Valkyrie's Shadow

Made by kayangelus

Welcome to the world of Valkyrie's Shadow by Aeridinae Lunaris, a story set in the world of Kugane Murayama's Overlord.

In the wake of the Battle of Katze Plains, the banner of Ainz Ooal Gown flies proudly over the city of E-Rantel. The Sorcerous Kingdom has entered the world's stage to the clamour of death and devastation; the surrounding nations fearfully prepare even as they reel from its calamitous debut. Within the borders of the newly annexed realm, its Human subjects cower in their homes as the Undead openly walk the streets and stalk the lands. Yet, when a destitute noble finds herself under the auspices of an unlikely benefactor, events are set into motion that will resound over the world for ages to come.

A kingdom builder based on the events and setting of Kugane Maruyama's *Overlord.* In a fantasy world where beings of matchless power are transmigrated from the arbitrary existence of a game, Valkyrie's Shadow chronicles the lives of the natives whose reality has been turned upside down by their advent. It is the tale of a nation created by the whims of a supreme sovereign, and his unstoppable servants who each have their own, often twisted, interpretations of their Master's Will.

There is no victory in strength; no miracles wrought from magic that will save them: only the inexorable advance of a new world order where those who secure a place of service within will find themselves turned against the world that they once knew

You begin the jump at the start of the story, shortly after E-Rantel has been surrendered to the Sorcerous King Ainz Ooal Gown.

Origin

Supreme Being

You are a Supreme Being, one of the members of Ainz Ooal Gown brought to this world. Whether you choose to replace Momonga or have arrived alongside him, you are one of the Supreme Beings of Nazarick that all the NPCs worship. Recently you - possibly together with your friend - massacred over 200 thousand soldiers as a display of strength, and claimed E-Rantel as the dominion of the Sorcerous Kingdom, with either you or your friend as the Sorcerous King; you may choose another equally tacky title for both if you aren't a mage.

While this origin does not automatically give you 100 levels, nor require it, being significantly weaker than that might raise some awkward questions.

You start in Nazarick.

NPC

When Nazarick came to the New World, all of the NPCs in it gained life and intelligence. You are one of those NPCs. You may be one of the Floor Guardians, or a lesser NPC, but you are one of Momonga's many loyal minions… if you wish, at least. The origin doesn't actually give the inbuilt mental compulsion of loyalty that all of the NPCs have. You might be a computer program created by edgy adults come to life, but at least you have free will. Be careful about gaining levels though; NPCs aren't supposed to be able to gain levels.

You start in Nazarick

True Dragon

True dragons are the story keepers of this world. Their role is to create an environment where others can tell their stories, and then to learn and memorize them as those people die. You might not physically be a dragon, but you possess the soul of a True Dragon, one from before the time of the contamination by the Eight Greed Kings. Whether your power is miniscule or divine, you have your role, and the world itself knows what it is.

You start anywhere in the New World outside of a Guild Base.

Natural Local

You were born in the New World, and are one of its ordinary citizens, "corrupted" by the arrogance of the Eight Greed Kings when they forced Yggdrasil's system onto this reality. You live a life that is half MMO and half reality, without understanding of such gamer terms and systems. Or so you would think, though the people of this world aren't complete idiots; most cultures have managed to tease out the various rules and patterns of the world via careful observation and experimentation, and shaped their cultures around them. Whether you belong to such a culture or not is up to you.

You start anywhere in the New World outside of a Guild Base.

Profession

Combatant

Strength is justice; this is the fundamental rule of this world. Philosophy, culture, art, wealth, and luxuries don't matter if you don't have the strength to defend them. Whether you have embraced this principle, or merely found it the best way to make money, you are someone who excels in the pursuit of combat, whether that be personal combat, leading others in combat, or commanding large battles. You might be a mage, a priest, a warrior, an archer, or something more exotic, but the battlefield is your home.

Noble

As cultures move beyond the wild trappings of nature, organization becomes necessary. They need new leaders; not ones focused on leading them in command, but leading them in peace. In production. In negotiations. These are your domains. You were born to rule and lead. Perhaps you might be the third son of a minor lord, destined to be married off, and help your spouse rule their lands. Or you might be a duke or a king, already ruling your domain. Whatever the case may be, you have the talents both to make the right decisions, and to improve the productivity of your people just by existing.

Traveler

From the lowest of tribes, to the grandest of cities, no gathering of civilized beings can exist on their own. Whether it is to share information, trade, or do diplomacy, it is necessary to communicate with other groups. That is the role of travelers. You might be the traditional traveler, moving from tribe to tribe and sharing news for a meal, or you might be the more civilized merchant, traveling from town to town, sharing news and trading goods for coin. Or perhaps you are a spy, traveling from city to city, sharing news and secret information for coin. Who knows? Whatever your skills are, you are familiar with the road, and an expert at both acquiring things of value, and finding the right buyers for them.

Creator

Warriors might defend and kill, nobles might rule and command, and merchants might trade. But someone needs to invent and craft the items that forge civilization. Artisans, blacksmiths, enchanters, *these* are the foundations that separate civilization from the savages. You might not be a ruler, but that doesn't make your skills any less vital.

Race, Level, Age and Gender

Age and Gender

You may be any (non-)gender that exists for your race. You may be any age as appropriate for your race, so long as it is compatible with the number of Levels that you have dedicated to racial levels.

Levels

By default, you start at level 1, pulling you at the level of most humans and elves in the New World, with a level cap of 100. If you do not wish to perform the grind of clawing up the ranks, you can instead pay for more levels with CP instead of hard work and experience.

For 50 CP, you can start at level 15, putting you at the level cap of most beings in the New World. If you are a caster, you have just gained third level spells. If you are a more physical build, your abilities are peak human.

For 100 CP, you can start at level 25, making you good enough to become an Adamantine Adventurer, the highest level of adventurer recorded by the adventuring guilds. If you are a spellcasting, you have access to fourth level spells. If you are more a more physical build, your abilities are, without a doubt, in the superhuman realms.

For 200 CP, you can start at level 35, putting you in the famed Realm of Heroes. If you are a Dragon, this is enough to be on the level of a Mature Adult Dragon. If you are a human, this would put you above the greatest humans in two out of four human countries. A pure caster would be just on the edge of gaining their sixth level spells. No matter where you go, you are a force to be reckoned with.

For 300 CP, you can start at level 50, putting you on par with Saraca, one of the strategic weapons of a continental power. This makes you as powerful as the strongest being seen in the story so far that isn't from Yggdrasil, carries the bloodline of Yggdrasil, or is a Dragon Lord with Wild Magic. If you are an NPC, this is enough for you to join the ranks of the Pleaides, Ainz's personal battle maids, though you would be amongst the weakest of them.

For 500 CP, you can start at level 70, putting you just on the cusp of being "epic". Anything beyond this point is a god in mortal flesh, as far as the locals are concerned.

For 700 CP, you can start at level 90, putting you on the level of the Dragon Lords who still wield Wild Magic. This is an exalted club, as even those carrying the bloodlines of Yggdrasil are not known for reaching this level, with one singular exception (and unlike you, her build is suboptimal).

For 800 CP, you can start at level 100, the peak of power possible in this world. This is the level of the God of Death, Ainz Ooal Gown, and his loyal Floor Guardians. There are no other beings in the New World known to be alive who are at this level. All you have are peers, and inferiors, and having hit the level cap means that there is no need for you to get on the grind for more levels.

Race

The New World was originally a unique, vibrant world, with its own unique and distinct take on creatures. Then, the Eight Greed Kings came, and rewrote reality. Now, all species that exist are those from the MMO Yggdrasil, as they were in the game. As Yggdrasil was an MMO based on D&D, you can be any race present in D&D 3.5 or Pathfinder, with the appropriate abilities. Alternatively, you can be any race or species that appears in medieval fantasy.

However, the abilities of more powerful races aren't free. If you are a more powerful race than a human, you need to buy an appropriate number of Levels, and use them for Racial Levels to gain the full range of abilities that your race provides. Alternatively, if you are young, you could buy less Racial Levels, and be an immature - and weaker - version of your race. In short, this is

a fluff option, not a power option. Being a different race won't make you stronger or weaker than an equal level human, but it is a way to customize yourself.

See the notes for details on how racial levels work.

General Perks

Too Weak to Abuse (Free)

Wouldn't it suck to show up in the world, and then have a Floor Guardian rip out your spine because you had strange abilities that might be a threat? Well, that might still happen if you are actually a threat to Ainz-sama. But hopefully, you can mitigate that.

With this, no matter how strange or esoteric your abilities are, so long as they believe that you are too weak, people won't see you as a potential threat or enemy until you take some hostile action. Furthermore, they won't abuse you, hurt you, or torture you just for fun, or "for your own good". How weak? If someone could just stand there and ignore you as you wail on them, and exhaust all of your strength and magical energy without giving them so much as a single scratch, or affecting them in a more exotic manner such as mind control or some debuffs, then you are weak enough. This means, that in this world, Ainz and his NPCs won't see you as a threat to Ainz's personage or plans until you are at least level 60 (or equivalent with other powers) and won't attack you unless you attack them first.

In future worlds, you are similarly safe from some gods, evil overlords, and other greater threats, so long as you don't accumulate enough personal power.

Genocide is Bad, Mkay? (Free)

Ever notice how Nazarick and its NPCs are obscenely evil for seemingly no discernible reason? Perhaps there is a reason for that, but either way, many would argue that it ruins the setting. Worse, as far as your benefactor is concerned, is that it ruins the options for exploring the setting; how can you tell the story of the swordsman exploring the world and interacting with the local cultures if a devil might drop it and skin him alive to create magical scrolls under the auspices of "spreading happiness"?

That is why this perk exists. It won't stop Nazarick from being Evil. It won't stop Ainz from being an inhuman monster that doesn't care for human lives. However, it will make them *rationally* evil. They won't choose political courses that maximize suffering if other methods are more effective and efficient, or don't run a long-term risk of terrible PR. They won't inflict cruelty and harm for the sake of it, if there are better ways to achieve their goals. In effect, they are made less edgy, needlessly cruel evil, at the cost of being more *effective* evil.

This perk is, of course, entirely optional. In future jumps, it will apply to evil overlords or large evil empires, and you will have the option at the start of toggling it off if you aren't willing to reduce needless suffering at the low cost of making your opposition better.

Revolving Door to Heaven (Free/200 CP)

Wouldn't it suck to be the only person in the New World who can't die and be brought back to life? Especially when one of the main characters in the story is infamous about how she keeps dying? Well, you don't have to wonder about that.

While you are in this world, even if you die, if you are resurrected - whether by resurrection magic or other abilities - it will not count as a chain failure. Please note that the local resurrection magic can be stopped by certain spells, and costs a varying amount of levels to resurrect you, so if you are too low level, dying will still kill you.

This is free in this jump, but for 200 CP, you can keep it in future jumps.

Good Impression (Free/200 CP)

Wouldn't it suck to have a plan for convincing someone and it all to fail because they had a poor first impression of you and didn't listen? Well, you don't have to worry about that as much anymore.

Everyone's first impression of you has improved. If they would have had a good impression of you? You come off looking great. If they would have been neutral, you end up with a good first impression. And if it was a bad first impression, it ends up being neutral. This isn't an absolute force; if the first impression is really bad, this perk will only mitigate it. Still, every bit counts, right? Also, this only applies to a first impression; if someone already learned about and formed an opinion about you before a first meeting, this perk won't help with that.

For 200 CP, instead they apply to all interactions that you have with someone. Even if they have a bad view of you, regular interaction can fix that so that they think positively of you. Or, more importantly, their opinion of you is a lot less likely to turn negative in a sudden bout of paranoia, or because you haven't gone above and beyond enough for their tastes.

Leveling System (100 CP)

It took the Eight Greed Kings a use of one of the Twenty - single use World Items - to bring the Yggdrasil system to the New World. You don't have a World Item, but you have this instead. In future worlds, you can grant the Yggdrasil magic system to any person with a brief touch if you wish. They can't transfer it to others except via procreation - their offspring will have the system - so it would take a lot of time to give this blessing to an entire world, but you can at least work it on a small scale.

Most people have a level cap of 15, but maybe you will find some lucky talents with higher level caps.

Tangential Class Feature (100/200 CP)

To have a good build, you need to pick first a very generic archetype, and then later focus on a specific theme or concept within that. While specialization might be the more effective path, perhaps there are some skills that you would have liked to pick up on the side? Well, even though this is absolutely impossible for everyone else, with this, you can.

Choose a single class feature that a class or archetype advances as you level in those classes. For every 3 level you take in classes that don't advance that feature, that gain 1 level's worth of advancement in that feature. As an example, a level 30 warrior could use this to pick up the ability to sneak like a level 10 rogue, to heal like a level 10 cleric, or to wildshape like a level 10 druid.

For 100 CP, this can be a class feature from a class that gains several class features and abilities, some of which are at least as good. Examples can include a druid's wildshape ability, a bard's singing, a rogue's stealth or sneak attack, or a ranger's ability to detect foes.

For 200 CP, this can be a very broad, and archetype defining ability, like a class's spellcasting progression, the ability to use Martial Arts, or a crafting class's crafting progression.

This can't be used to purchase single, one-off abilities like trump cards. Nor can be used to purchase steps along a class feature; you can't purchase "the ability to cast Super Tier spells", even if caster classes advance it from levels 71 to 100 (going from 1 spell known and 1 use per day to 30 spells known and 4 uses per day). Instead, it would fall under the broader umbrella of "clerical spellcasting" or "wizard spellcasting".

You may take this perk as many times as you like.

Talented (100/200/400 CP)

Talents are an ability unique to the New World, a system of abilities that didn't exist in Yggdrasil. It is an ability that ranges from basic to ridiculous that someone has from birth. Most people aren't born with a talent, but you are one of the lucky few who has one.

For 100 CP it is a minor Talent that helps out in a trivial way. This is still noteworthy and could get you plenty of attention, but many would consider it a small help. Perhaps you can see the magical capacity of people, though working as a spell that can be blocked by anti-divination measures. Perhaps you can predict the next day's weather. Maybe the harvest grows somewhat faster when you are nearby. Truthfully, these talents are reproducible by low level spells, but at least you can have them active as long as you want without a cost?

For 200 CP it is a Talent that would make you a genius in a broad specialization of your choice. Maybe you gain experience and learn techniques thrice as fast in a broad archetype (such as fighter, arcane caster, divine caster, psychic, rogue-like, crafter, etc.) of your choice. Perhaps all of your personal energies (health, mana, stamina, etc.) are twice as large, and naturally recharge twice as fast. Perhaps you have massively boosted multi-tasking that you can use in

and out of combat. Perhaps you have an always active True Seeing that bypasses most anti-divination defenses.

For 400 CP it is a truly top-tier Talent, the sort that would be called game-breaking in Yggdrasil. Perhaps you can use any magic item, no matter the activation requires (including, but not limited to: species, gender, alignment, possession of specific classes, or the ability to use magic). Or maybe you can access one move of the previous wielder of an item that you are holding, no matter how restricted or unique. Or possibly you can duplicate and use any spell of any level (including Super Tier) that you can see or are targeted by, though you still need to pay the cost of it. If someone made a list of all Talents that exist in the New World, both known and not, your would be in the top 10.

Origin Perks

Perks for a given Origin are discounted. 100 CP perks that are discounted are free

Supreme Being

Supreme Learning (100 CP)

So, Yggdrasil ended. And you were there to the very last minute of it. For years, while it was dying, you stuck by it, playing it in every moment of your free time, maintaining a guild on your lonesome. You are a nerd who wasted their life away on a dead MMO. Except, it wasn't such a waste, was it? Because now you are in a world that was rewritten to run according to the rules of Yggdrasil, as far as reality could accommodate them. Rules that you know very well. You have complete and total mastery of the systems and lore of Yggdrasil.

In future worlds, you will have a similar total understanding of the rules and lore of any one game of your choice. And if you end up in another world with a gamelike system, you could choose to have an understanding of that system.

Supreme Karma (200 CP)

So, karma. That system was just some edgy fluff in the original game, but now might drive you insane if you deviate too much from it. Wouldn't it suck if your minions had karma that didn't align with your goals? Well now you don't have to worry about that! Any minions, employees, or subjects that you have, who feel loyal to you, will have their karma shift to align closer to yours over time. Unless you don't want it to. You can turn this off if you wish - maybe you really like the bad girl vibe that succubus is rocking - but it is an all or nothing thing. You can't turn it off for only specific subjects. In future worlds this will work with the closest system that exists, likely moving people along the Good-Evil axis.

Supreme Philosophy (400 CP)

Philosophy is very important to the people of this world. Every culture has their own philosophy of how things work or should work, with many of them deeply contradictory. These differences in beliefs cause endless friction, wars, and problems. Wouldn't it be nice to side step all of that

nonsense? After all, you are Jumper, a Supreme Being. Surely your philosophy is the best? Well, your subjects certainly seem to think so. Whatever your philosophical belief system may happen to be, your subjects will pick it up, and shift to believing it, with the more loyal they are, the faster the transition. Certainly, this process will go faster if you take the time to talk to people, and explain your philosophy, but if you have loyal enough minions they will figure it out on their own, and spread the supreme message.

Supreme Existence (600 CP)

A Supreme Being is an existence beyond even gods, so it is natural for you to be worshiped as one. But then, what is the point of worship if nothing is gained from it? A well stroked ego? This perk ensures that you never have to answer that question.

You gain a pool of power from people's belief in and worship of you, that you can convert into class levels, with the fervent belief of a guild's worth of powerful beings, and a country or two in awe of your sorcerous might, enough to grant you power worth 100 levels. These new levels are added to your existing levels, and act as class levels in all ways, including the fact that your level cap is still 100. However, there is a restriction on these levels; they are limited to levels in classes that match people's belief of you. If people worship you as a god of death, you might gain caster levels that grant necromancy or resurrection spells. If people worship you as a peerless warrior, you could gain warrior based levels. And so on.

In exchange for these restrictions, you don't have to spend these levels on yourself. You can instead grant them to any of your faithful - including spreading them out across multiple faithful if you want - with the flavor of the classes adjusting for the fake that they are worshippers of a god, not actual gods, though you can't use this to push someone above their level cap. You can reclaim any levels granted - either to yourself or your faithful - and redistribute it as convenient, or to adjust for the growing or shrinking of your pool of power as the number of your faithful changes.

The cost in power to grant levels is not a linear function. Rather, it scales with the cube of the number of levels granted; for the cost of granting someone 100 levels, you could grant 8 people 50 levels, or 1,000 people 10 levels. Perhaps it might behoove you to be a generous god and spread your blessings far and wide?

NPC

A Well Covered Ass (100 CP)

As an NPC, a loyal servant of the Supreme Beings, it is unacceptable to question or second guess the decisions of your betters. Even so, sometimes the orders and instructions that you get from above… well… they could use some clarification from those who aren't as perfect as your master. Clarifications like, how to do something completely differently. In short, you know how to make suggestions and change plans in ways that won't upset anyone, whether that be your boss, or your colleagues that worship him as an infallible god. The suggestions still need

to actually improve the plan to be accepted though. This merely ensures that merely expressing your opinion doesn't get you in trouble.

Loyalty Begets Loyalty (200 CP)

Loyalty. The bread and butter of Nazarick, the one word that is taken as gospel. The one word that you believe in so strongly, that it becomes a shield to you. When you give loyalty, you are given loyalty in return. If you do your duty to your subordinates, treat them well, and you're loyal to them, you will be given loyalty in return. It doesn't matter how shifty they are, or if they come from a culture where backstabbing based promotion is expected, they will repay your loyalty with loyalty. This goes in the other direction as well; if you are loyal to your master or boss, they will be loyal to you in return. Serve faithfully, and they will not fire you, send you on a suicide mission, or have you killed off. Your loyalty will be repaid.

Of course, this only applies so long as you are loyal. If you were to stop being loyal and dutiful, were to start plotting behind their backs, or take hostile action against your master, then the protection is gone, and the knives will come out. If you wish to be treated as a loyal subordinate, then you should also remain loyal.

Brilliant Mind (400 CP)

An inhumanely sharp mind is a frightening gift. You would know, for you have one such mind, equally brilliant as the three geniuses of Nazarick; Albedo, Pandora's Actor, and Demiurge. You have a head for consuming, comprehending, and reviewing data that is better likened to a computer than a human mind. Just glancing at a written report is enough to instantly understand it, and you could compare it to a dozen others to form a more complete picture in the time it takes to flip over to the next page. Managing complex operations spanning a country or two while personally reviewing the report of each and every person would be trivial for you. Of course, no matter how brilliant your mind is, you are still limited by the data that you have access to; you can't, after all, derive any conclusions, or make any plans without sufficient quality data. Only an idiot wouldn't understand Garbage In Garbage Out.

As a note, because this is a perk and not a drawback, it doesn't come with any potential side effects one might associate with such brilliances such as madness, or an inability to connect with their intellectual lessers.

Intuitive Understanding (600 CP)

There is Albedo, Pandora's Actor, and Demiurge's genius, but Shalltear, Mare, and Aura are brilliant in their own way. While they might not have the former two's academic knowledge or sharp minds, they have intuition. Even when unable to explain why something is the correct approach, they will know it needs to be done. You too have this intuitive understanding, though far sharper and refined. If confronted with a problem or task, you will understand what general approach will work best to fix it. You will know what knowledge that you are missing and where to acquire it - or what sort of people you should delegate the tasks to - to handle things. You will know what sort of problems will crop up, that you should start mitigating or fixing. You could be made the head of a brand new department of a country, and have a plan of action ready in

moments for how to effectively handle your responsibility. Now, explaining *why* that approach would be the best, or all the details that you find obvious might not be so easy, but maybe someone with a brilliant mind could help you out?

As a note, because this is a perk and not a drawback, it doesn't come with any potential side effects one might associate with such insight such as madness, or an inability to connect with their spiritual lessers.

True Dragon

Dragon's Domain (100 CP)

A dragon's duty is the management of the stories in their domain. They can't do that without their domain. So now, you have a domain, or at least the ability to claim one. The process is simple. Once you settle down somewhere, a stretch of land around it, proportional in size to your strength will be mystically claimed as your domain. This area will grow as your strength does, though you can also expand it by claiming the land in some other way; for example, if you become the queen of a nation that is larger than your natural domain, your domain will expand to cover the domain. This doesn't do anything on its own. Dragons and other beings that can sense one's domains will recognize it as your territory, and any perks or powers that work over your territory will work here, but this perk on its own doesn't grant such abilities.

Reader of Stories (200 CP)

A person's story is their life; the experiences that they had, the skills and abilities that they learned, the other people that they encountered and the stories that they impacted. You are the keeper of these stories, and to do that, you must be able to learn them. Whenever someone dies in a territory that you have mystically claimed as your own, their soul passes to you, and through you. In this process, you learn a general outline - the broad strokes - of their life, and, being a dragon, can handle any amount of these stories without issue. Once the story is recorded, the soul passes on… if you wish it. Not only can you alter what afterlife a soul heads for, but you can keep the soul within yourself for a time. There is a limit for how long and how many souls you can keep with yourself, but while you do, well, if you had an ability that consumed your soul - what Players call EXP - to use, you could fuel it with these souls instead.

Domain Management (400 CP)

A proper dragon's domain is not just a parcel of land with their name on it. It is connected to the dragon, on a metaphysical, spiritual level. Now, the same is true for you. If you have mystically claimed a domain in some way, it will respond to your will. Its nature - the weather, the behavior of living creatures, the plant life growing, the fertility and composition of the soil - will slowly shift to how you inherently believe that it *should* be. You can, of course, speed these up with an excursion of power, though such an approach isn't too popular amongst dragons; they are a long lived race, there is no need to rush something that will happen naturally in a few months. Furthermore, not only will your domain shift, but you can sense it and those living in it, connected to them on an intuitive level. You might not know each individual creature there, but

you will know the overall composition of the various species, where they are located, and which tribes need to be culled or nurtured to maintain the proper balance.

Wild Magic (600 CP)

Before the Greed Gods came and perverted the world with their system, there was only one magic; Wild Magic, the magic of the dragons. Now, even dragons born since their desecration aren't born with Wild Magic, yet for some reason you have this power. Wild Magic is different from the Tier magic of Yggdrasil. It is less rigid, less structured. Where Yggdrasil magic is hard-coded spells from a video game, this is the magic of stories. It works on intent, on ideas, capable in theory of anything - if provided enough power - but lacking the exactness that Yggdrasil magic brings. Also, unlike Yggdrasil magic, it doesn't consume mana, but is fueled by its user's soul, or EXP in game terms. In essence, one says what they wish to happen, and burns enough levels for it to happen.

This is a powerful force, as merely having this provides defenses against status effects on par with a World Item. Lastly, as this is the magic of souls, you are able to rip out the souls of anyone with whom you have a mystical connection with a thought, though those powerful enough are able to resist this effect.

Local

MMO to Reality (100 CP)

The thing about living in a world whose rules were overlaid by that of an MMO, is that you don't know the rules that the world operates under. They also aren't all that intuitive to someone who doesn't know what an MMO is, let alone is familiar with the MMO in question. You don't have to worry about that. While you might not know what the exact rules of the world are, you intuitively know the best way to restructure lifes, whether on a personal or societal scale, to take advantage of them. Even if you don't know about levels and build contamination, you will know that it is best to have everyone hyper specialize on a single job, and what minor tasks they can take without risking picking up new jobs. You will know what actions will give the best return on your training so that you can grow faster. This ability of knowing the best way to work with a world's rules will follow you to future jumps, but it does rely on people actually listening to your crazy ideas to get the most out of it.

Build Reformation (200 CP)

A person's build - their classes - represents their capabilities and limits in this New World. And some builds are better than others. So, wouldn't it be terrible if yours sucked? Maybe you had to work on a farm for a couple of years to have enough magic to study magic, and picked up a pair of useless farmer classes to forever stifle your potential. Maybe you just made a bad choice of profession five years ago, and are now stuck with that for life. No worries, for in this world, it is possible to fix one's build. Normally this is done by repeatedly killing and resurrecting the person until they have lost enough levels to let them gain new ones, but you have a less morally dubious alternative. By entering a meditative trance, you can assign any of your existing class levels to any other classes that you have. The only two limits are that you

can’t give a class more levels in this way than the normal limit - usually 15, 10, or 5 levels depending on the class - and you can’t reassign levels if that would disqualify you from any classes that you have. By having someone join you in your meditation, you can reassign and fix their build as well.

In any future world with a game-like system, you can similarly reassign yours or other people’s levels with this method.

Breaking the Limits of Others (400 CP)

The game system of this world is great, but it has hard, unforgiving, artificial limits. A level cap beyond which one can’t progress. And these caps aren’t fair; people are simply born with different level caps. While you and those from Yggdrasil might have a level cap of 100, none of the NPCs can progress at all, and most locals have level caps of 15. Well, they do when you don’t feel like expressing your opinion on it. So long as you are instructing or training someone, they are able to move past their level cap and become stronger, even when the rules of the world say that they shouldn’t be able to. You could take a squad of level 1 skeletons, and train them into Adamantine class warriors as easily as someone with the potential could reach that level on their own. This does have a limit though; you can’t use this to train someone past your own level. Once they are as powerful as you are, they are once more limited by their own potential in how much they can grow.

Novel Classes (600 CP)

Yggdrasil was a massive MMO with 700 unique classes. Since the system was transferred to the New World, the locals have discovered, developed, and created a great many new classes. Most professions, social positions, and specializations ended up with their own classes. These classes aren’t necessarily balanced; some are weaker or inferior, but others are strictly better than what was available in the game. As a Jumper, you can probably see where this is going.

While this doesn’t apply to any classes that you have bought, any classes that you earn will be better in some way, reflective of your actions and accomplishments. If you perform great feats with the sword, maybe instead of the Swordsman class, you earn levels in the Saint of Swords class that provides better attributes, and improves your Martial Arts. If you are a magical teacher, maybe you will unlock a mage class that fully progresses your spellcasting and also gives you bonuses to teaching. Or maybe it is something else. Whatever the case may be, you can be assured that your classes will always be strictly better than what others can get for the same role.

Profession Perks

Perks for a given Profession are discounted. 100 CP perks that are discounted are free

Combatant

Jumper Lord (100 CP)

The Lords are the primitive forms of nobility, from the more wild species. They are stronger, faster, *better* versions of their species, meant to lead their lessers in battle, or to act as champions. Now, you are a Lord, improving all of the class levels that you took. The attribute, mana, health, and stamina bonuses from all of your job class levels increase by one third. Furthermore, all bonuses from your racial class levels increase by one third. In future worlds, this will increase the capabilities - both natural and supernatural - of your race by a third.

Artificial Limiter (200 CP)

The best way to grow, gaining both experience and levels is to surpass ever greater challenges. The smith that spends all his time crafting the best swords that he can from the best materials grows far faster than the one making large quantities of cheap horseshoes. The merchant haggling all day long every day grows faster than the merchant leading caravans on weeks-long journeys to perform large, singular trades. A combatant gains more experience the more powerful a foe that they face.

Unfortunately, these have consequences. The craftsman needs to acquire ever higher quality, and ever more expensive materials. They need to keep finding new customers that want the best of the best, instead of settling for good enough. The combatant's experience gain is directly correlated with how likely they are to end up a snack in a monster's belly. A rogue needs to break into places where the chances of being caught are ever higher, and the consequences ever more severe.

Perhaps, you want to do away with those consequences?

Any ability or attribute that you have - your intelligence, charisma, physical strength, mana capacity, spell power, the efficacy of skills, or something else - you can artifically restrain, weakening it to a level of your choice. The more that you limit it, the faster that you grow from challenges related to those abilities. Now you can make anything a level appropriate encounter. And, if you misjudged the danger, you can at anytime remove the limits you put upon yourself at the cost of losing the increased experience gain.

Actual Strategist (400 CP)

Having the strength to beat people's faces in is nice, but once the situation gets more complicated, strategy and tactics come into play. You are a natural talent at both, able to come up with plans on the fly or develop detailed well thought out plans for both small and large scale engagements, adjusting for a variety of environments and supernatural effects with ease. No matter what condition you need to command troops in, you will know how to put them to the best use.

Combat Skills (600 CP)
Momonga had a roleplayer build. In Yggdrasil, even with his divine tier equipment set, his build was considered decidedly average. And yet, he always won his second fight with someone, and even his first fights usually ended up with him successfully retreating without any serious resources expanded. Through a combination of knowledge, system mastery, and a mind that allowed him to map out the flow of battle, he was able to defeat foes that were plain better than him.

You too have this innate and raw skill for combat. This is not one thing that can be easily nailed down. Keen observation, timing, precision, a calm and rational mind, tactical planning, understanding the flow of battle, mastery of mind games, and more. It is many things that all come together to turn you into a beast in battle. You could match three foes at once with equal builds to yours, simply through raw skill, or lead a single foe whose build was custom designed to defeat yours by the nose to your inevitable victory as if it was the most natural thing in the world.

Of course, having a good build still helps with this.

Noble

Favored Enemy: Paperwork (100 CP)
The world of nobles runs on paperwork. Production numbers for their demesne, material costs and sales, even the oaths that they owe their liege takes the form of paperwork. And the more successful a noble is, the more paperwork that they have to handle. Lucky for you, you are a master of paperwork. You never make mistakes when managing paperwork, can complete it several times faster than before, and even if you are otherwise focused while filling it out, you complete it as well as if you fully focused on it, and retail the full information. It doesn't eliminate the threat, but this will certainly trivialize it.

Inherently Noble (200 CP)
Different races and cultures have different ideas of what a noble is, and their roles in society. It might even change from country to country within the same species! Wouldn't it be absolutely terrible if your lessers didn't acknowledge your superiority? Maybe even looked down upon you for having a "fake" position? Now, you don't have to.

You exude an aura of nobility, or lordliness as the primitives would call it. Those looking at and interacting with you will inherently get an idea that you are meant to rule, and are a worthy ruler. This will scale with both your personal power, and the amount of territory that you actually rule. If you had the power of a god, or ruled a kingdom, anyone coming across from you might assume that you are a peerless genius chosen by the heavens themselves to guide your people. If you are level 1 and have nothing but a shirt and some shoes to your name, well, you might come off as a peasant with a force of personality?

You can, of course, turn this off if you don't want to awe people with your raw awesomeness.

Management Experience (400 CP)
While a noble's boost to the productivity of their territory is nice, it is useless if they aren't giving clear instructions, or are insisting on using outdated methods. Thankfully, you have this to help you with that. You have the skills to manage a noble territory, and all of the details that go into it, from balancing different methods of production, attracting and haggling with merchants, enforcing the law, listening to complaints, and any variety of tasks. Furthermore, you have a good eye for how to implement changes that improve the quality of your demesne smoothly, with a minimum of problems.

Leader's Charisma (600 CP)
Noble-type classes are infamous - where it is known at all - to have command abilities that work suspiciously like mind control. In many places, this is often confused with raw charisma. The best nobles though, have raw, pure, genuine, actual charisma independent of whatever benefits that their classes might give. Perhaps the greatest of these might be the Dragon Queen, who, while not actually possessing any noble-type classes, is still the most charismatic and persuasive leader around. Or, well, tied for the most persuasive leader around, since you are every bit her peer.

You could enter negotiations with a country managed by Evil beings that have you so hard over the barrel that them merely not lending sufficient aid would lead to the extermination of your land, and strike a fair and equitable deal with them. You could rule a country where having to completely rebuild and repopulate a region of it because everyone got eaten is a yearly event, where everyone exceptional is hunted down and killed, where the life expectancy is perhaps half of what it should be because your people keep getting eaten by their neighbors, and keep it functioning. Not through management skills - though it would be nice to have those too - but the raw pure charisma to convince your people to trust in you no matter how hard you fail them, and to keep going no matter how hard life becomes. And not just to keep going, but to keep developing, so that under your rule the country technologically advances faster than any of its neighbors, as everyone is motivated to please you and do the best for your domain. Even if one of your cities gets taken over by a criminal enterprise, small details like being career criminals won't stop them from being patriotic and following any marching orders that you hand down.

Of course, just because this lets you play kingdom management under ultra hardcore nightmare difficulty without taking any noble classes, it doesn't mean that you need to do that. Perhaps you want to find out what you can accomplish when everyone is willing to fall in line, and there aren't several decks stacked against you?

Traveler

Appraisal (100 CP)
To be a traveler or a merchant, you must acquire an item at one place, travel elsewhere, and then sell it for more. For this, you need to know how much what is worth where. Fortunately,

you have an intuitive understanding of this. Whether it is an item that you are looking at, bulk goods, or information that you just overheard, you can instantly assess how much you can sell it for in which city, or even in different parts of the city. Taking the gamble out of getting rich off of traveling!

Beneath Notice (200 CP)

Do you know what the difference between a merchant and a spy is? A spy got caught acquiring information that they shouldn't have. Like an amateur. Sure, rogue-type classes might give you "skills" to hide and sense the presence of others, but you have something better; you know how to actually blend into your surroundings. It doesn't matter if your mark is aware of your existence, if you don't stand out from the other twenty people in the room whose existence he is also aware of. Similarly, even if someone "hides their presence", there might be any number of telltale signs left behind for you to pick up on.

Even if you had no rogue-type classes, you could serve as the ideal spy, slipping in and out of places and learning secrets without ever being recognized as not belonging. And if you had actual rogue-type classes, these abilities would greatly complement the skills that they provide.

Guest Rights (400 CP)

How do countries that are at war with each other maintain trade between them? How do countries that don't acknowledge each other trade? Hell, how do human merchants pass through countries where humans are treated as food? You can mostly thank the Merchant Guild for this. A guild spanning an entire continent, with its fingers deep in the economies of every nation, it ensures the safety and rights of its members through great financial power. Whether you are a member or not, you bring this safety with it. So long as you are traveling to trade, you are welcome to pass through or enter any nation or city, and are guaranteed safety from and the legal protection of the local governments, at least insofar as they extend it to their own citizens. You could travel through a battlefield, or sail through the lands of a cannibalistic nation, stopping by villages for a chat and trade, and feel perfectly safe. Just remember; don't get caught doing anything illegal.

Story Teller (600 CP)

There is magic in stories, or so people say. It might even be literally true about you, if you are a bardic-class. They can weave magic into their stories and songs, forcing people to feel certain emotions, even when the songs themselves are junk.

You? You don't need any magic. You simply know how to compose and tell the sort of songs and stories that will live through the ages. Hell, they might even outlive the language that they are composed in.

This might not seem very impressive, but a single story told by a naive ice dragon while standing in line ended up nearly paralyzing the capital of the Sorcerous Kingdom, taking several of the Floor Guardians to resolve the situation. All because the story stuck in people's minds. What that ice dragon did with magic and ignorance, you can do with skill and intent. You

could dictate the feelings and opinions of an entire city's populace by sitting in a bar and telling stories. Or even further, once travelers carry your stories along.

Not that you couldn't improve your performance even further with magic, but, do you really need it?

Creator

Mechanics (100 CP)

Believe it or not, the most successful craftsmen aren't the most skilled. They are the ones that can invent new, paradigm breaking items. And you? You have an advantage that the others don't have in that regard; a whole host of ideas of what could work from another world (or more). You are an expert at turning ideas for items into reality using local resources, whether that be new materials, or replacing complicated parts with simple magics that others didn't think of. This doesn't make you more skilled, but what does that matter if you can figure out how to make a carriage that can travel twice as fast and carry twice as much for only slightly more cost?

Industrial Crafting (200 CP)

Sure, you might be able to craft masterpieces, but can you arm an entire army? Can you supply an entire town with artificial lightning, or fulfill all of their potion needs? Chances are, not by yourself. No, if you want to make a difference on a scale of logistics, you need industrial crafting. Fortunately, you are good at that.

You are good at organizing people into working as crafters at a more organizational level. Whether that is creating an enchanting assembly line, a potions factory, or something else, you know how to both put everyone's talents to the best use, and give them the jobs that will best advance their abilities. Certainly, this won't give you the ability to craft a legendary artifact, but if a king wants to take his nation from a magical backwater to a magical powerhouse, putting you in charge is a surefire way to get there.

Refined Infrastructure (400 CP)

Amateurs talk about crafting swords, spears, and armor as if those were great accomplishments. But you know what survives for centuries after a civilization has gone to dust? Their buildings. Especially those that used magic in the construction. You are an expert at infrastructural projects; buildings, roads, bridges, city layouts? It doesn't matter. If someone wants them well built, they should come to you. And if you have access to magic - whether yourself, or you have casters on tap - you know the best way to use that magic, and weave it into the construction to lower prices, speed up construction, and improve the final output. A crazy lady might get in power and demand that all bridges and roads be reinforced against magical bombardments, and you would be drawing up plans and finalizing designs by the time others figured out that they should be panicking at the task before them.

Grand Design (600 CP)
In the New World, the highest levels that people can normally reach are in the low thirties. Even those are only possible for one-in-a-million geniuses. And yet, the Duegar have teleportation gates that the best scrying in Nazarick can't see through. How? I'm sure if someone tasked you with it, you could figure out how to replicate the effect. With sufficient time and the right materials, you can craft the sort of artifacts - whether it be due to their effects or the sheer scale that they operate at - that would go down in legends. Not because you are personally so powerful as to craft such items, but because you can craft and enchant items beyond what should be possible at your level and with the resources that you have available. And if you were personally as powerful as the gods themselves? Why, you could craft items that even the gods would call impossible.

General Items

You receive a Stipend of +200 CP to spend on items. If you already have similar items to what you want, they can be imported/merged together.

Spare Cash (Free/50 CP)
Money makes the world go around. Or at least, that is what the Merchant's Guild claims. You don't necessarily have enough money to make anything go around, but you have enough to subsist on for a short while. You get twenty free gold coins, and a few hundred silver and copper coins.

For free, you get this as a one time cash infusion. For an extra 50 CP, you receive ten times the amount as a monthly stipend.

Old Notes (100 CP)
Hey, you see those ruins over there? An advanced, diverse civilization used to live there. Then something happened, and everyone died. Hey, you see those other ruins over there? An advanced… Hey, you see those… You get the point. There is a lot of lost history in this world, even some background conspiracy about keeping it lost. Well, you now get the personal diary of someone of importance - maybe a duke, a high priest, or a general - who lived in one of those civilizations. It won't contain any notes on magic or technology, but it will give you an unmatched insight into how people lived and how the culture worked. In future jumps, you get a diary from any one civilization that has been dead and gone for at least a century when the jump starts.

Leveled Equipment (200 CP)
A player's levels and class features only make up part of their build; the other part is their equipment. Now, you are covered on that front. You are given one equipment set whose appearance you can design, and that complements the classes that you took. This equipment set isn't particularly inspired; it provides bonuses to the attributes needed for your classes, covers the defenses and movement modes that aren't covered in your class, and maybe

provides you a thematically appropriate weapon that is good for whacking things good. It has no customization, and unless you are something like a Ranger with a favored enemy, isn't specialized against any specific type of foe. On the other hand, it will work with your classes in nearly all circumstances.

Much more importantly, this equipment scales in power with you. If you are level 1, it will be basically starting gear junk. But as you grow in power, the materials used will get better, and the quality and number of enchantments used will be improved. If you are high enough level, you will be rocking a full set of divine gear. And if you find some way to become more powerful than level 100, it will continue to improve with you, becoming post-divine tier gear.

Alternatively, instead of a full set of gear, this can be a singular piece of equipment. In that case, the overall boost of the item will be much less than what a fully equipped character would have, but it will provide greater buffs than a single piece of equipment should at a given level.

World Map (400 CP)
Even in a world with scrying, and magical mind-to-mind communication, a lot of information that we in the modern world take for granted is missing. Like what tribes exist over a stretch of land, and where their territories are, or how they overlap. Or the existence or non-existence of entire countries. The human lands are considered a local backwater, because they know barely anything about the world around them. And then let's not get into the nonsense that is the Underdark, and how even its own residents don't know much of anything outside of their immediate vicinity.

Well, you never have to worry about this. This is a world map that magically updates itself, in real time, with the names and territories of every nation, association, and tribe in the world. You can zoom in, to see cities, geographical terrains, and even get an outline on the racial composition and development level of each of these groups.

Profession Items

Items for a given Profession are discounted. 100 CP items that are discounted are free

Combatant

Consumables (100 CP)
Potions, oils, and bombs can help keep an adventurer alive. However, they are also expensive enough to make many hesitant to use them, hoarding them to save on their wealth. That is why you have this refilling pouch of consumable items. The exact consumables in it vary with your needs and level, but there is a good amount in the pouch, and it refills once a week. Now you don't have to hesitate about chugging a health potion after an ogre breaks your arm!

Specialized Armor (200 CP)
Dying is bad, but getting hurt is an inevitability of combat. Hopefully this can help you be less likely to die when you get hit. This is an armor, robe, or other article of clothing of your choice that has defensive enchantments on it. These enchantments reduce the damage that you take, and also provide resistances to all status effects. Both the damage reduction, and the resistances scale with your personal power. If you already have some armor or clothing, this can be fused with that.

Family Legacy (400 CP)
A warrior's most valuable tool isn't his sword or his armor; it is his knowledge of Martial Arts. And the best are those that were developed and passed down over the generations. Similarly, the most valuable thing to a mage isn't a new enchanted item, but a tome of spells. You now have a book that was passed down through your family. It is normally blank, but whenever you open it while you have empty spell slots or Martial Arts slots, it will show a list of customized, highly advanced techniques for you to learn, fitting your personal style and theme. This will continue in future worlds, as it will provide you with custom - or customized techniques - for you to learn, so long as you are capable of it.

Noble

Mansion (100 CP)
A noble must have a residence worthy of their status. Fortunately for you, you have this; a mansion of your own. The size and quality of the mansion will scale to your personal wealth. Even the poorest noble will have a dilapidated mansion that still has several comfortable rooms, but the king of a country would have a massive palace richly decorated and with plenty of servants to take care of the place and show off his wealth. Of course, it is common for nobles to have multiple residences as they travel, so you may buy this more than once to acquire extra residences. Only the first purchase is free for a Noble, while later purchases cost 50 CP for them.

Magical Luxuries (200 CP)
Just because the world is a medieval shithole, does not mean that the wealthy must live like their modern medieval counterparts. Afterall, while they might lack technology, they have wealth to take care of the basic necessities in life. That is what these are, a collection of magical items and alchemical potions to take care of your hygiene and comfort, allowing you to live a quality, luxurious life. And while many of these products might not exist in Re-Estize or the Baharus Kingdom, an enterprising noble who had their mages reproduce the items could make a fortune introducing them to the local markets.

Merchant Company (400 CP)
There are nobles who gain their wealth from the lands that they own, and then there are nobles who gain their wealth from the trade empires that they run. You might be the former as well, but with this, you are definitely the latter. You have your own merchant company with already established international connections and trade routes. Even without your personal input it is a

lucrative business that makes you a fair amount of money, and has enough economic power to get you an audience with the rulers of nearby nations.

Traveler

Guild Membership (100 CP)

You have a membership in the Merchant's Guild, and gain all of its associated benefits. All you need to show is this pass to be allowed into the borders of any country, or into any town or city. You receive legal protection that makes government security forces less inclined to harass you. And finally, you gain access to the guild's banking systems, allowing you to deposit money in one country, and retrieve it in a different country. This banking system will work even in worlds without the Merchant's Guild, though the exact form that it takes will vary to fit the settings.

Traveling Caravan (200 CP)

You have a trade caravan that you can take with you on your travels. Not only will this make travel faster and more comfortable, but this trade caravan has magical storage methods that allows it to transport more goods than its size would indicate, while keeping them fresh. Lastly, this trade caravan looks perfectly normal and respectable wherever it goes, making anyone traveling with it automatically be far less suspicious. A handy tool for a spy wishing to slip in somewhere.

Bank Account (400 CP)

Like a certain catgirl merchant, you are rich. Stupidly, filthily rich. How rich? Well, if one of these human nations put all of the country's wealth for sale at market price, you could afford to buy all of it, and have money left over. At this point your wealth is less actual, quantifiable wealth, and more a scientific notation on a bank statement. Or bank statements, because only an idiot stores all of their wealth in one place. Really, the only problem with this is *accessing* all of your wealth; you have so much that trying to withdraw it presents serious logistical challenges even for a banking empire spanning a continent and with access to potent magic.

Creator

Traveling Workshop (100 CP)

Most craftsmen have workshops, both because they need someplace that they can create their goods, and because they need somewhere that they can sell their products. This might be a blacksmith's forge, an alchemist's laboratory, a weaver's workshop, or something else. Whatever it is, it also limits them as the craftsman must return to their workshop to work. Fortunately, you have this. A workshop whose quality scales with your crafting skills, and which has the set up for all of the types of crafting that you are capable of. More importantly, it is mobile; it can magically pack itself up, and then follow you as you travel, unpacking itself once you are ready to work. Why have the craftsman go to the workshop, when the workshop can go to the craftsman?

Crafting Materials (200 CP)
Even the best craftsman needs the right materials to work with. Which is why you are receiving a respawning supply of crafting materials, whose quality increases with your level. Whether you wish to make potions, blades, or rings, that are plenty of materials for crafting level appropriate gear. And if you don't have time to craft, you can always sell them. Afterall, the materials refill every week!

Ring of Assistants (400 CP)
While you can work alone, your crafts go much faster when you have assistants to help you. This is a ring that can let you summon assistants to your crafting, though not the kind of assistants that one might think of. This is a ring that is capable of summoning elementals. These elementals are less skilled and capable of combat than their normal variants, but are much better at manipulating the elements that they are made of, allowing them to help with crafting on scales large and small. A fire elemental could be used to heat up a forge, or to keep it at a specific temperature. An earth elemental could be used to pull the impurities out of a heated item, or add in impurities. Or it could be used to move stones or flow them into each other, working in construction. And so on. The power of these elementals scales with the user's level, and only a couple can be maintained at a time, but there is no limit on how many times the ring can be used in a day.

Personal Demesne

You may choose to buy your own slice of land in the New World to rule. Maybe you inherited this land, or maybe you have magically claimed it, but either way, the territory is yours. You can use this to claim existing land in the story, or squeeze your demesne into the world map as an extra country. You can adjust the various parameters of your territory below, though if you use this option, you must spend at least 200 CP on it, above and beyond any freebies that you might get. Any upgrades that you make to this land will carry on into future jumps.

The descriptions here are written as if this were a single piece of contiguous land. If you want it to be a series of islands, a merchant company, or other such property, feel free to convert it as appropriate.

Size
Size determines the size of your domain
For each perk in the Noble Perk Tree that you have (up to 3 max), you get 50 CP to spend on this section.
Barony (Free) You have a barony, a territory large enough to have around five human villages and a town from which to manage it, though that might not be how your territory is organized.
County (50 CP) You have a territory the size of a county. This covers several baronies in size.
Duchy (100 CP) You have a territory the size of a duchy, about the size of E-Rantel, or perhaps a sixth the size of El-Ritze, the largest of the human kingdoms.
Kingdom (150 CP) You have a full fledged "proper" kingdom, the size of one of the human kingdoms

Natural Abundance

Natural abundance determines the quantity and quality of the mineral wealth in your domain. For each perk in the Creator Perk Tree that you have (up to 3 max), you get 50 CP to spend on this section.

Rocks and Stones (Free) Unless you find ordinary stones particularly valuable, your territory has no mineral wealth to speak of.

Basic Ores (50 CP) You might have some low quality metal ore scattered about, or some minerals. While there is value to be extracted, they would both need to be processed, and are too spread out to make mining them an efficient business.

Developed Mines (100 CP) Your land is rich in minerals. Enough to build a mine or mines, depending on the size of it. These mines could be for large deposits of valuable minerals like diamonds and rubies, contain expensive metals like gold and silver, or might even have some low magic metals like mythril, orichalcum, or adamantine.

Wealth Beyond Measure (150 CP) Sure, you could build mines, but do you have time for that when you could be exploiting the rest of the land? High quality marble stones that you could make great roads from. Conveniently positioned rocks that can be chipped away with ease to gather stone for building sturdy houses or bridges. Marshes rich in iron ore that can be easily collected and purified. No matter where you turn in your lands, there is an abundance of materials for those with the will to exploit it. Your mines may be plentiful, but you don't really need to make them to grow rich off of your land.

Networks

Trade, both internal and external, are the life bloods of nations. With it comes not just wealth, but the ability to both export your culture and ideas, but to import new and profitable ideas from elsewhere. This determines the quality of roads and pathways - such as rivers and bridges - in your territory, and how well external connections have been established. After all, as the Sorcerous Kingdom learned, it doesn't matter if you have flawless roads and an excess of cheap goods to sell, if no one wants to visit you.

For each perk in the Traveler Perk Tree that you have (up to 3 max), you get 50 CP to spend on this section.

Undead Shithole (-50 CP) Your land seems to have the reputation of the Sorcerous Kingdom when it was first founded. And about the same road networks. Merchants from outside avoid your lands like the plague, and your own merchants are liable to emigrate if they were to ever leave. Your roads are crappy, and travel is a nightmare at home.

Human Standards (Free) You exist. Merchants trade locally only. You have some connections to your neighbors, but you don't have the wider connections that would allow cultural exchanges to make sense. You have what the human kingdoms consider to be a good road network. Here is a hint: the local humans don't exactly have very high standards. At least you can travel on a cart without the wheel getting stuck unless it rains heavily.

Functional (50 CP) You have roads that meet the standards of less primitive lands. Your lands are also part one of two major travel routes, connecting you to a couple far away lands with their strange and exotic ideas, and their wealth.

A Modern Rome (100 CP) They say that all roads lead to your territory. You have the finest roads that the near anyone has seen, with bustling trade that will both take your merchants to, and bring merchants from far away lands.
Nazarick Meets PR (150 CP) Your road networks are the talks of legends. If you got yourself some Souleaters, you could have them dragging carts like a car on a highway down your roads without issue. If you have rivers, you have fully developed piers where ships can efficiently unload and load cargo. And when it comes to trade, you are basically the center of international trade. Merchants from the far corners of the continent will stop by your land to trade, bringing with them new ideas and ways of doing things, and returning with your own culture. You are amongst the first to learn what is going on in foreign lands, and have connections in all of them to call upon.

Fertility

Fertility determines the fertility of your domain where it is used as farmland, and how abundant and well grown nature is, where it hasn't been cut down
Desert (-50 CP) Have you ever tried growing plants or farming in a desert? If so, you have a good idea of how fertile your lands are. I hope you aren't planning to house any farmers, because they won't be able to farm enough to survive.
Low-yield (Free) So, your lands can grow some crops or trees. Not much, but not too little. The fertility of your lands are distinctly average. Enough for a farmer to live on what they can harvest, but don't expect to grow rich off of the work of your farmers.
Fertile (50 CP) Your lands are fertile. Farms are rich and productive, forests are verdant and full of life. Whether it is harvesting timber, or growing food, you can grow rich off of the bounty of your lands if you manage it well.
Natural Abundance (100 CP) Do you perhaps have a work team of druids blessing your lands? Because they are a step beyond what one would ordinarily consider fertile. Plants grow as if the land were blessed by magic, and farms can produce fertile and rich fruits with minimal effort, and the most inefficient methods.

Population Density

Population Density measures how densely populated your land is. Total population would be a product of this and Size
Sparse (Free) You might have the occasional village dotting your territory, though it is mostly large stretches of empty, unoccupied land.
Settled (50 CP) Your territory is at the "natural" occupational level. It is at the limit that can be sustained without urbanization, and the advanced farming techniques that preceded it. A good comparison would be the Beastman Kingdom
Full Utilization (100 CP) Your territory has reached a level of population that the more advanced human kingdoms would consider the limits of the land to sustain. You have several times the population at its natural occupational levels.

Average Power

A measure of how powerful the average citizen of your land is. Where this power comes from is up to you. Perhaps you rule a land of creatures that are a naturally stronger race. Perhaps they

are more “culturally advanced”, meaning they have better designed their society around exploiting the job classes. Perhaps they have developed advanced spells, technologies, and tactics to punch in a higher weight class.
For each perk in the Combatant Perk Tree that you have (up to 3 max), you get 50 CP to spend on this section.
Normie Human (Free) Your territory’s military power is comparable to Re-Estize if adjusted for size and population. An army of human conscripts is about equivalent to what your territory could muster.
Advanced Doctrine (50 CP) Your territory’s military power is comparable to the Baharuth Empire if adjusted for size and population. If you have human lands, you could field well trained soldiers equipped with quality heavy armor, moving in organized formations, and backed up by wizards, or perhaps clerics with low level spells. Your territory could contend with tribes of demihumans of similar population.
Enlightened Understanding (100 CP) Your territory’s military power is comparable to the Slane Theocracy - minus its Godlings, Divine Equipment, and World Item - if adjusted for size and population.
Superpower (150 CP) Your territory is as advanced as the six superpowers to the East. If you have a kingdom, this would make you tied for the most militarily advanced nation on the surface of the continent, at least if one ignores the minor outlier that is the Sorcerous Kingdom. Your armies can expect to field champions in the Realm of Heroes with regularity, and occasionally even those from a realm a step above that, and have methods to handle such champions even if lacking their own, though at great expense.

Companions

Companion Import (50-400 CP)
You can import existing, or create new companions. For 50 CP you can import up to 2, for 100 CP up to 4, and for 200 CP you can import up to 8 companions. They each get an origin of their choice, and get 400 CP to spend on perks and items, though they can’t take drawbacks, or buy their own companions. If you double the cost (100/200/400 CP), they get an extra 400 CP to spend. You can instead create brand new companions under the same rules.

Recruitment (Free)
At the end of the jump, you can take anyone from this world with you as a companion if they agree to it.

Toggles

Toggles adjust the world before insertion. You can take any number of toggles, but remember that drawbacks trump toggles.

Karma Adjustment (Free)
Karma is a tangible, quantifiable force in this world. With the right classes, certain behaviors are rewarded or punished, or make one “good” or “evil”. However, many of these actions or behaviors aren’t what most would consider good or evil. Is it so surprising? The karma in the game of Yggdrasil was the interpretation of its designers of the alignment system in Dungeons and Dragons filtered through their programming abilities. The karma system in the New World, in turn, is the intuitive interpretation of Yggdrasil’s karma system of one guy who used a World Item. And even the original D&D alignment system had different writers bringing their own interpretations and contradicting each other at times.

In short, the current karma system is a bit of a mess. So why not replace it?

With this, you can’t invent your own karma system. However, you can import the karma system - or any alignment system that works on a good-evil axis - from any setting of your choice, and replace this world’s karma system with it.

Different MMO (Free)
Yggdrasil’s game system that was imported into the New World was an MMO-ification of Dungeons and Dragons 3.5 edition. An incredibly impressive MMO-ification, considering that freeform flight, teleportation, and time stoppage, amongst others, were implemented in the game. However, maybe you don’t like D&D? Or maybe you just want to try a different system? Well, now you can. With this toggle, Yggdrasil’s game system was based on a different Tabletop RPG system of your choice. This doesn’t change the MMO nature of it, or the overall power levels, but both Nazarick and the New World will have access to different abilities as a result.

Early Start (100 CP)
Instead of starting the jump at the same time that Valkyrie’s Shadow starts, you get to start it shortly after Overlord canon does, at the moment when Momonga was transported to the New World.

Supplementary Nation (100 CP / 300 CP)
While the story of Valkyrie’s Shadow is about interacting with the various nations and cultures of the New World, a defining theme of it is the interaction of distinct and contradictory cultures with each other. So, wouldn’t it be appropriate to add another culture into the mix?

Choose a nation from any setting of your choice, whose power and size is, at most, in the same ballpark as the human nations other than the Slane Theocracy. Now it is added into this world, the geography of the world shifting to accommodate it.

Or maybe the nation that you are interested in is a bit more powerful. For an extra 200 CP, you can insert a nation whose power and size is, at most, in the same ballpark as the most powerful nations on the continent, if you ignore any Players or Guilds.

Supplementary Guild (100 CP / 500 CP)
So, maybe you don't really care for Nazarick, but there are a bunch of evil assholes from another setting that you find enjoyable instead. Well, with this, you can switch them out! Choose any setting where there is an evil guild, organization, or nation. Instead of Nazarick they are transported to this world. They still arrive in a guild, and have roughly the same membercount, wealth, and power as Nazarick, but the appearance of the guild, as well as the contents of the treasury, libraries, and equipment are switched around as appropriate.

Note that these are still a collection of NPCs - just from a different VRMMO based on your setting of choice - so they will still have the same instilled loyalty to each other and their master that Nazarick has, no matter how backstabby the world that they came from is.

Or maybe you just don't like the whole "evil guild" thing. For an extra 400 CP, the guild that you bring with you doesn't have to be evil. You could show up with a guid of Jedi, Paladins, or any other good or neutral faction from any setting of your choice.

Though good luck convincing the New Worlders that they are a guild of pure goodness, since you insert shortly after they massacred an army of over 200,000 soldiers…

Supplementary System (200 CP)
Requires either Supplementary Guild, or Supplementary Nation.

Select one jump document from a setting and the appropriate era that you have used for Supplementary Nation or Supplementary Guild. You can use that jump document as a supplement to this jump. You can buy powers, perks, items, etc. from that jump as usual, while ignoring the starting time and location, as you still start in the New World as normal. However, any supernatural powers or rules existing in that world will be imported into the New World, and integrate into its systems.

Nazarick 404 Error (Varies)
The New World is a vibrant and interesting world, with plenty of different cultures, species, and magical innovations to explore. There is just one problem; Nazarick and and occasional bout of genocide that they engage in. Simply put, Nazarick is too powerful and evil to ignore; yet, if a Jumper is powerful enough to play on their level, the New World might as well be a collection of harmless pets to entertain themselves with. Jumper becomes too powerful to engage with the New World on a more intimate level.

So, there is this, for those who are interested in exploring the New World that Valkyrie's Shadow focuses on, but don't want to deal with the Nazarick problem. Simply put, at the same moment that your jump started, Nazarick and Momonga disappeared. All of the actions that they took before - and their consequences - are still there, but you don't have to worry about them doing stuff ever again.

This costs half as much CP as you spent on levels, rounded down to the nearest 50 CP

Dragon Alduin Emperor (+400 CP)

600 hundred years ago, the New World was different. Dragons used to rule uncontested, managing the world as its “benevolent” story tellers. The Dragon Emperor got greedy, and used his Wild Magic to acquire great items from another world. These were the World Items, and along with them came the Players, and sometimes Guilds, who went on to completely change the face of the world. They killed most of the Dragon Lords, implemented the Yggdrasil magic system, made dragons no longer gain any Wild Magic, committed a few genocides, and generally really upset the remaining dragons.

Now, the Dragon Emperor decided to fix things, by stealing some more from other worlds. Specifically, Alduin’s whole mass resurrection of dragons thing.

Within a day of your arrival in the New World, every single True Dragon who has died since the arrival of the first Players will be brought back to life, at the peak of their power. All dragons native to the New World - except for you or any companions that you have - will gain the Wild Magic that is their birthright. All of these dragons will have an instinctive and absolute hatred for the “corruption” of anything not native to the New World (guilds, Players, NPCs, the Yggdrasil magic system, etc.). No matter your origin, this instinctive hatred will extend to you and your companions as well.

Good luck Jumper. I would say that I hope that you survive, but considering that you just doomed a world to destruction by dragon fire in exchange for personal power, you probably don’t deserve to.

Dragon Greed Emperor (+600 CP)

So, taking this toggle will probably kill you, and the New World with it. We don’t recommend it, but Jumpchan apparently finds Jumpers dying to their own hubris and greed to be hilarious, so we are offering it anyway.

It seems that his failure to acquire the World Items didn’t instill any caution in the Dragon Emperor. He did the ritual again, summoning the World Enemies from Yggdrasil to the New World. All of them. These are raid bosses that are meant to be challenged by a group of 36 prepared level 100 Players. They have innate protections on par with World Items, making them immune to all status effects in Yggdrasil - including special abilities to bypass immunities or resistances - the effects of World Items, and Wild Magic. There are 32 of them, and they are now rampaging throughout the world.

About the one good news is that as soon as the Dragon Emperor cast the spell, one of them turned him into a particularly tacky coat, so you don’t have to worry about the Dragon Emperor having any other “brilliant” ideas. Not that the world needs any to be destroyed.

Drawbacks

Take as many as you want.

Friendly Sexual Harassment (100 CP)

People who are feeling close to you, will casually sexually harass you. They might grab your butt or slap your ass, or find ways to bring their qualities into conversations. As an example, if you have big breasts, and have a skill that you are exceptional at, they might end up calling it "boobing" when you do it, and spread the phrasing to others. If you enjoy this kind of thing, these are free points though.

Cultural Misunderstandings (100 CP)

The New World has an automatic translation effect between all languages. If you are multilingual and have ever used automatic translation software, you might see where the problem lies with that. The effect translates your speech to the newest equivalent in the recipient's language. It doesn't fail if an equivalent doesn't exist, or if the equivalent doesn't carry the relevant cultural meaning; or both. It faithfully does the best translation, and… that is it.

This can cause a lot of misunderstandings between different cultures or language speakers if people aren't aware of this effect. With you, these misunderstandings are a bit more guaranteed. Whenever you meet a new culture or language, you are guaranteed to run into these misunderstandings. Thankfully, these can be solved purely by talking, so long as both sides are willing to take things slow, talk things out, and explain things.

Physical Learner (100 CP)

You learn things the way that a dragon does. That is, by experiencing and seeing things. You aren't any dumber, or your memory any worse. You can read plenty of books, and even enjoy them. You can listen to a person's explanation, and understand what they are saying. But they just won't "click" for you, until you experience them in person, or see them in action. No matter how much that might not make sense to those silly humans. After all, all those numbers and words on a paper? They aren't actually real, right?

If you are taking this, you should probably consider being an actual dragon so people don't find it strange.

Small Assets (100/200 CP)

Your sexual characteristics are small; flat chest, flat ass, small "manhood", or whatever the equivalent of your species is. Furthermore, you are sensitive about this "deficit" that you can't use magic to fix. You might not go so far as stuffing your clothes to look "bigger", but you will regularly feel jealous of people born "lucky", and feel upset when people point out your deficits.

For an extra 100 CP, people will regularly talk about your lacking assets. And if they are your subjects or minions, you are physically incapable of convincing them that you find the talk

upsetting. In fact, if they are sufficiently loyal, they might take pride in how lacking you are. For example, a queen's soldiers might proudly boast about how their walls are as flat as her chest.

Item Lockout (100/200 CP)
A standard lockout drawback. You lose access to your warehouse, and any items from outside of this jump, except for other Overlord jumps. For an extra 100 CP, you lose access to those too.

Power Lockout (100/200 CP)
A standard lockout drawback. You lose access to any perks, powers, or abilities from outside of this jump, except for other Overlord jumps. For an extra 100 CP, you lose access to those too.

Extreme Alignment (100/200/400/800 CP)
The good-evil karmic alignment scale is a fact of this world. Not only are all Players and NPCs aware of it, but there are spells that can accurately measure it, and the abilities of certain classes - such as a Paladin's Smite - that depend on it, treating it as a universal system, independent of a culture's belief systems. Yet, there are indications of another such system; a lawful-chaotic alignment system. Both scales go from -500 (Full Chaotic or Full Evil) to +500 (Full Lawful or Full Good), with the average being sitting around a flat 0, and plus or minus 100 is considered to be moderately along an alignment track.

You are sitting at a solid 250 minimum, in a direction of your choice, along one of these alignment systems. This is not just a numerical value - though it does make you vulnerable to Smite spells targeting the appropriate alignment - but an actual personality adjustment (assuming your personality wasn't already that far along the particular alignment axis). This is far enough along the alignment track that if you chose Good, you could become a Paladin. If you chose a different alignment, well, you could develop an alternate alignment equivalent class to a Paladin.

For an extra 100 CP, your alignment score is more of a solid 400. This is fairly extreme to say the least, as your alignment has, at this point, become the key defining trait of your personality and how you approach people and actions. People, beings, and actions of an opposed alignment to yours will disgust you on a personal, visceral level, and you will see them as enemies or problems to be eliminated.

Finally, for an extra 200 CP, your alignment score is a solid 500. If you picked Evil, you would be as Evil as Demiurge would be without his loyalty and dedication to Ainz to restrain his actions. If you picked another alignment, you are equally extremely far from any rational interpretation of normal behavior in favor of following the core tenants and principles of your alignment.

If you don't feel like having any attachment to this whole "having a personality" nonsense, you can take this drawback twice, once for each alignment track, though they must both be at the same level.

Enslaved (100/200/300/400/600/800 CP)
You have memories of being a slave. They weren't happy memories.

For a base cost of 100 CP, this isn't too bad. Your period of slavery of about five years ended, and the treatment was relatively good. Perhaps you were a craftsman who solved himself into temporary slavery in the Baharuth Empire as a way to kickstart your career? Or maybe you decided to work for a few years as a slave gladiator to pay off a debt? Whatever the case, you have about five years of experience working as the medieval equivalent of a wage slave. The workload would have been intense, hours very long, and a vacation a punchline to a joke that might be invented in a couple of centuries, but it is over. Only the memories of such hard work are left.

For an extra 100 CP, this period of slavery isn't over yet. You have another five years of work left on your contract. Attempting to leave would be illegal and get you declared a criminal under local laws even if you succeed. Worse, you are either a slave somewhere where slavery isn't about to be abolished (such as the Sorcerous Kingdom), or you are under a local equivalent that isn't technically slavery, but is just as bad but legal for some reason.

For an extra 200 CP requiring the previous purchase, you are unable to leave this slavery under your own power for whatever reason. Maybe the guards are stronger than you, maybe your master holds something or someone over your head that you can't risk. Whatever it is, even if others want to free you, they would have to deal with it first. Or you could just work out the terms of your service.

For an extra 200 CP requiring the previous purchase, you are kind of short in the free will department. The binding method that has you enslaved is magical in some fashion. Maybe you are a slave of the dark dwarves, where they use thrallherds to psychically enslave and control their slaves. Maybe you are wearing a magical slave collar that forces you to obey commands from your masters. Maybe you swore magically binding oaths. Whatever it is, it bypasses any and all resistances and immunities that you have to such magical control over yourself. Your owners also aren't idiots, and took measures against obvious exploits; if you can't disobey commands, you are already under orders such as "don't escape", so merely making yourself unable to hear new orders and leaving isn't possible. Oh, and because of how bound you are, your masters should see no need to free you when your term of service is up; after all, you can't complain, or disobey when they order you to sign a new term of service.

Finally, for an extra 200 CP that doesn't require any of the above besides the base purchase, this isn't comfortable slavery, in as much as the term makes any sense. You aren't (or weren't) a person, but a piece of property to be used and abused. If your slavery has ended, the mental scars will run deep, and you might have to deal with some consequences such as an unwanted pregnancy, certain diseases of ill repute, or lasting and vicious scars and injuries marrying your body. If you are still a slave, expect your days to involve either regular abuse, or, if you are a

battle slave, be put to use in fights that will pose a danger to you, no matter how powerful you are. This isn't a safe position to be in, jumper. Were the points worth it?

Aggressive Diplomacy (200 CP)

Do you know what the best way to form an alliance between two neighboring nations is? Have one of them launch an aggressive assault, murdering and rampaging through the lands of the other. If they are beaten back, it proves that the defenders are powerful enough that they would hold to any agreement. Then you can send your diplomats to hash things out.

What? Sounds stupid? Well, the "so called" monsters disagree with you, and find it barbaric that humans want to start diplomacy before a bit of aggressive jockeying to establish strength first. You are the same way. You can't start diplomacy with a group without first establishing the pecking over of strength, possibly in a lethal manner. In fact, doing so will feel unnatural and not make sense to you.

Of course, you aren't a complete idiot about this. If the difference in strength is sufficiently large enough, and you have some way to detect the strength of the other - or knowledge of said strength - you will submit before the greater force.

On the bright side, this attitude would make you an excellent ambassador from the Sorcerous Kingdom to most of the "so called" barbaric lands.

Lost Loved Ones (200 CP)

Do you have loved ones? Family? Friends? Well, you *had* them. Until very recently too, before they were lost to you forever. Maybe you are a local and your father and brothers marched to war before the Sorcerer King murdered them all. Maybe you were a player in Yggdrasil who was brought to the New World alone, leaving all of their friends from the "real" world behind. Maybe you are an NPC, and your maker has permanently abandoned you.

Whatever the details are, there is a gaping hole in your heart where the feeling of missing your lost loved ones resides. On the bright side, thanks to Ainz, nearly everyone in the Sorcerous Kingdom is dealing with these feelings right now, so you won't be alone in your misery.

Quality Materials (200 CP)

Your body makes for high quality crafting materials, and people with an eye for such things know this upon encountering you. This doesn't just mean that crafters could make valuable alchemical potions, or powerful enchanted items using you, but merchants could also sell off your body parts for a high price. How valuable are your body parts? Well, your corpse could go for as much as a mature adult dragon's. If you were to die, even Ainz and the Floor Guardians would take the time to carve up your corpse and preserve the pieces for use. If you possess powerful healing magic, and are into self-mutilation, you could repeatedly cut off your arms and sell them for a lot of money. If not? Well, I hope that you live somewhere that people aren't likely to just kill you and carve you up for parts.

If you are of a species whose body parts are already valuable, you are a variant that is extra valuable.

Dummy (200 CP)

Is Shalltear your spirit animal? Because you have inherited her intelligence, or, well, the lack of it. While you aren't actually an idiot, you could certainly be called a dummy, being less intellectually gifted than most. Simply put, your capacity for complex thoughts, and keeping track of multiple things at once - such as the consequences and potential consequences of an action beyond the immediate - are limited. It isn't impossible for you to engage in and manage complex actions - Shalltear successfully managed the transportation network of the entire Sorcerous Kingdom - but it would take you a lot more work, effort, focus, and dedication than the average person. Don't even try competing with those who are brilliant.

Stuck In Your Ways (200 CP)

You are aware that you could be wrong. There are beings more brilliant than you, and you aren't an expert in anything. Except in this one thing. You must be right, even if reality keeps disagreeing with you.

You have, in a word, a very hard time sitting back and realizing that you are wrong about something once you have come to a decision. You will try to reinterpret or brush aside evidence to the contrary until either someone whose opinion you respect takes you aside, sits you down, and explains why you are wrong, or takes a good long while to think things through. And even then, you are liable to regress to your previous way of thinking if not reminded about it.

On the bright side, if you are never wrong, this drawback is harmless. Alternatively, perhaps you could practice introspection, and take longer to think things through before coming to a decision?

Unreasonable Expectations (200/400 CP)

People have very high expectations for you. Specifically, people whose opinion and approval that you care about (and no, you can't take this if such people don't exist). In fact, one can even call these expectations unreasonable. What for others would be considered excellence, for you would be seen as scraping by on the bare minimum. Worse, these expectations are for intellectual pursuits - such as strategy, planning, or management - so you can't just throw godly power at your problems and bask in everyone's awe as you solve them.

If failing to meet these expectations merely results in disappointment and opinions of you dropping - such as a Supreme Being with their NPCs or subjects in their kingdom - this is worth 200 CP. Such disappointment will be emotionally crushing for you, and drive you to do harder next time, but that is the only consequence.

If the ones whose expectations you need to meet have power over you, including the power to punish you for your perceived failures - as an example, a local administrator in the Sorcerous Kingdom failing to meet Albedo's expectations - this is worth 400 CP.

The Way My Grandpappy Did Things (200/400 CP)

[Write 200 CP variant]

The New World is entering an age of advancement, where new, better ways of doing things are being developed. Or, at least, that is what all the idiots say. You know better. You are, in a way, old fashioned, doing things the way they used to be done. The proven way. Not this new fangled way that everyone is talking about.

You can adapt and change once you have seen that the new way *is* better, but it is a long process. Not only will you not be innovating, but you will always be behind those that do, only starting to figure out how to implement the new method after the innovators have been using it for some time.

For an extra 200 CP, you are worse. You don't care if the new way was supposedly better. That wasn't how your grandfather did things, so why should you? You are, in effect, incapable of changing with the times or adapting. For you, it is the old fashioned way, or the older fashioned way, and you will keep that position to the end. And if you thought that you could be a Supreme Being and bring the "old fashioned" ways of corporate Japan to the New World… No, the old fashioned way for you is how things worked in Yggdrasil, the MMO. After all, the magic and class system is almost the same in the New World. Surely, everything must work the same way…

No Arrogance to Mouth Filter (400 CP)

Have you ever looked at a physical god that just wiped out your previous country's army to claim a chunk of land and included yourself, and thought to yourself, "I'm going to march up to his cabinet of monsters, and *demand* that they expand my lands and give me more rights than I had under the mortal king"? Have you ever *acted* on such an idiotic idea? Or what about, after your emperor got on his knees and begged to have his empire become the vassals of a god of death, have you ever thought that the best usage of such a vassalage was to start a war of conquest without permission, and force your new overlords to support you or look weak? Again, have you ever acted upon such an idea?

Well, now you are the type of person liable to act on these ideas. Your ideas might not quite be this stupid - so long as you have a functioning brain - but even if you know that you are weaker, you will unhesitatingly assume your mental superiority. And when it is inevitable that you could mentally run rings around them? Well, why wouldn't you? Even if they are gods, surely they can't be that hard to manipulate?

And if you are at the peak of strength that the system allows? Well, there are some Dragon Lords that you could visit and mouth off to. Surely if you show up alone and act confident enough in your demands, they will see your superiority and do as you dictate?

In short, you are arrogant, and unflinchingly believe in your superiority over others. And will act on this belief, without considering if you might not be quite as superior as you believe, or

maybe if you should ensure some contingencies first. Of course, if you genuinely are superior enough, well, then this is just rubbing reality in their faces.

No More Corruption (600 CP)
The Yggdrasil magic and leveling system is a corruption of reality, one that stifles the potential of all who live in the New World. Or, at least, that is what the dragons say. They are probably wrong, but the damn flying lizards aren't exactly unbiased. Either way, you are free of this "corruption". That is to say, you don't have access to the Yggdrasil leveling system. As you can't buy any levels, this also means that you can't be any race with racial levels.

Enjoy being an ordinary normie human, where everyone has the potential to at least reach peak human abilities, even ignoring magic and class skills.

Enemy of Nazarick (600 CP)
Incompatible with Nazarick 404 Error.
Nazarick, all of it, hates you and wants you dead. You are their number one, most hated foe. Yes, even if you are a fellow NPC, or a Supreme Being. Nor do you have a Guild Ring if you are one of those. Fortunately for you, in those cases you won't be starting in Nazarick, but in the nearby Carne Village. I suggest running, because they will hunt you to the best of their abilities to try and kill you.

F.A.T.A.L. (800 CP)
Remember the toggle to make Yggdrasil work off of a different TTRPG system? Well, that system is now the infamous F.A.T.A.L. And because this is a drawback, the game didn't patch out the stupid ways that the system could kill the player.

I have absolutely no idea why you would take this, but at least Jumpchan will be entertained by your suffering?

Notes

Buffs from Class levels

What we know is that Ludmilla, who is a Martial Noble, provides a passive buff of ~0.5% per level to the economic productivity of all workers in her territory. As she is a Martial Noble, this buff should be less than the buff that a civilian noble provides. It might be comparable to the buff provided by a king or an emperor, in exchange for the latter covering a much wider area, and stacking with the buffs of lesser nobles. Based on these, we can expect the buffs to be between 0.5% and 1.5-2% per noble class level, depending on the specific noble class.

Feel free to fanwank exact numbers.

On Levels

Creating Builds

While not all classes are created equal - there are some classes when two classes do the same thing, but one is worse or the equal of the other in all ways - Jumpers aren't required to detail out their builds. You can just note down what level you are, and your general build concept, and it can be assumed that it is about as good as someone else's build, even if they detailed things out. Unless someone has perks to make their build better, all perks are overall equal, though some might be more specialized, while others might be broader.

Normally, people can't see their levels. Most people in the New World don't even know that levels exist - though Rangers can get an instinctive idea of how someone's level roughly compares to someone else's - and even those that do need to find class features or abilities that measurably scale with level to quantify it. Jumpers don't have that problem. You instinctively know all of the classes that you have, and the levels in them. Furthermore, if you have some ability to modify the levels of others - such as Build Reformation or Breaking the Limit - then you will also know the class and level distribution of those that you apply it to.

Class Levels

Class levels or Job levels are the typical form that levels take. There are over 700 unique Classes in Yggdrasil (most inspired by Dungeons and Dragons), and in the New World any profession, occupation, or social status can be developed into its own Class. Generally, the answer to the question of whether you can have a class about X is yes, but there might be requirements.

Each Class has a level cap so high level builds must, by necessity, be a mix of multiple classes.

Base Classes have a level cap of 15. These are classes like cleric, priest, monk, fighter, warrior, wizard, sorcerer, bard, rogue, blacksmith, alchemist, etc. They can be thought of as a broad, introductory foundation upon which one can build.

Advanced Classes have a level cap of 10. These are more specialized classes, or often more advanced versions of Base Classes. They generally have some requirements or prerequisites before you can take them, and improve some of the things that you get from a base class. For example, a rogue might take assassin as a base class, advancing their bonuses to stealth, sneak attack, and poisoning, but not improving their trap handling, pick pocketing, and other such skills as they level. In exchange, these Advanced Classes provide greater bonuses in their specialty, and often provide new, unique features and abilities.

Special Classes have a level cap of 5. These classes are rare, and often have some fairly insane requirements. This generally includes a combination of racial requirements, multiple features from distinct Advanced Classes, very high development in certain Class features, and performing some activity or objective that would be difficult and time consuming even for high

level Players. These classes only appear in Yggdrasil builds after level 70, and it is empathetically believed that having more than one is simply impossible. In exchange, these classes grant Trump cards; singular abilities that completely overturn the game balance in some way, though at a high cost or activation requirement. The following are all such known Trump cards in the game so far:

The Goal of All Life Is Death - the next [Death] spell that the user casts activates with a 12 second delay. In exchange, it ignores all resistances and immunities to death. An AoE Death effect could even kill the air and soil, along with a level 100 character whose race is immune to [Death] effects, and is wearing Divine tier equipment granting protection from [Death] effects, while having sufficiently high stats that they should be able to resist the spell. This skill has a cooldown of 100 hours.

Einherjar - The user creates a construct copy of themselves. It has all of their physical attributes - including bonuses from equipment - and full health, but can't use any active spells or skills. This skill has a cooldown of 100 hours

Primal Elemental (actual name unknown) - the ability to bind an elemental as a familiar that is higher level than the user. Normally in Yggdrasil, one can't summon any creatures that aren't significantly lower level than themselves. The user of this has an Earth Elemental about 10 levels higher than themselves, though it was a pure beatstick. As a downside, the elemental consumed their mana for every moment that it was in existence - where normally a summon had a set duration but didn't consume mana past the first casting - and if destroyed, would require time, resources, and experience to bind a new one.

Grand Catastrophe - A spell that consumes over half of the mana of a level 100 caster. In exchange, it casts an AoE destruction affect whose damage surpasses that of even AoE Super Tier Spells

Petit Catastrophe - An inferior version of Grand Catastrophe, it does less damage - though still more than a Super Tier Spell - and uses more mana.

Racial Levels

Racial levels measure your development as a race. Like Class levels, they generally go in increments of 5, 10, or 15, each stage measuring that you are in a new "tier" of the race. These tiers can be age categories - such as with Dragons - or they can measure that you have evolved into a new, more dominant strain of a race. Generally, progressing within each tier of a race increases your attributes and bonuses or abilities provided by that race, while hitting a new tier unlocks new abilities.

Races that are inherently 'weak' like goblins, humans, elves, and dwarves don't have racial levels, and progress purely through Class levels, so these are often called Monster levels. For monsters or demihumans with Racial levels, the first tier - or first few tiers for Dragons and a few other exceptions - measure their aging to adulthood. Demihumans in general tend to have

10 racial levels from reaching adulthood; simply growing up and doing nothing is enough for them to reach level 10, while a human would have to go through intense effort, or life and death experiences to reach that point. On the other hand, they don't have the option of not taking these racial levels. A tiger beastman who wishes to become a caster will always have their build "contaminated" by 10 racial levels focused on being physically strong and slicing people with their claws.

At low levels, a build with pure Racial levels tends to be stronger than an equal leveled build with pure Class levels. A beastman with 10 racial levels will have sufficiently higher physical attributes to beat a level 10 human warrior in a fair fight. Around level 30 to 35, this is no longer the case. A build that uses Racial levels well, is around on par with a build using Class levels beyond that point.

In exchange for the early level advantage, Racial levels pose a downside in the form of pigeonholing. Racial levels are only good for specific types of builds or specialties (though the builds or specialties depend on the race). Where a human could choose any archetype of their choice and be equally good at it, someone with 10 or more Racial levels either needs to select an archetype that builds on what their race provides, or those Racial levels end up wasted, in the same way that 10 Fighter levels would be wasted on a wizard build; they still provide benefits, but not to the stuff that the build is good at, and would be able to use spells a Tier or two lower than pure wizard builds.

Linear Warriors Quadratic Wizards

A phrase and meme about the source Dungeons and Dragons material that isn't applicable here. Rogues do not just become more skilled; in many ways, their skills quickly enter the realm of the supernatural. While a Wizard can cast an invisibility spell, a Rogue's stealth can reach the point where they could stroll through a room without being noticed by hiding their presence, and sense the presence of others, including those invisible. Warriors do not just become able to hit harder and take more hits; as they level, they obtain skills (if Players and NPCs) or martial arts (if New Worlders) that allow them to do stuff that is basically magic, even if it isn't supernatural. As an example, around the point where wizards start gaining the ability to teleport out of combat, warriors tend to pick up abilities that let them automatically follow the teleporting wizard, and stay in melee range with them anyway. Maybe pull an anime style dash to the wizard's new location. Maybe they have the ability to jump through shadows to the location of someone running away from them. Maybe they have a short range teleportation ability that isn't technically teleportation, but works the same way.

The exact details and methods will vary class by class, but as a general rule of thumb, different archetypes aren't inferior or superior to each other. There can be specializations within archetypes that are better or worse - there are certainly classes that are strictly worse versions of other classes - but the broad build concepts are roughly balanced against each other.

Specialties and niches where one archetype is better than others still exist though, so the ideal party is still diversified; while a wizard build could use their spells to give themselves the ability

to fight like a fighter, sneak like a rogue, or scout like a ranger, they would be much worse at those than the classes that they are emulating, and taking the spells necessary to emulate those roles would mean that they don't have as many spells to act like a proper wizard.

Power at Each Level

Spellcasting classes learn 3 spells for each spellcasting class level. They gain level 1 spells at level 1, and a new spell level every 7 levels (level 2 spells at level 8, level 3 spells at level 15, level 4 spells at level 22, etc.). Past level 70, they learn Super Tier magic, and learn 1 Super Tier spell per level, while gaining the ability to cast 1 Super Tier spell per day every 10 levels (1 at level 71, 2 at level 80, 3 at level 90, 4 at level 100).

Martial Classes can use or maintain 1 Martial Arts per every 5 martial class levels (including the appropriate racial class levels). There are higher tiers of Martial Arts that require more martial class levels to use (Tier 2 Martial Arts require 10 class levels, Tier 3 Martial Arts require 15 class levels, etc.). Characters can start learning and developing martial arts at martial class level 5, and there is no known limit to how many they can know (though most spellcasters in the New World don't fill up all of their spell slots either, so an actual limit probably exists).

Based on the spell progression, it is estimated that until level 70, every 3.5 Yggdrasil classes corresponds to about 1 D&D level, with adjusted stat progression for each MMO nature. Past level 70, characters are "epic", and each level corresponds to at least 1 and at most 3.5 Yggdrasil levels, with the correspondence not being quite as clear.

Levels in the New World

Level 1 - This is the starting point, and where most young adults who haven't really pushed themselves are. They are at the level of an ordinary, not particularly impressive human
Level 10 - This is the level of a Silver Class adventurer. Considered the level of a successful adventurer, and the point where they can start making a living off of adventuring
Level 15 - The start of being a Gold Class adventurer, this is the point where pure casters gain their first Third Tier spells. Someone with pure martial class levels would be sitting around the level of a peak human being. Beyond this point, they enter the realm that the modern world would consider beyond human. This level is also the hard level cap for most beings in the New World.
Level 25 - The start of being an Adamantine Class adventurer, considered locally to be the peak of humanity. This is the highest acknowledged rank in the modern adventuring guild
Level 35 - The start of being in the Realm of Heroes, and what the locals consider being beyond humanity. This is the point where a monster with racial class levels no longer has an advantage over an equally ranked human being. Considered Admanatine Tier 2 in the new ranking system that Ainz will introduce
Level 45 - A rank that doesn't even have a name amongst the humans in the New World. Even to the far East with the more advanced and populous countries, this is the rank of the greatest geniuses of the nations, so rare that there have been generations where no one has reached this level. Considered Adamantine Tier 3 in the new ranking system that Ainz will introduce

Level 60 - Around the level of the oldest and most powerful lich heading a secret cabal of liches spanning most of the continent. Outside of the really old dragons, those from Yggdrasil, or those descended from Yggdrasil, this is possibly the highest level in the New World.
Level 80 - Around the level of the Elf King. Probably about the level of his various half-siblings ruling their own kingdoms scattered throughout the world
Level 90+ - The Dragon Lords who were around before the Greed Kings rocked the boat sit at this level. Most of them died to the Greed Kings, but a few are still around
Level 100 - The cap on levels known. At this point, you might as well claim godhood as far as the locals care

Drawback Guidelines

Drawbacks were written with the following point-to-nuisance scaling in mind:
0 CP - These are toggles. They adjust the setting in some way, and can be positive or negative based on the user's preferences, but overall these should be a net neutral effect on the Jumper
100 CP - These should serve as inconveniences or mild annoyances. The sort of thing that one does not enjoy, but living with is a normal part of life. These shouldn't be too bad unless taken in a large number.
200 CP - These should be seriously annoying, and make the Jumper miserable from time to time
400 CP - These are seriously dangerous, either to the physical or mental health of the Jumper. They carry the risk of chain failure, either due to the risk of death, or the risk of Jumper just giving up, and not being willing to go on. Not fun times.
600 CP - These are very dangerous. On a first jump, taking these carries a high risk of Jumper failing the Jump. Take with caution, and only if you have a plan for dealing with them. If you have a simple plan for dealing with them that only uses resources from the Jump document, review your plan; there is a good chance that your plan wouldn't work.
800 CP - Deadly. These carry a risk of death even for Jumpers with a few jumps under their belts. Definitely not recommended. Most immediate ideas for solving the problem will not work for various reasons.

How Does Toggle Interact With…

If there is no Nazarick, and your starting location is Nazarick, your starting location becomes the spot of land above where Nazarick should have been.

Drawbacks trump toggles. If a toggle would let you cheese a drawback… it doesn't let you. Either adjust both or find an interaction so that the drawback is just as severe, or you can't take the two together. As an example, if you took Enemy of Nazarick, and you took a toggle that alters or replaces Nazarick, they are still just as powerful, and want you just as dead (even if they are now a Guild of Pure Goodness that worship Love and Happiness and refuse to kill under any circumstances. They will still try to kill you just as hard as the original Nazarick, and be just as good at it).

Beyond that, the answer to all toggle related questions is “fanwank away”.