

In Another World With My Smartphone

(Jumpchain Compliant)

Welcome to the world of ... uh, the new world! It's a fantastic place full of all sorts of different races, magic, monsters, intrigue, and more! There's also a lot of places that seem strangely similar to places from Earth, such as a country named Eashen that is basically fantasy-feudal Japan, and other places that seem to have more than a few similarities to Arabia and Europe. There may be an ancient threat returning from the distant past on the horizon... but I wouldn't worry about it too much, as things will probably sort themselves out. However one truth remains the same regardless of where you go however, and that is that a smartphone is the greatest possible gift you could have! But of course, these **1000 CP** of yours are pretty great too!

Age, Gender, and Race

Your starting age may be chosen from the following: $10 + 1d8$, $20 + 2d8$, 15, or 30. Gender remains the same as your last jump, or can be swapped for free.

You may chose to be any of your typical fantasy races. Humans of course, demihumans (primarily ears and tails style animal people), elves, dwarves, fairies or even Gynoids. Aside from some of the races being longer lived than others there is, apparently, no real particular difference between any of them in terms of potential. Fairy's will cost you 100cp though since they seem to be ageless and have more Null Magic spells than others (4 or 5, instead of 1). Fairy's look like human children around 12 years of age, and have fairy wings that they can make appear or disappear at will. All the other typical fantasy races here can be chosen freely.

If you have taken the "Smartphone Owner" origin you must be a human.

Locations

You may pay 50cp to pick any of the options below.

- 1) **The Royal Capital of Belfast** - It's the Royal Capital! Of where? The country of Belfast of course! It's got great markets, friendly people, and the local nobility and royalty are generally nice upstanding individuals that take their duties and responsibilities seriously. The main headquarters of the Adventurers Guild is located here, if you're aiming to join. It bears a lot of similarities to medieval Europe, except not a terrible place to live.
- 2) **The Royal Capital of Mismede** - It's the Royal Capital of Mismede! A nation of, primarily, demihumans. The local king is somewhat infamous for challenging people that

look “strong” to (non-lethal) duels, and occasionally going incognito among the people to get a better idea of how his kingdom is doing. He’s a surprisingly responsible person despite these quirks of his. Bears more than a passing resemblance to Arabia, as seen through the lense of high fantasy.

- 3) **Oedo, Capital of Eashen** - Another capital city, this time of the country that may as well be fantasy-Japan. In fact it’s so similar that even some of the names are the same, not just of the places but even the people! The people here are big believers in personal honor and are usually cheerful, but events in the near future may see a civil war start as an evil tactician assassinates his lord and uses a dark artifact to control an army of undead soldiers to conquer the rest of the country. On the other hand, this is prime territory to earn some favor with the local lords if you can help them out with their problem. A nearby underwater ruin may lead to an interesting place, if you happen to know magic and have the correct affinities.
- 4) **Sky Garden of Babylon** - Created over 5000 years ago by the genius magician and scientist Regina Babylon, this is a floating island in the sky. It’s a garden, as the name implies, and currently there is only a single resident, the local gynoid that is in charge of the place. Be warned, she’ll likely test you to see if you’re worthy of becoming the new owner of the garden. If you fail the test she’ll either transport you to the surface or throw you out the window, depending on the nature of your failure. Here’s a hint, be a gentleman! The actual location of the Skygarden is unfixed, as it flies around randomly and can’t be seen from the ground.
- 5) **The Town of Reflet** - Located in the kingdom of Belfast, this comparatively small town is (or will become soon) famous for Shougi and Ice Cream. It’s also the home of “fashion king Zanac”, whom isn’t a king but is really into fashion. If you had some otherworldly clothes for some reason he’d probably pay you a considerable sum for them. It also has the Silver Moon inn, a nice place that may just see some very interesting individuals staying here in the near future.
- 6) **Free Choice** - Lucky you! You can pick from the above locations at your leisure, or alternatively pick to show up slightly outside of town of any of them.

Origins

Any of the below origins may be a Drop-In if you desire. If so ignore any background text, you just show up randomly in your Location.

Smartphone Owner (Humans only)

You have a Smartphone. This means you’re from Earth, a human, and that you recently died as part of your backstory when the local God accidentally dropped a lightning bolt on your head. When he asked if you wanted to be reborn into another world to make up for it you agreed, but for some reason when he asked if you wanted any advantages to take with you you just asked

for your smartphone. He agreed, and probably also took some pity on you by hooking you up with some other powers as well.

Surprisingly Talented Local

You're a local. Not of Earth of course, a local of the fantasy world the story takes place in. In some area of skill you show a surprising amount of ability beyond what might be expected for someone of your age, and odds are decent you're either related to an important family or have another high-ranking position of some sort in society.

Royalty

You're royalty. You have an immense amount of influence and social status, and are considered to be extremely important by pretty much everyone that knows of you, and can expect the support of most of your nobility. Most, because some of them probably want you dead because they don't like how progressive and nice you are, or want to sow some chaos to advance some, probably nefarious, agenda.

Perks

All 100cp perks are free to their origin, and other origins perks are discounted to that origin.

General -

Regular Magic Affinity - Free for Everyone

You've got regular affinities for magic. Which is to say, roll a $1d2+1$ if you're any race but a fairy, which roll $1d3+2$. That is how many elements you have an affinity for. If you don't want to roll for some reason you may simply have 4 affinities as a fairy or 2 affinities for any other race. The elements are Fire, Water, Wind, Earth, Light, and Darkness. Technically there is another 7th 'element' known as Null Magic but that deals with personal magic which everyone has.

Everyone gets 1 Null Magic (personal magic) spell, except for fairies that get five. It is impossible to train up affinities you do not possess or gain more Null Magic spells beyond the one(s) you start with, either you have them or you don't. (see Notes for details on magic)

All Magic Affinity - 400 (Capstone Booster)

Like what it implies, you have an Affinity with all types of magic, including all types of Null magic. This means that you have the (possibly unique) ability to use all types of magic in the world, needing only to know the chant needed to activate it and a general idea of what the magic is supposed to do. For example by knowing that the Gate spell requires the chant of "gate" and that it is a spell that opens a portal to a place you have already been you would be capable of casting that spell. You carry this ability to quickly learn and master all forms of magic to future worlds and systems.

Leaving that aside your magic is tremendously potent and you have a monstrous amount of magical energy, enough that you could chain cast extremely powerful spells affecting incredible numbers of people without even noticing fatigue, much less actually suffering from such. In fact unless and until someone tells you that magical fatigue is supposed to be a thing after casting a lot of magic you probably won't even realize there's supposed to be a limit on how much magic a person can use. (see Notes about how magic works)

Headturner - 100

Wow, just... wow. Phrases like that are something you're going to need to get used to, because when it comes to looks you're head and shoulders above pretty much everyone around you. Whether a flawlessly pretty princess or a ruggedly handsome hero, whatever your visage looks like inspires awe in onlookers. Don't be surprised if people walk into things, trip over their own feet, or get disapproving looks from their significant others whenever you walk by.

Smartphone Owner-

Surprisingly Laidback - 100

Suddenly died and having a conversation with God? No problem. Thrust into a new world with nothing but the clothes on your back, your smartphone, and some nebulous "boosts" that God said he was going to hook you up with? Meh, it's nothing to be concerned about. Going from a modern world that's civilized and where fighting for your life isn't really a problem for your average person, only to suddenly find yourself in a fantasy world full of monsters, assassination plots, and people dying as a consequence of those things? Not even close to enough to get you worked up.

In short you can't be made to lose your calm. You'll always be able to come at any situation from a place of perfect and complete calm, and are supremely adaptable to any new situations you come across. Unless you purposely decide to be otherwise nothing could possibly knock you out of this state of mental calm and tranquility. This sort of mental Zen may seem a bit odd to people seeing it for the first time though, especially if they don't know you well.

Inoffensive Everyman - 200

You're just so inoffensive and your generic appeal so broadly applicable that it seems like people just can't help but like you. Regardless of your race, your looks, your abilities, or really anything else everyone you meet will, at least initially, be favorably disposed to you and probably open to friendship unless they're the type to just not like anyone, or are explicitly your enemy.

Even beyond that you've somehow picked up on how to use this to your advantage, and have a sense for how to use your inoffensive appeal to ingratiate yourself to others (often without you

even needing to think or be consciously aware you're doing it) to further friendly relations and any "test of character" that a person, place, or thing may end up giving you you will see significantly more leeway than any other person, and will subconsciously do or say things that will make it significantly more likely for you to pass. Unless you go out of your way to offend people you're likely to make a *lot* of close friends. Finally if you should have multiple paramours ... well, your presence is just so likable and inoffensive that they can't help but get along with and like each other as well. Why you could probably swing having nine spouses if you tried, and odds are good everyone would be fine with it.

Superhuman - 400

So God felt like he should probably throw you a bone, since you only asked for your smartphone. Put simply you are physically and mentally far FAR beyond what a human should be capable of. Strength, agility, dexterity, speed, durability, mental acuity, intelligence, reaction times, intuition, perfect memory and recall, all these and more are boosted far beyond what should be possible. You're even capable of seeing the world in slow motion at will, Matrix style, and would have no problems manhandling an average person even if you had absolutely zero experience in combat. If you were prone to boasting you'd say you're practically Captain America ... x3. You'll even age gracefully, and don't need to worry about physical or mental deterioration from getting older.

Impossibly Lucky - 600

Holy hell, people talking about silver spoons and platters clearly have never heard of you. Your luck is absolutely absurd. Your life has been blessed by the divine, and it shows. Happening upon situations and encounters that will see you making lifelong friends are commonplace. Arriving just in the nick of time to make a difference in important events, even if you weren't aware of the event happening until you arrived, happens so often it's like you're being guided by the hand of fate. Meeting influential people, and getting into their good graces, is a given and finding items and places of importance, power, or utility is all but a certainty if you bother to go looking at all.

Money problems aren't, making ends meet is never difficult, and you and those close to you never seem to get sick or ill and generally enjoy lives filled with good fortune. As this is a literal divine blessing you don't have to worry about it failing you randomly, if the gods didn't want you to be lucky all the time they wouldn't have given you this blessing in the first place after all.

-Capstone Boosted - You attract blessings like honey attracts bees, and have a relationship with the divine few others could boast. Any divine being you encounter will be automatically inclined to treat you nicely and think favorably of you, even if they wouldn't for anyone else, to the point it wouldn't be hard for you to engage in casual conversation with them. They'll also never take offense with how you speak to them unless you deliberately intend to be rude.

Additionally if there are any divine blessings, boosts, bonuses, or other benefits that could possibly be handed out you can be virtually assured that you're on the short-list for getting them.

You might need to do a short quest or favor for them, depending on who it is, but it's all but guaranteed you'll get them. These boosts will always be helpful, permanent, and will never interfere with your life or other abilities, though what exactly you get depends on what god is giving it to you. It also goes without saying that you're a *lot* more likely to receive divine attention, practically certain in fact, though uniquely unless you go out of your way to be antagonistic you can be assured that the attention will pretty much never be negative. You may toggle this increase in "divine attention" on or off if you desire to fly under the radar, though if they meet you in person anyway the rest of the effects of the perk will still come into play.

Surprisingly Talented Local -

Know the Ropes - 100

You're a local, so of course you know all the stuff dealing with local matters. Of course you're also something of an overachiever, so whenever you go to some place new you pick up new information incredibly quickly. A new language might take you a day or two at most to puzzle out, and you'd be fitting in like a local born there all your life not long after. In addition to these effects in future worlds you will start out with similar "local" knowledge related to whatever area you start in even if you're a drop-in.

Excellent Craftsman - 200

You are incredibly talented at making things. What kinds of things? All kinds of things. You are simply that talented after all. Anything you personally make, or direct the creation of, will automatically be top-quality, and you never need to worry about making mistakes in the creation process. To get you started you may pick any four mundane skills related to making things, which you start as a master of.

Incredibly Talented - 400

There is one area in which you truly shine. Pick a single skill or talent such as hand to hand, swordsmanship, magical innovation, alchemy, or similar focus. You are now, hands down, one of the best people in the world in that subject. An alchemist could come up with all sorts of new alchemical concoctions and potions that would astound and amaze your peers, a swordsman could cut down a hundred men on his own nearly effortlessly, a magical innovator could create new spells or rituals or magical items with unsurpassed vision and creativity, and similar such potency applies to any other skill or focus you take with this perk.

Beyond that however you will always be able to refine your focus, allowing you to push yourself to greater and greater heights no matter how skilled you become. You may purchase this perk more than one, but it must apply to a new skill or focus each time it is taken.

Technomagical Genius - 600

You are a master of both magic and technology, as well as fusing them together. Your only equal in the history of the world would be the famous Regina Babylon, the genius professor that created the flying islands of Babylon (named after herself) as well as the Frame Gears ... which are basically magi-technical giant mecha. You are her equal in these arts and crafts in every regard, your only limitation being access to resources and personal magical ability if you don't have All Magic Affinity. You can even make gynoids and transfer the consciousness of a person into said gynoid if you felt like it.

-Capstone Boosted - Sharing not just her genius in magic, technology, and magi-technology but also her personal magical ability to use all Magic Affinities you are able to take things even further. For you there is no difference between magic and technology. You may make machines that use magic, magic that performs the work of machines, and devices of both types that can use magic or more mundane sources of energy in order to fuel themselves. And, obviously, you can fuse them together to create wondrous magi-technical devices as well.

Additionally it takes you only a single glance to discern the purpose of any technology, magic, or magitech that you come across, and a short period of study would see you able to flawlessly recreate it and integrate that knowledge and design within the rest of your knowledge no matter how advanced or obscure it was. Finally your magic, magi-tech, and so forth is pretty much Ragnarok Proofed. Unless they directly suffer from some form of deliberate sabotage, or a major natural disaster is dropped right on top of them, they'll last basically forever as their "self repair" systems flawlessly recover them.

Royalty -

Grace - 100

You are graced with, well, grace. Your every movement and word serves to display your mastery of social skill and etiquette, and those that meet you can't help but admit that you are a truly classy and graceful individual even if they otherwise don't like you. This effortless grace greatly impresses anyone that serves beneath you, bolstering their loyalty to you and inspiring confidence that you are a leader worth following.

Mystic Eyes of Character Discernment - 200

You possess mystic eyes, which manifest physically as having heterochromia (your eyes are different colors from each other). These eyes allow you to instantly judge the character of whomever you look at, allowing you to discern their true nature and personality at a glance. It can not be understated just how incredible a boon this is to have when judging who your friends and enemies are at court. Post-jump you may switch back and forth between having heterochromia or not whenever you feel like it.

Charisma of Kings - 400

You have the charisma, force of personality, and presence to lead a major country with ease, and to conduct yourself in all matters as befits your status. You can effortlessly pierce through difficult or awkward social situations with wise and enlightened discourse, and your insight into the matters of intrigue and social dialogue are peerless. Even if you were just a child you could hold court with foreign kings and walk away with them having nothing but praise for your bearing and refined character. You have no problems engendering loyalty in those that work for or with you, and can easily wield your authority with purpose and wisdom.

Peacekeeper - 600

You share a trait with much of the nobility and royalty of this world, in that you are a surprisingly kind, considerate, caring, and empathetic individual. Your powers of empathy are great enough that you could easily understand any viewpoint, even ones normally alien to your own, in order to understand why another party feels the way they do, and have a strong intuition on how to resolve any conflicts in a peaceful manner that all parties will find agreeable.

This empathy does not hamper you however, as you also possess an incredible willpower and a strong sense of both right and wrong, and intuitively know when a situation can be salvaged peacefully and when it can't. Thankfully your peacekeeping abilities and generally affable nature mean that, for you at least, very rare are the situations that can't be resolved so long as you are the one attempting to broker peace.

-Capstone Boosted - Any organization or group you lead (or share leadership responsibilities in) will find that over time your own temperament reflects onto the organization itself, such that everyone within will come to share your own peacekeeping abilities, empathy, willpower, and strong moral compass. Empowered by magic as you are however you can take this a step further, and so long as you are at the helm any organization you lead (or share leadership responsibilities over) will experience a "golden age" of peace and prosperity.

Items

General Items -

Money - 50 (first purchase free all. Royals get ten purchases free)

You've got enough money to live comfortably for the whole decade you're here, or live in luxury for a year.

Unlimited Ice Cream - 50

Exactly what it sounds like. Anytime you want some ice cream you can just summon it up out of thin air, enough for 20 people at a time, though you need a minute before you can use the ability again. Any flavor you want. You know all the recipes by heart.

Silver Crescent Preferred Customer - 50

You get a card that proclaims you as a preferred customer of the Silver Crescent. The Silver Crescent of course is a hotel/inn, and a fairly nice one at that. By presenting this card you can stay in any inn/hotel, in an average room, for free. Don't worry, they still get paid so you're not freeloading, the card takes care of that (don't think about it too hard). You still have to pay for your own meals though. This card is accepted at any inn or hotel, and you can always pull it out of your pocket or the nearest unobserved place whenever you need it.

Magic Book - 100

A book, or possibly a series of books. It contains the name, chant, and a general description of a huge variety of spells of all elements, as well as many Null Magics. Of course anyone could just buy one of these for cheap in jump, so buying this book allows you to grant the ability to use the magic of this world to whomever reads it. They will have random affinities, but those that are already tremendously magically powerful/skilled will be much more likely to have more affinities. However, no one will be able to gain the All Magic Affinity ability from this book.

Magic Coat - 100 (Free with All Magic Affinity)

A magical coat that doubles your resistance to any type of magic you have an affinity for, but doubles the damage (or effect) you take from any type of magic you don't have an affinity for. If you were truly blessed and had affinities for all magic it would basically just increase your defenses at no penalty. Pretty incredible right? It's self cleaning, self repairing, always seems stylish, and also increases your resistances against heat, cold, physical damage, and abnormal status. If you have a different, but similar, piece of clothing you already like you may import it to gain these abilities and altform at no additional cost.

Frame Gear - 200

A giant magitech mecha. Made by Regina Babylon 5000 years ago to help fight against an invading threat known as the Phrase from way back when. Said threat might be showing up in the coming years, but you probably don't need to worry too much about it. As for the mecha itself, well ... it's pretty fucking awesome. And as far as sheer personal power goes it's the mightiest weapon in the world short of the gods and the nebulous threat they were originally designed to fight.

Buying this option gives you the needed skill to pilot it, and a bay in your warehouse for servicing and repairing it. You can summon it to your person, appearing inside the cockpit, whenever you want and send it right back when you're done with it. If it's destroyed it'll show up in its bay in a week. It remembers upgrades. You may import a mecha you already have to gain these properties and altform at no additional cost.

Smartphone Owner Items -

The Clothes On Your Back - Free, Restricted to Smartphone Owner Origin

The clothing you were wearing on Earth when you got struck by a lightning bolt from God and were killed. You also have your wallet on you filled with money that has no use in the world you've found yourself in, alongside an ID card and a few other misc "wallet" things. Your clothing is pretty high quality and certainly exotic, so you could probably make some pretty good money if you sold them to someone interested in clothing.

A Smartphone - Free, Restricted to Smartphone Owner Origin

You have a Smartphone. It has been enchanted to charge off of magical energy instead of electricity, and has perfect reception wherever you are. It can't be damaged and you can always pull it out of your pocket or the nearest unobserved place nearby. It has a working internet connection to the Earth of this world and, as a special consideration for you, a working internet connection to any previous worlds you've been to. You don't need to pay subscription fees for anything either, nor do you have a phone bill.

The different "internets" will all be listed separately, so you'll never be surfing one accidentally that you didn't mean to. The phone has got infinite storage capacity, an extremely high quality camera and video recorder, and can be used in conjunction with your magic in order to do stuff like target all the enemies nearby even if you don't actually know where they are (the smartphone will tell you with helpful red marks on its mini-map), target all allies (blue marks), and always seems to be loaded with maps to the local world you are on similar to Google Maps, and your GPS seems to still work too.

You can even use the search feature to look for local information somehow, even if that really doesn't make any sense. You will always be able to explain away the smartphone as being a magic item only you can use (in settings where a smartphone would be irregular) and no one will ever question it. I guess God really went all out when he upgraded your phone, since it was the only thing you asked for.

Oh, one downside, while you can surf the internet and stuff from other worlds you can't contact anyone with it, nor post information, or anything else like that. Read/watch only mode I'm afraid. The singular exception is God (the guy that accidentally killed you in your backstory), who added his number to your contacts list and will occasionally call to make sure you're doing alright and to chat with you. If you already had a smartphone or similar device you may import it to gain these properties for free. (see notes for further details)

Incredibly Talented Local Items -

Impossibly Cool Clothes - 100

You've got a full wardrobe of high-fantasy clothing that is impossibly cool looking and would probably never work in real life. Thankfully this world is magic, and so these outfits look cool and don't impair your function in any fashion. They're also enchanted to be self cleaning and repairing, and are incredibly flattering on you, always making you look "cool".

Awesome Weapon - 200

You've got an amazing weapon, a masterwork that will never break and is perfectly fitted for your personal use. It can be any kind of weapon you want, except for guns (those haven't been introduced yet), and has a couple of nebulous enchantments (that you may choose) imbued into it. It can be an actual weapon or, if you're a magic user type, it can be a magical focus like a wand or staff that will empower your magic. You may import a weapon you already own to gain these properties at no extra cost.

Flying Island Facility - 400 or 600

Taking a page out of the book of Regina Babylon you made (or perhaps discovered if you're not a techno-magical genius yourself) your own flying island with its own buildings and facilities built on top of it. The island is heavily magically warded and protected and you don't need to worry about people on the ground noticing it, and there is a teleport pad that can take you down to the surface. You can teleport back, alongside anyone you give permission, to the island from any place in the world you're currently in. Your island comes with its own gynoid that oversees it and makes sure it's operating smoothly. They're quirky but friendly and completely loyal to you.

This flying island can mimic any of the ones that Regina Babylon herself made or, for 600 CP total (300 discounted) you can have a completed island with all 9 facilities once again combined together, alongside nine gynoids to look after it. If the facilities or gynoids are destroyed they'll show up a week later good as new. The gynoids aren't companions unless you import them as such later on. Alternatively, there is an option in the Companion section that has them start as companions, which you can read the details of in that section.

Royalty Items -

Royal Medal - 100

You have a medal that proclaims you to be a person of importance. Showing it to people will entitle you to the services normally restricted to the nobility and/or similar VIP's, lets you enter areas normally restricted to regular people, gives you free and quick passage through any toll booths or borders, and exempts you from having to pay taxes of any sort. Curiously this medal seems to work no matter where you go.

Royal Servants - 200

You're a royal, and you've got better things to do than worry about things like "chores". Simply by willing them to appear you can call forth a group of nondescript NPC servants, whom will perform whatever duties you require of them. They are incredibly skilled at all fields required for

maintaining a household and entertaining important guests. Also they are all magical ninjas and are ready to throw down at any moment in order to protect you.

They aren't companions and have more in common with magical constructs than actual people, but they're 100% loyal and can not be made through any method to ever be anything less than that. You've always got enough to handle whatever properties you've got, no matter how big they are. If you don't want them to be around for some reason you can dismiss them whenever you want, and recall them whenever you need them again.

Royal Castle - 400

A big royal castle that you live in. It's gracefully and tastefully designed and furnished and the perfect seat of power for any monarch. It's also got a small but thriving town/city surrounding it, and is located in a highly defensible location. It sits on a major trade route, both by land and river (or sea, depending) and is definitely one of the more well to do places in whatever region it happens to be in. If you're young this is your parents castle, but you're expected to inherit it and still have free reign within it regardless. It comes with plenty of guards and a small standing army that answers to you (or your parents if you're too young). It has a reputation as being a lawful, but fair, place run by a competent and well loved monarch. This reputation will remain unless you do something that grossly and obviously doesn't match it.

In future jumps this castle will appear relatively nearby your starting location in a similar position so as to fulfill all the conditions stated above. No one will question your ownership of the castle, the town/city around it, or the territory they're on and immediately around them, and your territory will be officially neutral to start with. The people in the castle/town/city aren't Companions and you get a different group of people in each jump, this can't be used as a method to ferry people between jumps. It remembers upgrades.

Companions

Companions may not spend their CP on companions themselves. You, the jumper, may spend 100cp to give all of your Companions an extra 200cp, or 200cp to give them an extra 400cp. You may only pick one of the above options.

Old Friends and New Friends - 50 or 300

You may import a previous companion to gain any origin along with 600cp to spend as they wish. Alternatively you may make a new companion designed along your general specifications whom you will quickly encounter and hit it off with in jump. The cost is 50cp per companion, or 300cp for eight.

Canon Companion - 50

You may select any person that appeared in canon as a Companion, whom will join you if you can convince them to come with you. The various Gods have already said they won't be available for a jumpchain adventure, but everyone else is on the table. They have any perks or abilities that they could be reasonably said to possess. Be aware, some individuals will almost certainly turn you down unless you can arrange for their spouse(s) to come with them.

Gynoids - Special

If you took the Flying Island Facility item you may have the Gynoid that comes with it start out as a Companion instead of a follower. If you took the upgraded version of the item, that comes with nine gynoids, you may have all them consolidate into a singular Companion slot. Each gynoid will gain the equivalent of a half strength version of any perks they use their CP to purchase instead of dividing it nine ways, however if they buy an item they'll only get one item for the nine of them. The gynoids additionally have 600cp and come with the Incredibly Talented Local origin, with all appropriate discounts. (see notes for details if you are confused)

Drawbacks

You may take up to 800cp in drawbacks.

Hello, I'm God and you just Died - +0 (Restricted to Smartphone Owner origin)

You're the protagonist now, having been hit by the bolt of lighting instead of him. Have fun. Anything that would have been centered around him like, just as an example, a precog vision from thousands of years in the past, will instead be about you. Otherwise you're free to do your own thing. Follow canon or don't, your choice. Not following canon however could lead to bad ends for more than a few good people though, so keep that in mind if you decide to take this.

Lost In Translation - +100

Sorry Jumper, it seems like God may have given you a faulty understanding of the local languages when he dropped you on in. For the next ten years you're going to be hearing everything in the closest equivalent to bad Engrish to whatever language you use. Trying to teach people how to speak your language normally simply won't work, and sadly if you learn new languages yourself you're still going to be hearing Engrish pretty much all the time. With effort and patience you'll eventually be able to work out the general gist of what people are talking about but you'd need the patience of a saint not to be tearing your hair out in frustration by the end of the decade. Your only saving grace is that your companions don't sound like this, and can translate for you.

So I've Noticed You Haven't Married My Underage Daughter Yet - +100

Yeah, it's what it sounds like. Even if you lampshade the fact that they don't really know you that well or that you're too old or they're too young people can't help but think that you're prime marriage material and should marry their daughters. Or sons, if you're a chick. Their reasons for

it may or may not make sense to you but will always be difficult to refute for some reason or another.

Nobility and Royalty are especially prone to pulling this sort of shenanigan on you. Be prepared for a decade full of extremely uncomfortable implications and delicate tip-toeing around marriage prospects that are way too young for you. Oh, also, said prospects will invariably end up traveling with you for some ill explained reason or another and you can't get rid of them without breaking their hearts and probably devastating them emotionally. Aside from making you feel like an ass it's also likely to alienate their parents.

Oh, did I mention polygamy is totally okay here? So expect a lot of people to be trying to betroth their underage kids to you regardless of whether or not you're already betrothed to someone else. Your only saving grace is that none of them will be younger than ten, so at the very least they'll be twenty by the end of the jump. It's going to be an awkward decade, Jumper. Very awkward in fact, as no matter what your feelings may have been previously this set-up is going to make you *extremely* uncomfortable whenever you're forced to think about it.

Fucking Dense - +100

You know all those dense harem protags that seem clueless until their potential love interest spells it out in plain language? The guy that never seems to pick up on the romantic subtext unless slapped in the face with it? That's you for the next decade. Even long-standing relationships with prior companions will leave you confused when they start trying to get romantic with you, and you'll be floundering like a fish if things ever get serious. Dedicated enough love interests can eventually get through to you but it's going to be a long drawn out process at best.

Too Many Waifu's - +100

How many Waifu's are too many? Nine. That's how many waifu's are too many. No matter what you do you'll end up meeting nine of them, and no matter what you can't seem to get them out of your life. Things will get complicated very **VERY** fast, especially if you don't have any particular skill or ability to manage that kind of interest. Turning any of them away is likely to crush them emotionally and make you feel absolutely awful no matter what you might normally feel.

Expect daily shenanigans and more than a few serious complications involving them over the course of the jump. If at the end of it you've somehow managed the small miracle needed to work everything out with everyone being happy you may take them all as a companion, taking up a single slot for all nine. They abide by the same rules as the Gynoid companion option. You may optionally have these be husbando's (or a mix of both, if that floats your boat) if waifu's aren't your bag of tea.

Combined with the “so I’ve noticed you haven’t married my underage daughter yet” drawback at the *very least* two or three of these waifu’s will be underage children when you first meet them and will make things even more complicated than they were previously.

Laidback - +100

Yeah, the whole world is kind of like that. Adventure happens, you can still travel, see the sights, see interesting things and meet interesting people. The problem is that the whole world is laidback, pretty much all the time. Everyone is chill, everyone seems to be nice and get along ... great right? Except for all those people that don’t. Like the evil people, and the monsters.

Expect this laidback attitude to hamper any sort of effectiveness when it comes to the locals actually managing problems themselves, and further expect that they’ll be looking at you as a prime candidate to help them out. You’ll get rewarded, sure enough, but damn if you’re not going to be kept *really* busy.

Slimes Everywhere - +100

Slimes are generally not that dangerous, and the main problem people have with them is they’re annoying pests. Except for the green slimes, which dissolve people’s clothing, and are considered the bane of any right and proper person... that doesn’t want to end up spontaneously naked. Which is pretty much everyone. Sadly it seems you’re some sort of slime magnet, and worse it’s the green slimes.

You’ll encounter some of these things at least once a month no matter where you are (except in your warehouse) and you’re guaranteed to end up naked on at least two separate occasions during the course of the jump no matter what precautions you take. Any time a slime manages to get you naked will always be an extremely embarrassing noodle incident and any friends you have will have perfect ammunition for teasing you mercilessly.

At the end of the jump you gain the dubious blessing of being able to summon a few green slimes a day if you feel like it.

Actually Kind of Dangerous - +200

So it’s not really made a note of but this world is actually pretty dangerous when you get down to it. Monsters are common, as are bandits, and sometimes even a rampaging dragon may be flying around. Regardless of how things would normally have gone you’re going to end up seeing a lot of these dangers, as you inexplicably end up caught up in them much more often than you would have previously.

Painfully Shallow - +200

Yeah ... that’s pretty much the world in a nutshell. It’s not so much that the world runs on tropes so much as it seems to be designed entirely around tropes. With this drawback that is made painfully clear, and you’ll be constantly aware of it. No matter what you do, or where you go, or who you interact with you will always be aware of this, and can’t help but notice and pick up on

all the painfully obvious tropes and such the moment they present themselves to you. It doesn't really make the world more dangerous, or really change much of anything, but it's likely to negatively impact your enjoyment of your time here significantly.

Where's the Plot? - +200

You have no idea, and in all honesty you're not even sure there was one to begin with. There was. But you don't remember that. Taking this drawback locks off all memories you may have had of the setting, and further you will not remember having taken this drawback while in the jump. This also affects any companions, and any materials you had talking about the jump are also removed. Don't worry, everything will come back once it's over.

No Magic - +200

Any magical abilities you have are locked for the duration of the jump. Nothing else is affected however. If you purchased the All Magic Affinity you still count as having it for the purposes of any tests or other such things that look for it, but you can't actually use any magic during the jump. No other abilities are restricted by this.

No Smartphone - +200 (Smartphone Owner origin only)

Somehow, despite the name of your origin, you don't actually have your smartphone. You'll get it at the end of the jump, but until then you'll have to make do. Considering this was pretty much the primary thing you were going to be depending on in this new world this could be a major problem for you, and will doubtlessly make things much more difficult than they needed to be. God will not issue you a new one, knowing that you chose to give it up willingly.

Dragon Flight - +300

Dragons seem to be rampaging a lot more frequently these days. Try as their elders might it seems the youngsters can't help but want to go flying about terrorizing the countryside. No matter how many you may end up killing there seems to always be another one. A dragon is guaranteed to be somewhere in your general area at least twice a year, and the destruction they cause ... well, let's just say there will be a *lot* of collateral.

Phrase Invasion - +300

So there was this major threat from many thousands of years ago that were threatening the world, and genius Regina Babylon made a bunch of giant magical mecha to fight them off and prevent them from doing whatever it was they were trying to do.

Regina has been dead for 5000 years, and the Frame Gears she made to combat these things haven't been seen since. This is a problem, because the Phrase are awakening, and within a year a major invasion will be launched, putting many nations in danger as they are all ill prepared to deal with these things.

Not So Friendly World Anymore - +300

Exactly what it says on the tin. This relatively lighthearted world and its laidback atmosphere are banished. It's not nearly so carefree or nice anymore, and while it's not quite "game of thrones" when it comes to political intrigue and strife it's not too far off either. Is this really worth the points, Jumper?

Ending Choices

In a new world, forever, with my Smartphone - You've chosen to stay then? Very well. Your chain will end here. As a consolation prize take these +1000cp to spend here, and the guarantee that you will one day go on to join the local divine pantheon.

GPS, Take Me Home - You've decided to go back home then? Very well, then your chain will end there. As a consolation take these +1000cp to spend here, and your Gate spell (which you gain if you didn't have it already) can now be used to go back and forth between this world and the world of your birth.

Hey God, I'm not done yet - Off to the next great adventure then? Very well, good luck on your journey's my young friend, and never forget the adventures you had in this world of fantasy and whimsy.

Notes

About Magic -

So magic works in a somewhat interesting way in this world. There are six primary elements, Fire, Water, Wind, Earth, Light, and Dark alongside a 7th "element" known as Null. The primary elements involve spells revolving around their particular elemental shtick. Light has healing spells, fire has fire spells, and so on and so forth. It's a fairly generic fantasy magic system in that regard. Null Magic however is where things get a bit more complicated. Null Magic is also known as "personal magic" within the context of the setting. What is meant by this is that, in general, no two people will have the same Null Magic spell. Yes, spell. As in singular. Every person has one and some of them are pretty awesome, like the Gate spell that lets you make magical portals to places you've already been. Others are kind of lame and situational, like a spell called Slip that reduces the friction of the stuff it's cast on (like casting it on a person to make them slip and fall).

Everyone gets one Null Magic spell for free. You may choose any canon Null Magic spell for what you have, or may fanwank something that would reasonably fit in. Example Null Magic spells, aside from Slip and Gate, include Aports which snatches small objects from a distance, Boost which boosts all physical abilities, Accelerate which tremendously boosts speed, Program

which lets you basically program magical effects into stuff, Drawing which lets the user create a perfect picture of an image they see in their mind/memory, and Enchantment which lets you give items magical enchantments. There are many others, but the above are some basic guidelines on what to expect.

As far as Magical Affinities go you either have them or you don't. You can't train them up if you don't have them, so if you don't have, for example, Fire Affinity you can never use Fire spells (using this magical system at least). If you do have an Affinity for an element you can learn to use various elemental spells of that element as normal.

The number of Affinities all jumpers start with is 1d2+1. Jumpers that are Fairies start with 1d3+2, as Fairies are more magically attuned. All jumpers know 1 Null magic spell as their "personal magic". Fairies know a total of five. If you took the All Magic Affinity perk then you can ignore this paragraph, as All Magic Affinity gives you all magical affinities and allows you to learn any Null Magic spell so long as you know the chant and what it is supposed to do.

On the issue of the underage waifu's and whatnot -

Not much to say other than that it's canon. The protag is 15 and pretty much everyone that eventually ends up marrying him was his age or younger when he met them. Obviously for a jumper you're likely to be way WAY older than 15, so be prepared for some seriously awkward nonsense. Culturally the locals get betrothed/married potentially as early as ten or twelve, and the king and queen of Belfast were married by 14. My best advice if you don't want to have to deal with that sort of thing? Don't take the drawback that forces the issue. Considered it a guarantee that if you don't take the drawback you won't need to worry about it.

The Superhuman Perk -

This is a straight boost, so it's primarily of utility for earlier jumpers that aren't already beefcake. Also the reference there is the MCU Captain America, none of that comics nonsense.

Flying Island Facility -

This can be a second identical facility to the one that exists in canon that Regina decided to make for some reason, a facility your in-jump identity made if you were a local that had the technomagical genius perk, or alternatively can be the actual canon flying island facility/facilities. Taking the canon version for yourself will likely dramatically change how canon plays out. The facility remembers upgrades (regardless of which version you bought) and inactive companions can hang out inside of it.

Gynoids and Too Many Waifu 9-in-1 companions -

Basically how perks work like with them is as follows. Rather than split a perk nine ways between them you instead cut the benefit of the perk in half and then apply that to all of them. The exception is any "absolute" perk, such as a perfect memory, an immunity to XYZ, being a

specific race, or similar. In those cases they each get the full effect of the perk. Use your best judgement when determining what counts as an “absolute” style perk for your chain.

However, if they use their CP to buy items they only get 1 item, not 9. For example if they purchased the Royal Castle from this jump they would get one Royal Castle total that all of them could then use, not nine different castles. The same applies to any other type of item purchase.

The Smartphone -

Examples of looking up local information would be stuff like finding where certain places are located if you know their name, or finding out where people are located if you happen to know their name and general description. You could probably finagle this to look for other specific things if you knew the name and a fairly good description of what you were looking for. However magical anti-scrying protections can prevent you from finding things, if such protections are on the things/people you’re looking for.

As a precautionary measure God hooked up your smartphone with an inability to get viruses or other wonky nonsense bullshit, so you don’t need to worry about the Exsurgent Virus popping out of your phone, or some crazy SCP shenanigans coming from your phone either.

Where’s the backstory? -

Fuck if I know. The translations for the light-novels are kind of garbage and I decided to mostly handwave them and focus this around the anime instead. This means that you can include light-novel elements if you feel like it, or you can just ignore that stuff and deal entirely with the world the anime presents us. The setting is almost painfully generic so it doesn’t really bother me either way, so feel free to do it however you like so long as you have fun with it.

Jump by Brellin.