eyes on, whether it was made with alchemy or not. As long as you understand the theory behind what a device is supposed to do you can puzzle out what it's made of, how its components contribute to it, and how to reproduce it with comparatively very little work. With time you'll even become able to create wonders on par with the Klint Kingdom's ancient relics.

Adventurer

Wilderness Survival (100 CP)
You can't have much of an adventure if you don't travel off the beaten path every now and then. Villagers might be intimidated by the wilderness and all the monsters inhabiting it but little things like getting lost only happen to amateur adventurers, not the likes of you. You've got good instincts for navigating the wild places of the world, not only allowing you to find the quickest paths through a forest and the safest places to camp but also identifying dangerous plants and animals, especially monsters. You're also a pretty good cook and can whip up tasty meals out of anything you might find in the wild.

Taoist Scholar (200 CP)
So much knowledge was lost with the fall of the Klint Kingdom, not least of which was the writing system. Tomes and alchemical recipes written in Klint Kingdom script are all but unreadable to those not already familiar with this dead language. Thankfully you happen to be one such scholar: you are well-versed in the art of decrypting both the spoken and written components of foreign languages, allowing you to easily gain fluency in new languages. With only a few scraps of knowledge it might take you some time to figure things out but with a few books or a native speaker on hand you could become fluent in a dead language with just a few hours of research.

Treasure Hunter (400 CP)
There's a lot more to discover in this world than pretty sunrises and fabulous geography. Ancient ruins and fabulous treasure await the explorer brave enough to go searching for them and savvy enough to spot the signs of a hidden cache. You have a leg up on other treasure hunters, having a keen sense for signs of buried treasure and hidden ruins as well as exceptionally good luck when it comes to finding clues that point you in the right direction to find these hidden treasures. Whether it's the switch that opens a hidden door or a chest of gold buried just underground, these kinds of hidden secrets stand out vividly to your senses, making them as easy to see as the proverbial X that marks the spot.

Chase the Horizon (600 CP)
Adventurers are more than vagabonds and travellers, they're people possessed by the spirit of adventure. It's never enough for them to rest on their laurels, not when there's things to do, places to go, and dreams to accomplish. Your dreams and ambitions motivate you more than most, driving you to break those limits and accomplish extraordinary things. This perk allows you to pick a single concrete objective for yourself, such as travelling to a distant landmark, translating a specific book, or destroying some vile foe of yours. While you pursue this objective you'll frequently encounter unique opportunities to advance towards your goals, such as meeting a skilled teacher who will help you develop your skills, or uncovering clues that lead you to important discoveries. This perk won't accomplish your goals for you but it will arrange for coincidences that ensure you always have a clear path towards your objective, whatever it might be. You can change your chosen objective to something else once you've accomplished whatever your goal was: even when one adventure ends it won't be long before another one begins.

Villager

Quest Giver (100 CP)
A villager's life might be humble and boring to some but it's rarely lacking for activity. There's fields to tend to, goods to sell, long winters to prepare for and simply not enough time in the day for one person to do everything that needs to be done. Fortunately you have no problems finding an extra pair of hands to help out with any tasks you might need assistance with, as eager assistants seem to pop out of the woodwork whenever there's work to be done. You will have to pay these hired hands to secure their assistance but you're able to secure those services for a fraction of the price they'd normally be worth. You can also be certain that the help you get will always be competent and well worth the price you paid them.

Travelling Merchant (200 CP)
Not all villagers spend their lives in one place. Travelling merchants roam the land in search of the next big score, cutting deals and forging new trade routes along the way. You're potentially one of the more successful members of this profession, talented in the sort of negotiations and wheeling and dealing that a merchant's job demands of them. More than just cutting deals, you've mastered the art of supply and demand and can turn goods of even a minimal value into a pile of gold with just a bit of work reselling them in the right places. One man's trash is another man's treasure as the saying goes, and it's not hard for you to figure out whose trash will be the most valuable and net you the largest profit for the least effort.

Magical Musician (400 CP)
Talented musicians are always welcome anywhere that people can be found. In a world full of magic and alchemy music still has a power all its own, soothing the soul and making long winters just a little bit more bearable. You're an exceptionally-skilled musician with at least one instrument such as a flute or violin, and you're even able to create beautiful compositions of your own musical talent. When combined with an existing magical talent your music can take on magical effects, allowing you to weave songs into spells. In this form the effects of a spell can reach anyone who can hear your music, allowing you to heal your allies and lift their spirits even from very great distances away.

Pillar of the Community (600 CP)
Even tiny villages like Rasenboden have what passes for nobility, like the Brunnen family and their control over the water supply. This influence makes them vital to the continued health of the community, and with that power comes influence an ordinary commoner could never attain. You'll find that the more essential you are to a community the more influence you gain over the members of that community, allowing you to subtly manipulate and control entire towns or even larger regions from behind the scenes. You could get a few meddling travellers thrown out of town by spreading nasty rumors about them, or pressure the locals into passing laws that are advantageous to you. You can even get away with being kind of a snobbish jerk to people without any real complaints as long as you're good at whatever your job is, though if you screw up majorly you'll find that such tolerance dries up very quickly.

Warrior

Heart of Steel (100 CP)
True warriors are men and women of great courage, putting themselves between innocent people and the many monsters that roam this land. You count yourself among them and have prepared yourself for battle by hardening your heart against the blind fear that consumes less able men and women. You never flinch in battle and can always act coolly and decisively even when the odds are severely stacked against you. Even the most terrifying monster will never cloud your mind with fear..

Know Your Enemy (200 CP)
Warriors don't just swing their weapons around wildly and hope for the best. Intelligence and tactics are essential tools in every fighter's arsenal, and knowing a foe's weaknesses will often spell the difference between victory and defeat. You have an analytical mind that can read your opponents even in the chaos of battle, scanning your foes constantly to determine their strengths and weaknesses, such as elemental vulnerabilities or old injuries that hamper their movements or create gaps in their swordplay. While the act of exploiting such weaknesses is still down to your own efforts, you'll never fail to recognize a weakness so long as one exists.

Elemental Warrior (400 CP)
The Oren are a spiritual people who live as one with the world around them. When it comes time for battle their warriors wield the elements as much as their own weapons, infusing their attacks with the strength of fire, lightning, wind and ice and turning battle into a deadly dance of elemental magic. You've learned this art, perhaps from an Oren teacher, and have mastered skills that allow you to infuse your own blows with the strength of fire, lightning, and other magical elements, allowing you to strike at any weaknesses your foes may possess. You may even weave these elements together, striking with many different elements as well as the force of your blows all in the same attack.

Battered and Broken (600 CP)
Wind and rain can wear away great monuments in time and even the greatest kingdoms can fall beneath a tide of enemies. So too it is with you and your foes: no matter the beast you battle you'll always find yourself able to batter down their defenses. Even if they seem immune to your attacks at first, a persistent onslaught will find ways to wear away those defenses, and if no weakness exists then one will be created by your attacks. Magic immunity might weaken beneath a barrage of spells, while armor that was once impervious to attack grows frail and brittle until it inevitably shatters, leaving your opponents vulnerable to your attacks once more. Note that this perk won't guarantee your victory, it will merely give you a chance where you might not have had one.

Items

Similar items can be imported into these items for no extra charge.

General

Swimsuits (Free)

Kurken Island has long and hot summers and while it's not the first place one might think of for a tropical island getaway that doesn't make these swimsuits any less perfect for the weather! This item gives you an assortment of male and female swimsuits in a variety of cuts and styles, from swim trunks to bikinis and more. Aside from their comfort and durability you probably won't notice anything out of the ordinary about them, but your companions will prove strangely willing, even eager, to wear them *all the time* so long as the weather is right for it. Don't question it too much, just enjoy the view.

Alchemist

Core Crystal (100 CP)
One of the more common artifacts found in the Klint Kingdom ruins, core crystals are alchemic items that contain and reproduce the effects of other alchemic items with limited uses, such as potions, bombs, and so on. Syncing an item to a core crystal allows the crystal to use a built-in supply of magical energy to replicate the item's effects, turning a single bomb or potion or other items into a reusable supply of them so long as the crystal's energy supply holds out, though more powerful items will take much more energy and some may even be too powerful to be replicated. The crystals will recharge their energy supplies on their own whenever they're not in use. Up to four items can be linked to a single crystal and you may purchase this item multiple times, though Alchemists only receive their discount on the first purchase.

Big Book of Alchemy (200 CP)
With all the crafting you're likely to get up to it wouldn't do for you to start forgetting your favorite recipes or getting your ingredients mixed up. This recipe book is a handy convenience for any alchemist, as it automatically writes down any recipes you discover or invent as well as any possible permutations and the effects they have on the end result. There's also a number of handy appendixes that note important information like the best places to find various ingredients. As a free bonus, this copy comes with every recipe from the game already written down, from the most basic supplement to the Philosopher's Stone.

Secret Hideout (400 CP)
No alchemist is complete without their atelier, a lab where they can perform their experiments in comfort and privacy. This one is yours: it might be a secret hideout on the mainland or a rented home in town but it's fully-equipped with everything you need to work your magic. There's a cauldron of alchemic water of course, along with other important gear like a forge you can use to improve weapons and armor and even someone's leftover Multiplicauldron, a device that lets you duplicate alchemic items in exchange for sums of magical power. It also has nice comfy bed for you to crash on, a sitting area for any guests you might wish to entertain, and a seemingly-bottomless storage chest for alchemy materials which is enchanted to keep its contents perfectly preserved until they're needed for your experiments.

Jumper Synthesizer (600 CP)
One of the problems with being a dimension-jumping alchemist is losing access to your materials every ten years. If you're lucky you'll just need to find new sources of them, but if you're not you might never find specific materials unique to a given universe ever again. Luckily alchemy has a solution: this material synthesizer is much like the similar artifacts that Ryza encounters on her journey, allowing you to create tiny pocket universes filled with monsters to fight and materials to collect. But this one is special in that it allows you to create worlds based on your previous jumps. These tiny worlds aren't truly your old jumps and you'll never encounter specific people or places within them but they can contain plants, animals, monsters, mineral deposits, and many other sources of alchemical reagents that would otherwise be unique to worlds you've left behind. You will receive one travel bottle containing the elements needed to make these worlds for each jump you've completed and will receive a new one for each jump you complete from this point onwards.

Adventurer

Cozy Campfire (100 CP)
Camping in the wilderness is a lot of fun until someone gets attacked by a bear in the middle of the night. But instead of leaving someone up to stand watch all night you should just build a campfire instead. This item can be constructed out of any random bits of firewood you might find lying around, and while it only lasts for one night per use it's guaranteed to ward off unfriendly monsters, people, or obnoxious insects like mosquitos from finding and bothering your campsite.

Adventurer's Toolchest (200 CP)
Forging a path through the wilderness sometimes requires special tools: hammers and bombs to smash through rock, axes and sickles to chop through overgrown forests and plant life, and so on. This item is a giant knapsack full of essential adventuring gear, including not only the aforementioned items but other important gear like a compass, maps, food and water supplies, and so on. The knapsack also has a ton of extra space for any materials you might gather while out in the wilderness or other supplies you might want to carry with you, being able to hold many times more gear than its size would suggest.

Wind Shoes (400 CP)
Normally only a very skilled alchemist with access to very high-quality materials could create something like this but luckily you seem to have found a pair of wind shoes just lying around. True to their name the wind shoes are a pair of very comfortable shoes imbued with wind magic through alchemy, and any adventurer would be happy to get their hands on a pair of these. This footwear not only allows you to run several times faster than a normal person but also greatly increases your ability to jump, even allowing you to soar up into the air on an enormous updraft before safely drifting back to the ground. Even vast mountains become much easier (and much less deadly!) to climb with the assistance of these shoes.

Pynnor Holy Tower (600 CP)
An ancient ruin of the Klint Kingdom, Pynnor is one of the largest remaining repositories of the Klint Kingdom's knowledge and alchemic discoveries as well as the site of the last great battle against the Philuscha. Though it's in ruins and overrun with monsters at the moment much of the knowledge of the Klint Kingdom is still here, buried in a massive library of books on the top floor of the tower. Most modern alchemists would consider this place the discovery of the century, akin to finding the Great Library of Alexandria and its contents almost fully intact. Given someone able to translate the ancient script these books could be used to begin reconstructing ancient artifacts of the Klint Kingdom, such as the gates that lead to the Underworld or many other relics of lost technology.

Villager

Home Sweet Home (100 CP)

It may not be much but it's still a home worth having. This little house is a humble dwelling fit for a small family to live in. It's comfortable enough and comes with a plot of land for farming, allowing you to support yourself or make a profit off of your crops. However this item becomes much more grandiose if you have either the **Kurken Island** item or the **Pillar of the Community** perk, becoming much larger and more akin to a mansion than a farmhouse and with all the associated upgrades and luxuries you might expect from such a shift in your living conditions.

Musical Instrument (200 CP)

Well-made musical instruments are hard to come by this far from the capital but you've acquired this one for yourself. This item can be any sort of musical instrument, though I recommend something portable like a flute or a violin rather than something like a grand piano. It's of extremely good quality and never needs maintenance or tuning. If you needed to defend yourself you could even smack someone upside the head with it without worry, as it's extremely durable and appears to have been forged and upgraded by some very complex alchemy. Lastly it also augments the effects of any spells or magical effects that might be produced through the music it plays.

Lost Relic (400 CP)

Fresh clean water is one of those things you take for granted until you suddenly don't have any of it. This is something you're unlikely to ever worry about though, because you've acquired an old relic of the Klint Kingdom that produces water in endless quantities. This is no ordinary water either, but a special mineral water that brings great fertility and health to the land around it, turning barren soil into excellent farmland while also being perfectly safe for people and animals to drink or use in alchemy. Simply touching the artifact with the intent to use it is enough to stem the flow or bring it gushing back to life should you have some wish to do so.

Kurken Island (600 CP)

The great secret of Kurken Island is that it's not actually an island at all, it's a floating construct built by the old Klint Kingdom as a refuge for its civilians when the philuschia invaded. But while the residents have forgotten their heritage it still slumbers beneath their feet, great engines of alchemy controlling the tides and desalinating the water and creating the ideal location for a lost people to live peacefully... so long as nothing breaks down, that is. The entire structure of Kurken Island is now under your control and can be imported as a land mass into future jumps. The citizens of Rasenboden will not accompany you to future jumps but any improvements made to the island will carry over and those who settle on the island in the future can be taken as followers.

Warrior

Trusty Blade (100 CP)
If a warrior can't trust his own blade then he can't trust anything else either. This item is a mighty weapon of some variety, perhaps a greatsword or a warhammer or a fearsome set of claws. It's been substantially enhanced by alchemy and never needs sharpening or maintenance to keep its edge, nor will it ever break in battle. Should you lose it somehow it will find its way back to you within seconds.

Hollow Knight (200 CP)
A creation of Klint Kingdom alchemy, this automaton is a hollowed-out suit of knight's armor armed with sword and shield, though it can be equipped with many other weapons. It makes for an able combatant but is no stronger than a rather powerful monster under most battle conditions. Rather its true use is as a practice dummy to help young warriors hone their skills. The knight's own skill in battle rises to match that of its opponent when used this way, allowing it to remain a useful training tool even to powerful fighters.

Meteor Castle (400 CP)
One of the greatest fortresses of the Klint Kingdom, Meteor Castle was one of the last great castles to fall to the Philuscha. Now it stands once more, restored to its former glory and ready to defend the realm against monsters and any other adversaries who may appear. The castle's walls are high and strong and it is equipped with a number of alchemic defenses, not least of which is the ancient dragon nesting in the highest tower. The dragon is friendly to the castle owner as well as any welcome visitors but will attack any hostile forces like a well trained guard dog. It would take an absolutely overwhelming force to bring down this hardened defensive position, to say nothing of whatever extra defenses you may choose to add to it in the future.

Oren Clan (600 CP)
The Oren are a race of long-lived humans from the Underworld. Constant conflict with the Philuscha has forced them to become a warrior race to defend their home from the invasive horde, but by some means one of their clans has come under your… protection? Or perhaps it's you who is a guest of the clan, a trainee learning their ways perhaps? Either way you've somehow forged a bond with a team of elite warrior women who form a single group companion on your travels. Each of them is a veteran warrior with hundreds of years of combat experience (placing them on the same level as Lila or Kino), and they are capable of defeating most monsters in this world apart from the very strongest, such as the Philuscha queen. Each has a different combat specialty, from archery to swordplay to martial arts, and all are willing to teach you or your allies if you are willing to learn from them.

Companions

Companion Import (100 - 400 CP)
Feel like bringing a few friends along? For 100 CP you can import one of your existing companions into this jump, or for 400 CP you can import a whole crew of eight companions. Each import receives two origins of their choice as well as 600 CP to spend on perks and items. They may not take drawbacks to gain extra CP nor can they take additional companions.

New Friends (100 CP)
For 100 CP you may choose to bring a character from this world along with you as a companion. You'll have to talk them into being willing to leave, but should you do so they'll gain 600 CP and whichever pair of origins best represent them at the end of the jump. For instance Ryza would have the Alchemist and Adventurer origins, Klaudia would have the Adventurer and Villager origins, and so on. Alternatively, you may choose to create a new companion from scratch who receives these same benefits.

Drawbacks

Meddling Kid (+100 CP)
Being a teenager kinda sucks, and for a lot of reasons besides just puberty. For one thing nobody takes you seriously and it takes a lot of effort to prove yourself to people, like they expect you to screw around and contribute nothing of any value. This is an issue you'll be having for the next ten years even if you're not a kid, having a hard time getting others to take you seriously or listen to anything you have to say.

NERRRRRRRRD! (+100 CP)
Look at that little shrimp, with those huge glasses and twiggy arms. Don't you want to shove his face in the mud just for the hell of it? What a coincidence, that little nerd is you for the next ten years! Something about your appearance is imminently bulliable and attracts small-time thugs to cause problems for you, like breaking your stuff or roughing you up occasionally. Even if you can defend yourself they'll just find ways to do it behind your back, like going after your friends or your stuff when you're not around.

No Good Drunk (+200 CP)
Maybe you should lay off the spirits a bit, jumper. You've got a drinking problem and have a reputation as a no-good drunk who causes problems for everyone around you. You're a mean drunk too, prone to picking fights and abusing the people around you, and it's going to be really hard to make friends or even stay sober for the next ten years. Also any time you're not at least a little buzzed you'll be suffering from a perpetual hangover, so have fun with that.

Monster Bait (+200 CP)
Maybe you want to stay out of the wilderness for the rest of this jump. Something about you attracts monsters like a magnet, from the weakest puni to the most fearsome philusha, and any time you go out in the wilderness you're going to turn into an aggro magnet for every monster in a hundred yards of you. Even if you're in a group with other targets available they'll always come after you first. Have fun with that.

The Adventure Begins! (+300 CP)
Much like Ryza and her friends you begin at an absolute beginner level for whatever origins you have, like a rookie alchemist who's just made her first supplement or a young warrior who still has a lot to learn about fighting. To reflect this, this drawback not only seals all access to perks and items from previous jumps but also forces you to unlock any purchases you took from this document, such as learning skills from teachers like Empel and Lila or obtaining items through alchemy or other means. The exceptions are the two free General perks, **Thicc Thighs Save Lives** and **Magical Talent**, as well as perks which cannot reasonably be earned and operate on jumpchain fiat, such as **Chase the Horizon**. Instead these begin operating at 1% effectiveness at purchase and become more effective as your magical power increases via **Magical Talent**. If you haven't unlocked all of your purchases by the end of the jump you receive anything you're still missing at the jump's conclusion.

Barren World (+300 CP)
Normally this world would be full to bursting with resources, from food and water to alchemy reagents of all shapes and sizes. That's no longer the case: the Klint Kingdom stripped the land bare in their endless thirst for resources and those scars still color the land today. Rasenboden's farms and fishermen can barely support their own people and what few resources can be found on the mainland are of very low quality and unsuited for advanced alchemy. It's possible to begin reversing this ecological damage but it will take enormous effort to revitalize the area within the game map, perhaps more than the ten years you have to spend here.

Alchemic Dead Zone (+300 CP)
Now this is going to cause problems, not just for you but for everyone around you. Objects made with alchemy simply don't work for you at all. Not only do you have no talent as an alchemist but you actually have negative talent, causing alchemic objects near you to lose all of their power. Bombs fail to explode, potions are reduced to plain water, weapons and armor lose their strength and durability, and complex machinery fails to work whenever you're around it. This is an especially big problem considering what Kurken Island is, and you'll need to provide some other solution to the various problems the cast face if you want to help them resolve the plot.

Ten Years Later…

Move On - Take everything you gained from this jump onwards to the next world.

Stay Here - Remain in this world and end your chain.

Go Home - Take everything you've gained and go home to your world of origin.