

Generic Fantasy RPG

(Jumpchain compatible v 1.66)

Welcome to your generic fantasy RPG land, where monsters roam the wilds, and adventurers explore it and the various dungeons found within. The lands are rich with detail, dripping with atmosphere, and positively brimming with excitement and adventure. Which is to say things are pretty much what you might expect in an RPG video game. Whether that's a western RPG, a JRPG, or even something as strange (and old school) as a classic text adventure RPG is largely up to you. The only unifying theme of this generic fantasy RPG world is that it is full of adventure, danger, and treasures just waiting for the plucky adventurer to find them!

Now, it's dangerous to go out alone, Jumper, so take this!

+1000 CP

Age and Gender

Select whatever makes you feel more comfortable. There's no bias for or against any gender here... unless you decide that's the way the world should be?

Location

Roll a d8, or pay 50 CP to choose.

- 1) **A Rowdy Tavern** - You find yourself waking up in a room on the top floor of a rowdy tavern in a city. Just as you walked down the stairs, you find its owner gesturing at you to come over...
- 2) **A Peaceful Rural Village** - You were given shelter at a peasant's home the preceding night, and in order to pay for your stay, you have received a request to do something...
- 3) **A Bustling Market Town** - You're at the bazaar, with all manner of interesting things and people around you to look at. However, what's caught your interest is a flier, one advertising the need for an adventurer to handle a certain task...
- 4) **An Underground City** - A city in the depths, the inhabitants are currently neutral to you, though that could change quickly depending on their disposition. Perhaps you came here on a quest, or perhaps the quest will be finding your way out?
- 5) **A Gleaming Capital City** - A crier declares that the King has foreseen that a Chosen Hero will appear, and bids all that believe themselves to be such a person should present themselves in two days time

before the court, where a method to determine whom exactly the “Chosen Hero” actually is will be provided... see you there?

- 6) **A Tent in a War Camp** - The front lines, whether that be against a monstrous incursion, an invasion from an evil empire, both, or perhaps stranger still ... you aren't yet quite certain. There's a soldier nearby, surely you could strike up a conversation and find out what's going on?
- 7) **A Safe Zone in a Dungeon** - Dungeon delving is not for the faint of heart, which makes it extra curious that this particular dungeon would have a Tavern in it. You quickly realize you're sitting in a corner, the dark one of course, nursing a mug of ale. You can see several individuals with clear interest in your person a few tables away, and it seems at least one of them has worked up the courage to come and speak to you.
- 8) **Free Choice** - What wondrous luck young hero! It seems the fates have smiled upon you this day, as you may freely choose from any of the above locations to start in at your discretion.

Class

(Pick one)

Martial: You learned the ways of the martial classes, be it as a Fighter or as a Monk, or even as a Paladin or Magic Warrior. Physically strong and tough, you're the designated tank and beatstick in your party.

Arcane: You learned how to invoke spells and other similar magic-y stuff before you ventured out, becoming an Arcanist, Wizard, or even a Cleric. While physically weak compared to others, your magical prowess ensure that you'll have a variety of roles in your party, be it as the healer, magical artillery, or even crowd control.

Scout: While not as physically strong and tough as the martial classes, nor possessed of the sheer magical might of those who pursue the Arcane path, your advantage over the two is your speed and dexterity. Your ability to master a variety of skills has made you the scout and saboteur of your adventuring party, an important asset to almost any successful adventuring group.

Multi-Class: Pick one? Why, you're much more talented than that! For the price of 100 CP you may pick a secondary class, where you may get three discounts to be spent **exclusively** on your secondary class perks and items. For an additional 100 CP (200 CP total) you may instead pick all three classes, and gain a single discount to be spent **exclusively** on your tertiary class perks or items.

Origin

Mysterious Foreigner: A wanderer of worlds without a history, you find yourself in this world full of adventures shortly after leaving your previous jump. This is the Drop-In option, but you may alternatively choose to have memories related to this background if you really feel like it.

Noble: Born a third child of a noble house, you were not expected to inherit and so left the games of political intrigue to pursue a life filled with adventures in order to make your own way in the world.

Commoner: A lowly-born peasant, you took the path of an adventurer in order to feed the all too many mouths in your family. Or maybe you were just looking for a better life? Or maybe your home town burned down as a result of an attack by the BBEG? This world is generic afterall, so the specific details are up to you.

Discount Rules

As per usual, all 100 CP perks and items are free, while others are at 50% discount for your respective class and origin. If you qualify for multiple capstone boosts for certain perks, be sure to check the wording of the **Absurdly Dangerous High Fantasy Death World** drawback, as you may be required to take it.

Class Perks

Martial

100 CP - **Martial Training**

In addition to gaining a passing familiarity with all forms of melee weapons, you may choose a single melee weapon to specialize in. Of course, you gain the necessary training to wield your chosen weapon at the level of an experienced veteran, and can potentially reach mastery with only a bit of effort. Lastly, due to your physical-oriented class, you are stronger and tougher than any common man, possessing the strength of ten men and the endurance of an ox. You may buy this perk more than once to specialize in multiple melee weapons, but those of the Martial classes may choose three different weapons to be skilled at initially and get a discount on further purchases.

200 CP - **Taunt**

A tank must be capable of diverting their foes' attention to them, instead of their squishier allies. As such, you have the ability to catch your foes' attention, and *keep* them focusing on you while your allies wait on them through martial and magical might as long as you keep taunting your foes with your derisive banter and refusal to die. In time, you can divert the attention of armies to focus solely on you, and perhaps in centuries, even the mightiest of beings will make your destruction a priority before dealing with your allies, should you will it.

400 CP - **Aegis**

To be a tank, one must not just be capable of enduring mighty physical attacks, but also wade through powerful esoteric maladies and come out swinging. Now your defensive prowess is top notch; your skin instinctively hardening to toughness approaching Adamantium, your mind gaining the knowledge to direct attacks to strike where they will deal the least damage, and your resistance towards hostile magicks of all

kinds will be at the point where only the greatest and most esoteric of magical spells will be able to impair you for long.

EPIC - Might Beyond Measure

You know what's better than being an immovable wall or an unstoppable force? Being both, obviously! In addition to your absurdly potent defense, you now gain an almost unstoppable offense which directly scales with your durability/defense. Now, this currently applies to melee attacks, but with time and training, you might be able to imbue your ranged offensive power with this property, albeit never as effectively. Your might is well known, and amongst fellow warriors you receive the regard held by a favored champion, and further accolades for your feats of martial excellence and might seem to naturally gravitate towards you.

Arcane

100 CP - Magical Training

What your magical training consists of is up in the air. A wizard who spams AoE elemental attacks is usually a safe guess, and the same could be said for a healer with some support spells thrown in. Or maybe your training involved learning nothing but spells to strengthen your allies and debilitate your enemies? It's ultimately your decision. But you start off with basic competency in the various aspects of magic before choosing a specialization. The specialization from this perk may be bought multiple times, and those who chose the Arcane class get three specialties automatically and this perk is discounted on additional purchases for them. This starts off at the basic Fire, Cure, Lightning, Slow... level we all know and love, but with experience you can expect to reach Firaga, Heal Most, Mahamaon, or Adamantine Shield within a few years. All magical powers gained via multiple purchases of this perk draw on the same energy source, either Spirits, Gods, The Arcane, Demons, Nature, Tantric Sex, etc. Your choice.

200 CP - Friendly Fire No More

What's irritating about magic users is that most of their AoE attacks do not differentiate from allies and enemies, causing no end of grief for those just starting out. No more will *your* directly harmful spells hurt your allies should they be caught in the AOE, though try not to get them caught in indirect effects, such as transmuting the ground beneath an opponent into quicksand or something. Perhaps with time and experience, you will be able to cast 'intelligent' magical effects capable of recognizing friend from foe, no matter their nature.

400 CP - Mystic

Remember what you chose as your magical specialty(s) in the Magical Training perk? Well, whatever it is, you are now one of the best in it. If you're a Black Mage, you cast at least twice as fast and your spells are twice as strong at minimum. If you're a White Mage, you can channel capital-H Holy energies to both heal, support, and harm. Being a Green Mage? Well, your buffs and debuffs now last for *days*. In addition to boosting your magical proficiency, your magical reserves also receive a big expansion, enough for you to do nothing but spam low level spells all day long.

EPIC - The Greatest Spellweaver

Magical enchantments and spells flow together under your hands as if they were destined to fit into the shapes and sigils you desire. Your magical abilities are sublime, the highest possible to achieve in pure skill that could be attained under natural conditions in this world. Unnatural conditions however mean you've still got room to improve, but rather than the impossible dream it would be for lesser mages to achieve, it is instead a goal within sight for you.

This insight and impossible level of skill allows you to freely combine the variety of magic systems and styles you come across and have learned, allowing you to create a singular whole from them, retaining strengths and discarding weaknesses. You are additionally considered to be a grandmaster in all magical skills you have started with from this place, and your reputation is such that other practitioners of magic hold you in high regard, or at least grudging respect and caution.

Scout

100 CP - Scout Training

You receive a few years' worth of practical training in the arts of moving unseen, scouting out hostile territories, wilderness survival and several other skills useful to a scout. In addition, you gain a specialization that allows you to better contribute to your party. Perhaps you are skilled in espionage, useful for the games of intrigue among nobles; or maybe you're a proficient woodsman, the forests a second home to you. Those of the scout class gain three specializations for free, and can buy more at a discount.

200 CP - Evasion

You are quick and fleet of foot, and your wits swifter. You can reflexively evade your enemies' attacks and minimize damage where you can't. To your enemies, it would be akin to grasping smoke. In addition, this also enhances your senses and situational awareness which further improves with training. Who knows, maybe one day this will evolve into a full-fledged combat precognition in decades to come, and maybe something else in centuries?

400 CP - Grace

You now possess an inhuman balance and agility that allows you to leap and run with an effortless grace where any other would be dead where they stand. You can leap, climb, and run along the crumbling walls and roofs of ancient temples, sprint across tightropes on a particularly windy day, and even do a dance routine in the middle of evading an assortment of deadly traps. It is as though you possess wings on your feet... you don't, but it's like that.

EPIC - The Impossible Thief

In some fantasy worlds you may have heard of thieves that can steal the (metaphorical) hearts of their enemies, charming them for a time. That can steal the armor right off a man's back mid battle, temporarily steal a person's courage to give it to themselves, steal a cooked haunch of meat from a monster they haven't even killed yet (how?!), and other such seemingly outrageous acts of thievery. When it comes to Fantasy you might just call them the Final authority on such skills. You too are capable of such seemingly impossible thefts, though like most skills it will require refinement and practice in order to accomplish the truly preposterous things. Your abilities in stealth are similarly

boosted, being able to sneak easily past entire garrisons of alert soldiers in order to pilfer coffers and documents, before slipping away again unnoticed... assuming you're careful. Post-Spark you might be able to commit even greater acts of thievery ... at that point the sky's the limit, assuming you don't steal that while no one is looking.

Origin Perks

Mysterious Foreigner

100 CP - A Wanderer's Heart

A Jumper is, first and foremost, a wanderer of worlds, going on adventures on each 'jump', whether epic or mundane. However, even a wanderer will find themselves plagued with boredom and ennui, especially those older than the universe itself. No longer will you be plagued by the same thing; to you, every day will be a new day, each adventure as exciting and fun as the first, and activities that you enjoyed will forever continue to amuse and delight you.

200 CP - A Sage's Memories

When you repeatedly insert yourself in a new world with a new origin, you begin to realize that holding onto your memories from simpler days can be a bit harder than you realize. With this, you will be able to make new memories while never forgetting older memories. In addition, you will never get overwhelmed by the torrent of experience you receive when inserting into an established background in future jumps or potential reincarnations... it's that kind of world, you know.

400 CP - A Childish Dream

So Jumper, what motivated you to start this journey across realities in the first place? Was it the desire to become a badass? Did you wish to go on adventures with the protagonists of some distant reality? Or maybe it was a childish dream to fix a crapsack world? How many of such dreams have you fulfilled in the course of the Jumpchain, and how many worlds have you left with a regret in your heart?

Whatever that reason was you now remember, and gain strength from it, no matter how trivial or silly it was. No longer will you lose yourself, intoxicated by the powers you bought for whatever original purpose you had. Nor will you find yourself falling into despair, experiencing an existential crisis or succumbing to cynicism or apathy, for (as long as you have a dream to fulfill) you will hold hope in your heart forevermore. Dare to dream.

800 CP - A Jumper's Wisdom

Jumper, how many worlds have you visited in this chain of yours, and how many more will you visit? Regardless, your experiences have left their mark upon you for the better. No matter what tribulations you may experience in your jumps, you will always remain true to yourself, your character developing only for the better and never for the worse.

Any psychological issues you have or might develop fix themselves over time; faster if you take the time to do some introspection on yourself - your hubris might develop into self-confidence, but you won't look down on others; a desire to become a Hero won't cause you to become suicidally reckless; and your commitment to The Greater Good won't cause you to become what you originally set out to oppose. Most of all, if you have inhuman willpower? It won't turn you into a stubborn asshole.

AEGIS - The Flesh Immutable

How many worlds have featured body horror being inflicted upon the unwilling (or the willing)? How many mad scientists have sought to play God, only for their project to end in fire and tears? No matter, for you no longer need to fear *your* flesh being altered against your will, whether through being bathed in chaotic radiation, being injected with a virus with mutagenic abilities, or just having a lunatic with a scalpel trying to rearrange your bits and pieces. But that's not all, for when you wish to alter your body (or the bodies of others) through whatever methods available, you will find the results of your alteration will only display positive results, while undesired and harmful effects will never manifest on you or your subjects' bodies. Take care, Jumper, for while your flesh remains immutable to any but your will, your free will isn't. Nor will this protect you from being ripped into pieces by an enraged dragon.

MYSTIC - The Will to Choose

In many worlds, there exists one or more methods by which one could subvert another's mind, whether through magical compulsion, alien pheromones, or things more exotic. No longer will you worry that the sanctity of your mind and soul might be befouled, for you will forevermore be immune to that which will rob your free will - not a curse of such sinister potency and subtlety that subverts those it infects into emotional extremes that they would later make excuses for; not an obscure, forbidden spell that grant eldritch horrors beyond reality a backdoor to your soul; and certainly *not* casual reality warping on a massive scale that would rewrite your personality. Your will is your own, and none can say otherwise.

GRACE - The Freedom to Live

No longer will any situation be utterly hopeless for you, no prison inescapable, and no magic too binding upon you. Every moment you spend trapped, captured, etc. is a moment you can take the opportunity to study the cracks of the prison you find yourself in. Not only that, this doesn't simply apply to physical prisons - whether you be stranded in an alternate dimensional plane, cast adrift in the torrents of time, or even something as mundane as a complicated social situation, there is always a way out and you will always be capable of finding it. Live free, Jumper.

Noble:

100 CP - Noble Visage

Unlike certain kinds of "nobles" whose appearance are rather hideous, you actually can pull off the attractive noble look very well; even if you're not one, or no longer count as a noble. In addition, this ensures that any kids you sire or birth, and those who carry your blood, unto the 10th generation, will look attractive. At worst, you and your descendants would be rated 9.5/10 in terms of physical attractiveness.

200 CP - **A Silver Tongue**

While you might have left your life as a noble behind for a life of adventuring, you were still affected by your upbringing - in a good way. You are capable of acquitting yourself well in high society, and you gain knowledge of how to deal with the upper crust wherever you might be... and even play multiple entrenched factions against each other in such a way that you are seldom, if ever, suspected of meddling

400 CP - **Family Arts**

Being a noble has its perks, and I don't mean the part where you live a relatively pampered life. What's great about being a noble is that you gain access to the super secret techniques your family has hoarded and refined over the centuries, each generation adding a bit of their advancements to the combat style your family was known for. What this entails is up to you - some kind of uber sword style, maybe? Or maybe something similar to a bloodline limit, where you gain the ability to manipulate some kind of esoteric *bullshit*. Or it could even be gaining access to a sect of assassins loyal to you, complete with a spy network and training in the games of noble intrigue to boot. Regardless, have a little bit of all of the above for basic competency. You may buy this perk multiple times for a discount, but your **Family Arts** must follow a theme of some sort... or at least two not incompatible themes... most people have two parents, after all.

800 CP - **Heroic Lineage**

You, and by extension your family, are descended from a strong bloodline consisting of heroes and famous adventurers. As such, your physical and magical prowess are the result of generations' worth of selective breeding by your ancestors, boosting them to superhuman levels - enough that you can defeat a hundred lesser mortals through sheer brute force and without prior training.

But that's not all, noble Hero, for your resistance against all forms of toxins and diseases has been similarly elevated, to the point where you are effectively immune to ailments caused by mundane means, and highly resistant against plagues and poisons of an unnatural nature.

AEGIS - Mythic Body

In addition to being descended from heroes, the divine blood of a deity of war and strategy flows in your veins. Somehow, that latent potential for divinity awoke in you, granting you a mighty body. You gain the swiftness to easily outrace the fastest of land animals, the strength of a hundred men, and the stamina to wage a pitched battle for a day and a night and a day again without flagging. And that's just the starting point for you. In time, you will be able to benchpress mountains, outrun the wind, and leisurely swim in the fiery pits of Mount Doom.

MYSTIC - Godly Intellect

You are descended from a deity of knowledge and wisdom, with the divine blood awakening in your generation. Your logic and reasoning skills are now over the top, capable of making accurate predictions of the future with little information, both on the macro and the micro scale. In addition, this intellectual boost also massively affects your learning speed, allowing you to rapidly master anything you set your mind on - whether physical, magical or technological or in between.

But that is not the limit of what your divinely-empowered mind has granted you, Jumper, oh no. In addition to an astonishing learning curve, your cognitive speed is tripled and, if you concentrate, you will be capable of doing at least five different tasks, each of which require intense concentration, simultaneously and without error (which, yes, can be refined to greater heights).

Such is the terrifying power of a godly mind, though please take care of your body, noble Jumper, for while the spirit is strong, the flesh is weak (when unfortified by magic or other similar things).

GRACE - Elven-blooded Hero

Somewhere in your family tree, an ancestor laid with a Ljósálfr, a Light Elf (and not one of those namby-pamby quasi-mortal Tolkien ones... the practically godlike ones from Norse Mythology). While the fruits of their union did not make a name for themselves in the traditional manner, your family's various businesses experienced a consistently minor boost in popularity for quite a long while - long enough to persist even after their death, it seemed. Now, the same thing could be said for you. Your elven blood grants you the ability to promote Growth in its myriad forms. Right now you can only promote it in physical things, such as a foal's growth into a mighty horse with lustrous mane and a strong constitution, or blessing an entire field of crops to grow faster and yield a good harvest. In time, however, this Growth could be extended to abstract concepts; remember how your ancestor managed to make your family businesses consistently more popular? You can do that, and perhaps even more.

Unlike those with a drop of divine blood in their genealogy, you gain an increased affinity with Nature itself, to the extent where you will absolutely thrive in all forms of non-magical extreme environment conditions (that isn't the void of space or a realm of unending chaos), as well as having a higher chance of surviving in supernaturally extreme environment conditions common in fantasy tropes. That isn't all, however, as you will find any nature-derived magic you have learned in this world, and might learn in future worlds will have their effects amplified by half again of their usual potency.

Commoner

100 CP - Strong Heart

It takes quite a bit of courage to step outside your door, as a certain kindly old wizard once said. Thankfully, you are overflowing with it, to the point you could face down monsters of the worst sort with nary a quaver in your knees. Even in the face of true terror you'll be able to keep your wits about you, to help plan your next move. Further, your fellow adventurers will see your example and have their own flagging courage bolstered by yours as well. Whether you then decide to stand and fight, or to live to fight another day, well ... that's up to you. Recklessness is often mistaken for bravery after all, so be sure to pick your fights intelligently.

200 CP - Skillful

Maybe it was your upbringing, maybe just good genes, but you seem to be a bit more competent than your peers when it comes to everyday skills. Choose three non-combat skills that a commoner in a pre-industrial world could reasonably learn and make an honest living with - you are highly proficient in said skills, able to get steady employment in related professions should you wish to.

400 CP - **The Drive to Improve**

Talent does not determine everything; it's the willingness to put in effort that allows one elevate themselves beyond the common man. You have now discovered (or rediscovered) the joys of hard work and self improvement, being more than willing to spend weeks on a training montage, or learning something new, only stopping to satiate your basic bodily needs.

800 CP - **Unshackled Potential**

You know, for all the advantages an adventurer from a noble background holds over one with a humble origin, there isn't much disparity in terms of power level when both reach the epic levels. That's because Adventurers in general possess a ridiculous amount of potential. You, however, are a whole different animal - where even the most promising of Adventurers will one day reach the apex of their potential and be unable to advance further, *you* will never reach the apex of your potential... because you will always be able to improve yourself in every respect, whether physical, magical, or even mundane skills, if you're into it.

AEGIS - The Juggernaut

The more you move, the more you build up momentum. The more momentum you have, the less likely you are to be impeded by things that try to get in your way ... physically at least. Build up enough momentum and you can smash aside armored and mounted knights casually, and potentially even smash straight through a castle wall. The more you train and develop this ability the faster you'll build momentum and the easier it will be to plow straight through the things trying to slow you down. You additionally gain a ludicrously high amount of stamina and vitality, enabling you to be effectively tireless, so long as your willpower holds. Lastly, you gain a regeneration factor which continuously replenishes your health and stamina, both in and out of combat. If you stop for any reasons however you'll need to start building up momentum again from scratch. Be the Juggernaut.

MYSTIC - The Artificer

Magical artifacts, and perhaps even magi-technological artifacts if you know the right disciplines, come together under your hands and tools with the casual ease of a master. You can invent, develop, and introduce an item that can reproduce just about any magical effect you are personally capable of. While your initial prototypes might only just work, and not terribly well, you'll always be able to continually improve on your designs, with no particular ceiling in what you can manage beyond the time you're willing to invest and dedicate towards improvement.

Furthermore, the rate at which you make improvements, and just design and build such artifacts in the first place, is tremendously enhanced, far beyond what other individuals that fancy themselves "artificers" could manage. Where the creation of magical items for the average practitioner is a long involved process requiring careful and painstaking effort, you are practically the equivalent of a one (wo)man production line. Finally, you may substitute pure magical energy for all but the rarest materials required during the creation process of your artifacts, though at an extremely unfavorable cost ratio until you dedicate significant time and effort towards refining this ability.

GRACE - *THE* Slayer

There was once an eccentric scholar who said thus, “That is not dead which can eternal lie. And with strange aeons even death may die.” You truly exemplify this saying, young Hero, for you will be capable, in time, of bringing any being you fight, whether they be immortal lich-kings, chthonic beings beyond reality, or other entities too horrible to name and said to be incapable of dying, to their permanent passing when you confront them in direct combat.

Now, you will still need some time for this to work - think of it as ‘attuning’ itself to the opponent you are currently fighting, and the more powerful your opponent is, the more time required for you to permanently slay them. It will take a few seconds to put down a foolish, power-hungry apprentice who just exchanged their soul to a demon for more power, but fighting an immortal lich-king with millions of undead at his command could take up to an hour at most, while committing deicide upon a maddened god of magic could take a day, potentially more. And of course, they’re going to fight back, especially since they can instinctively sense what you’re doing and what it means.

You are the Slayer, and damn proud of it.

General Perks

Free - **Basic Fitness**

You gain basic training in your chosen class/profession, as well as sufficient physical and magical training to not be considered a deadweight to your adventuring party. Despite what some texts or people might try to imply, this also generally means you are fit and healthy, perfectly capable of engaging in extended heavy physical activity. When it comes down to it even a mage is good at cardio and can run and march with the best of them, when it comes to *real* adventurers. After all, if they weren’t they wouldn’t be adventurers - they’d be monster food. Also, while not training per-se, you happen to look like a classically handsome/pretty fantasy hero archetype of whatever class you chose earlier. Gotta hit those tropes, right?

100 CP - **Call to Adventure**

Like any self-respecting adventurer, you have a sense for where there are adventures to be had, in this and future worlds. In addition, you will have a vague sense of what it will entail, the loot up for grabs, and whether you are strong enough to survive it. This also serves as a moderate, if constant, boost to your motivation to go out and *have* adventures, which you may toggle on or off at will.

200 CP - **Fortune’s Favored**

Congratulations Jumper, for Lady Luck has smiled upon you forevermore! Games of chance almost always go your way, you frequently stumble upon places and things of interest, and you are highly likely to encounter individuals of note whom may be amenable to assist you in some manner. Even when taking things easy, your words and actions tend to lead into events unfurling out to bring good fortune for you, or furthering your aims in some manner. Luck is still luck, however, and it’s best not to stretch it *too* far.

Free or 300 CP - **Of course Monsters have money, why wouldn’t they?**

For some unexplained reason it would appear that enemies you defeat have, inexplicably, lots of cash on them. Even when that wouldn't make terribly much sense. Maybe they ate it? The stronger the monster or enemy the more cash they'll have. A lowly goblin might only have a few coins, but a mighty and powerful dragon might have a literal dragon's hoard worth of treasure. You might additionally find items dropped alongside this money, thematic with whatever the creature was that you defeated.

For an undiscounted additional 100 CP you may automatically have any dropped treasures or items deposited into a location of your choice such as a personal inventory, a bag of holding, or potentially directly into your warehouse. If you do so you will gain a mental awareness of what was gained. While you gain the un-upgraded version of this perk for free for the duration of this jump, you will have to pay up in order to retain this curious effect in future jumps. (see notes)

300 CP - A Good Night's Rest

An adventure can take a lot out of a person... but not you. Now, any time you sleep in an Inn or your own bed at home (Warehouse beds still count, though you can only benefit from this perk in your Warehouse once per week), you are completely healed up by the next morning. All status effects that have a finite duration are removed, all lost health is recovered, and all power pools are topped off. You can also do this with a sleeping bag or tent, if you can find a safe place to rest (cannot be inside your Warehouse)... but strangely, whichever item you use will have vanished come morning. You can choose not to benefit from this perk if you don't want to lose your sleeping bag or tent.

400 CP - Magical Sparkly Adventurer Bullshit

It's quite curious that Adventurers can chill around in a tavern in the middle of a town for months at a time, and yet be able to go out and fight an orc warband or two without their skills degrading. And the less said about their gear, the better. Seriously, how they managed to make boob plates and shoulder spikes a viable defense will always be a mystery. And can you believe the size of the swords they wield? Sure, they won't lose their balance, or have their fighting skills stunted, but it's like they're compensating for something! That's ridiculous, I'm telling you!

And yet, you can do the same thing, can't you? Why, I'd go as far as to say you typify that sort of thing. No matter how much you laze around you'll find your skills, abilities, attributes, magics, mental, physical, and spiritual faculties, and so on and so forth never degrade from their peak, and even the equipment you personally use shares in this property, never falling below a level of perfect maintenance unless deliberately damaged or sabotaged. Furthermore, you can get away with stylistic choices in armor and weaponry that would normally compromise the integrity or utility of those things without any such compromise occurring.

600 CP - Epic Adventurer

In addition to the details below this perk also unlocks the capstone boosts of each respective class capstone perk, see Notes for details, as well as the 600 CP General Items.

Where before you may have started out as a middling-tier adventurer, this perk elevates you to be a peer to heroes of legend and song. If you're a Martial class adventurer you can potentially cut down an army of a thousand men by your lonesome, and hold your ground against a dozen non-epic adventurers.

If you're of the Arcane class, you will be capable of researching great and terrible reality-warping workings and cast them without error - such examples include teleporting an entire army over great distances to exactly where you want them to be, summoning forth and binding mighty creatures as your servitors for decades at a time, or blessing a family with luck that cements their prosperity for generations to come.

A Scout will have their luck, wit, cunning and skill sufficient enough to have an answer for virtually any situation. While a scout's combat prowess and magical might won't be as good or as directly devastating as those specializing in their respective class, they'll far outstrip non-epic adventurers in such matters.

Class Items

Take +400 CP to be spent only in the items section; Scouts gain an additional +100 CP to be spent in the items section, and Nobles gain an additional +200 CP to be spent in the items section only.

Martial

100 CP - **Basic Weaboo Scrolls**

You gain several bamboo scrolls that, if read, will teach you the basics of a martial arts style for whatever melee weapon(s) you have chosen to specialize in (hand to hand included) - the equivalent of a novice swordsman or martial artist. You will gain new scrolls for every world with some kind of supernatural martial arts style, though what 'basic martial arts' would entail could be widely different. Even a feeble, pastel-skinned nerd will eventually be able to learn how to hold themselves in close quarters combat if they use these as guides, though they won't grant the ability to kick ass to the truly lazy. See notes below for further details.

200 CP - **Earned Glory**

You have within your possession a magical weapon of some potency, a magical suit of armor, an equally magical shield *or* offhand weapon, and additionally a magical cloak that keeps you dry and comfortable in even the worst weather, rain or shine, hot or cold. The exact nature of the magical effects your equipment bears is yours to decide, within reason. These items have already served you well through several adventures, assuming you're not a Mysterious Foreigner, and are uniquely suited to your personal fighting style. For no additional cost, you may import a main-hand weapon, a suit of armor, an off-hand weapon or shield, and an accessory to gain the properties of **Earned Glory**.

400 CP - **The Arena**

You find yourself the proud owner (legal paperwork included) of a gladiatorial coliseum that brings in the crowds and makes a LOT of money. It is outfitted with everything you could possibly need to run a successful gladiatorial arena which also doubles as an excellent training ground for burgeoning fighters and veterans alike. It doesn't have to include bloodsport, and can instead host sporting events if you so choose. Post jump it attaches to your warehouse, and you can summon it into a new jump at a place of your choosing, though you can't move it once set. It will come with monsters to fight, if that's your angle, at your discretion. No one

seems to comment on the oddity of it in worlds that don't typically have monsters. Maybe they think it's just holograms?

Arcane

100 CP - Basic Spellbooks

You gain several magical textbooks that, if read, will teach you how to cast basic spells for your magical specializations - the equivalent of a novice spellcaster. You will gain new textbooks for every world with a functioning magical system in it, though what 'basic spells' entail could be widely different. Even a dunderhead will eventually be able to learn how to cast magic if they use these as study guides, though they won't grant the ability to use magic to the truly talentless.

200 CP - Spellcaster's Gear

A set of wizardly equipment that enhances its wearer's spells by around a third in one particular way (area, range, duration, damage, casting speed), your choice as you cast the spell. If you'd like, I'll throw in an entire wardrobe full of them. Comes with your choice of staves, wands, or any other spellcasting aide you'd like to have, though you don't require them to cast your magic. For an additional 100 CP (undiscounted) this gear will improve all applicable areas of each spell. You may import a set of wizardly equipment to gain the properties of this item for no extra cost, though you will still have to pay an additional undiscounted 100 CP if you want your imported gear to improve all applicable spell parameters.

400 CP - Mage's Home and Workshop

A small three story tower (it's a classic!) fitted with a fully stocked and excellently equipped magical workshop and laboratory in the basement. It is outfitted with everything you could possibly need to further your magical education, and is perfectly suited to you as an individual if you desire to use it as a ritual space (it has a permanent and flawless ritual circle inscribed in the center of the top floor). The various shelves are full of ingredients and reagents, and regularly restock themselves, and the rooms and floors aside from the laboratory/workshop itself are well appointed and comfortable.

It is heavily warded with magic and will likely repel all but a concerted effort from a powerful and determined attacker. You may optionally choose to have this appear to be a manor house, if for some reason you're not a fan of the classic look, it has roughly the same amount of internal space either way. It appears someplace out of the way near your starting location in each future jump, or if you want to, can become a Warehouse Attachment post-jump.

Scout

100 CP - Tools of the Trade

You seemingly always have on hand any minor mundane item needed for a particular task related to thievery or scouting. Simply reach into an unobserved place on your person and you'll be able to pull said object out for use. Disposing of said items is just as quick and easy. You can't sell these items, as they disappear shortly after leaving your person.

200 CP - Scout's Gear

A set of equipment suited for Scouts, including a decently magical bow and a quiver with infinite very slightly magical arrows alongside a dagger which comes with several small, unbreakable, self-refilling containers of poison to coat the arrows or dagger with, as well as a set of lightly magical leather armor and a hoodie/mask that has the magical ability to obscure your facial features, voice, and identity such that even those that know you well wouldn't recognize you (unless they can identify you by other means, such as body language, signature weapons, or body odor). The arrows produced by the quiver disappear shortly after use, so you can't sell them, and the bottles of poison will only refill with the poison they started with. For no additional cost, you may import appropriate items and/or gear to possess the properties of the **Scout's Gear**.

400 CP - **Underground Black Market**

Well, not *literally* underground, but definitely a hidden place for thieves and other assorted scoundrels that a Jumper can meet up with and make incredibly shady deals with. Guaranteed to have items of interest, if not particularly unique wonders. You never seem to get shafted on prices here either, and the term "honor among thieves" always applies to your dealings within. Post jump you can reach this place via a door hidden somewhere in each city, a door you'll instinctively know the location of, where it will have new items appropriate to the world you've found yourself in. Locals may become aware of this door if they're of the right mindset.

Origin Items

Mysterious Foreigner

100 CP - **Memento**

A small, unsellable trinket that fortifies and enhances your senses and allows you to go with only one tenth the normal amount of rest, food, and water that you would typically require. It may optionally be a small object from your native world.

200 CP - **An Adventurer's Map and Journal**

It seems you've found a magical map of sorts. This map, when unfurled, will show you a general overview of the area you're in, helpfully mark any key items or places of note you're aware of, and also (most importantly) provides a "you are here" mark to show your current location. It can zoom in and out, from the room you're in to potentially a map of the entire world, possesses generalized informational names on regions (though nothing deliberately hidden or secret) and you can mentally command it to show a different area from the one you're in whenever you want, though it won't show you the locations of people or objects that you don't already know about. Its legend is clear, concise, and easy to understand.

The journal you receive with the map contains an updating log of your current quests and tasks, along with helpful reminders of information relating to them so that you'll always be able to recall what you're doing and, more importantly, why you're doing it. It also acts as a bestiary for foes and monsters you've encountered (with more information depending on how many you've defeated) and provides helpful bios of important people and places you've met and visited (with more information depending on how long you interacted with said people or places). Mysteriously the map and/or journal always appears in hand whenever you need them,

and just as mysteriously disappears whenever you don't. If you already have a map or journal with special properties of their own you may import them to gain these properties at no additional cost.

400 CP - Mysterious Airship

Where did you come across this wonder, traveler? Somehow, you have found yourself in possession of a working airship. It is a particularly fine example of its kind, well appointed and spacious, and possesses formidable defenses and weaponry for its size. It has enough space to accommodate a small company of soldiers, around thirty or so, and enough cargo capacity to carry all the supplies you might need on an extended journey. It's definitely magical in some vague, ill defined, way the specifics of which will be up to you to discover.

It never requires fuel, can be piloted by one person if required, and repairs, maintains, and cleans itself given a bit of time. If completely destroyed it will reappear, good as new, a week later. If the world you're in already has airships as commonplace, then this airship is still significantly beyond the standard level of quality of even the best "normal" designs. One final quality this airship has is most unique, allowing you to (at the end of a jump) somehow "fly" back to this world for a period of six months, perhaps to engage in a vacation? You may optionally import a ship you already possess to gain these abilities and alt-form at no additional cost. (see notes)

Noble

100 CP - Heirloom

A small, unsellable trinket passed down your family line for generations which increases your physical and magical power, as well as keeping yourself clean and smelling nice. If you like, this heirloom can be a small object from your native Earth.

200 CP - A Mighty Steed

Whether it's a pegasus, a tamed unicorn, a kirin, or any other rideable magical animal, you have it. It appears suddenly from a place no one is looking at whenever needed and disappears just as quickly and easily when it isn't. It can totally get into places it probably shouldn't be, doesn't get tired or need to be fed, and if killed will reappear twenty four hours later perfectly fine. If you already have a mount you like you can import it to gain these features. In addition, you will gain an empathic bond with your mount, allowing the both of you to have a synergy that only the greatest of riders could have.

Lastly, the steed you receive will be truly mighty among its kind, its physical condition the peak among its species, and its magical properties potent enough to be capable of making a noticeable contribution in battle. If you did not import another mount into this Steed, this steed will always be a superior, but otherwise generic example of its type, even should you try and upgrade it. If you import it into another setting, that will change. Even a sapient creature (such as a kirin), will not count as a companion unless imported here or in another setting.

400 CP - A Noble's Estate

Precisely what it sounds like. You own, legally, a large parcel of land upon which sits a luxurious manor house, or optionally a small keep, alongside a small village full of serfs. The land is fertile, there's at least one river in

it, and it seems the blessings of nature are upon it for crops and animals grown here will always be bountiful and in good health. Additionally there is plentiful mineral wealth and lumber. You collect taxes, are seen as a fair, honest, and beloved lord (unless you very blatantly aren't) and the entire territory seems oddly free of bandits or wild monsters.

In future jumps you gain a similar estate, the specifics of which will adapt to fit in. You may optionally decide to have it serve as a stop along a decently sized and profitable trade route, if you desire, though you must make this distinction at the beginning of a jump and this option removes the bandit protection, though they'll still be less frequent than along the rest of said trade route.

Commoner

100 CP - Keepsake

A small, unsellable trinket that slowly regenerates your health and mana, as well as giving a minor boost to your willpower. If you like, this keepsake can be a small object from your homeworld.

200 CP - The Mighty Haversack of Holding

An enchanted bag made to hold more stuff than its outward appearance would suggest, without becoming too heavy for its bearer to carry. Items can fit into the bag as long as you can fit the item through a normal sized doorway. It keeps items stored within in temporal stasis but you can't store living things inside of it and any food items that aren't hermetically sealed begin to smell faintly of leather after a few days. Thankfully whenever you reach inside the bag the item you're aiming to take out will be exactly the thing that you reach for.

Lastly, if you wish, you may pay 100 Undiscounted CP to use this bag to store and retrieve items from a specific pre-determined part of your Cosmic Warehouse, though said items must be able to fit through a normal sized door, and you can't use it to dump living things into the Warehouse or pull living things out of your Warehouse, such as pets or companions.

400 CP - The Adventurers' Guild

You find yourself the guildmaster of a guild of adventurers. Thankfully your secretary, whom is entirely generic but also entirely competent, is fully capable of running things on their own without need for your input. Quests and whatnot are regularly posted on notice boards, both in the guildhall itself and just kind of spread around in various civilized areas, ensuring a constant stream of employment for any members. Adventurers, or at least those people that style themselves as such, make frequent use of the guild and pay dues to it in order to remain members in good standing. You can determine the general guidelines and rules you expect of members, if you want.

Aside from making you a decent profit and giving you a solid "in" in the adventuring community, this guild will import itself into future jumps, either again as an adventurer's guild or perhaps as an explorers' or bounty hunters' guild in settings where adventurers wouldn't make sense. The guild itself is legally recognized and officially neutral in matters of politics, unless you deliberately go out of your way to change that. The guild is staffed by "generic" NPCs and such, and are different people jump to jump. You can name it something other than "The Guild" if you want. Comes with an unlimited supply of Guildmaster stationary and business cards.

General Items

Free All - **Basic Kit**

Some basic supplies and equipment for whatever your class(es) happens to be. Good enough to be reliable, but you'll probably want to upgrade when you can. Assume you start with all the assorted knickknacks and accoutrements needed in order to start your career as an adventurer, assuming you're careful.

One Free All - **Shiny Treasure**

Of course, one shouldn't start out an RPG without even a single coin to spend, so have these coins, equivalent of 1,000 USD in buying power! Those with the Noble origin gain the equivalent of 10,000 USD instead. If you want more, you may pay 50 CP to double this amount per purchase.

200 CP - **Traveler's Portable Campsite**

You gain a small diorama of a stone with a small tent perched upon it. Simply place the diorama on the ground and within ten minutes it will grow in size to become a tent capable of keeping you and your allies safe from a variety of things, whether rain, snow, high winds, or any other bad/exotic weather/environmental conditions.

This tent can be pitched just about anywhere with sufficient space and will also deploy a small ring of stones for a campfire, in which the flame will repel monsters weaker than the collective might of the party. Monster attacks while you're asleep won't be a problem as long as they're not "Boss level." To pack it up, just put a hand to the campfire stones and it will collapse back into its original form for travel again.

Taking this with **A Good Night's Rest** will still consume the tent, but it will generate a new tent the following night.

600 CP - **Divine Weapon**

Somehow, you found yourself the proud owner of a weapon forged by a god of smithing or similar. Whatever form it took, it was blessed to always strike true, bypassing all but the most potent of protective enchantments and magically-derived toughness and evasiveness, and infused with enough holy power to viciously wound all but the strongest of demon lords, and even then said demon lords would feel its bite. Lastly, you can (with time) learn to instinctively channel the holy energy within to perform all forms of clerical magics, though holy energy expended this way can only be recharged through channeling your own magical power into it, converting your mana to holy energy in a 10:1 ratio. Despite the above text saying things like "holy energy" you may optionally choose to have said energy be of any type you care to specify, within reason. Perhaps your weapon channels infernal might, or natural magic, or something even more obscure? Pizza perhaps? We won't judge. For no additional cost, you may import a single weapon to be upgraded into a **Divine Weapon**.

EPIC - Divine Gear

Instead of owning merely a single divine weapon, you instead find yourself the owner of a full set of divinely forged adventurer's gear. This includes armor, accessories, jewelry, incidental adventuring

items, a couple of different weapons for different situations, a few changes of clothing, and some other miscellaneous things. This effectively grants you a full set of adventuring gear, tailored to the abilities you purchased in this jump, of the absolute highest quality possible to be found in this world. What this means specifically for each individual item is largely up to you and the nature of the world you're in, but you can use the above Divine Weapon description to give yourself a general guideline for the level of quality you can expect. You may import a set of equipment, in line with what is described above, to gain the properties of **Divine Gear** at no additional cost.

600 CP - Grimoire of Sorcery

A legendary Grimoire said to contain every spell in the world, filled with the secrets of magic both known and lost to the ages. They say that its owner can summon it to and from their hand at will, and that it will accept no user or reader besides the one it has decided to call its master, or apprentices they designate. The stories further declare such outrageous things as the Grimoire being able to cast spells on its own, with a proficiency equal to the greatest of archmages, limited only by the energy its master allows it to channel from their reserves, and that it even serves to amplify the magical strength of its master to a significant degree, if not the depth of their pool of energies.

EPIC - The Ultimate Codex of Sorcery

The tales go even further however, claiming it is also the ultimate teacher of magic, restructuring itself to better accommodate its masters study ever deeper into the secret lores of magic, accelerating the rate at which such lost and forbidden knowledge is gained to an unprecedented degree. And perhaps the most outrageous of all claims is that it somehow attracts even more knowledge to itself as time goes on, even going so far as to accumulate the knowledge of foreign worlds and places. Of course those are probably just tales right? I mean, if such an artifact truly existed then it would be perhaps one of the most sought after items in the world, a thing which whole nations would fight over and which any number of scheming wizards and worse would risk anything in order to take for themselves. Good thing it couldn't possibly be real ... right? (see notes for further details)

600 CP - The Other One Ring

This ring is cursed, Jumper. Are you truly so desperate that you would try to claim its power for yourself? For you see, those that wield this ring ... win. Fortune favors them in all things, lucky breaks, windfalls, one-in-a-million chances, and more constantly being showered upon them seemingly without effort. Enemies will appear to stumble over their own feet at critical moments, weapons turned aside, chance meetings leading to encounters with people, places, and objects that will no doubt enrich your life in ways you could not possibly have imagined. Virtually anything that the wielder of this ring desires will come to the one that bears this cursed artifact, a life free of want and filled with splendor. But, you see, the curse doesn't affect its wielder. Oh no, it's far too subtle for that. For you see good fortune does not exist in a vacuum, and for every good thing that comes your way something equally bad will come the way of someone else. Never anyone you know of course, oh no ... that wouldn't be lucky at all. No, the faceless strangers, the people you've never met and likely never will. They will be the ones that pay the price for your happiness, Jumper. Are you truly so greedy?

EPIC - The Ring of Karma

Oh no ... are you truly so far gone that you'd even desire *this* power? Are you truly willing to risk it? Very well then, so shall it be. Within your possession now lies The Ring of Karma. Before it was the faceless masses that suffered for your happiness ... but now ... now you may choose whom the ill luck falls upon, so long as you have met them in person at least once. Be it an enemy, a friend that spurned you, or anyone else you may desire. However there is a price for this, as there always is. If ever one of the individuals that you have so cursed somehow gains possession of this ring then all the ill luck you have ever wished upon them or *anyone* that you have so cursed in this manner will fall upon you, *immediately*, with zero recourse. Be warned, jumper, for the curse of this ring is a true thing. Do you really believe you'll be so different from any of its prior wielders? (see notes for details)

Companions

50 CP - Party Up!

You may import any companions you already have at the price of 50 CP each, or 300 CP for a party of eight. They gain 600 CP to spend of their own, but may not take Companion options or Drawbacks themselves. Alternatively you may use this option to create a new Companion, or Companions, whom will receive the same benefits. You may spend an additional 100 CP to give all companions imported or made this way another 200 CP, or 200 CP to give them an additional 400 CP, but that is the limit. Optionally you may spend 300 CP to grant every imported or created companion the **Epic Adventurer** perk, but only if you have it. Granting additional CP and the Epic Adventurer perk are separate purchases.

400 - Character Bloat

Do you have more than eight Companions? Do you have so many that your Warehouse resembles a barracks? Well, this is the import option for you. If you've already paid 300 CP to import a party of eight, you can take this and import all the rest of them, gaining any additional benefits you've paid for in Party Up!

100 or 300 CP - Canon Companion

If you took the "A Familiar Place with a Familiar Face" optional drawback to make this a specific setting rather than a generic jump, you may use this option to make a singular canon individual from the setting you chose a companion. The cost is 100 CP for an individual of low to middling personal power or ability, or 300 CP if the individual in question is particularly powerful. Examples of particularly powerful individuals would be deities and Main Characters, for example the Goddess Athena or Zophar from Lunar, The Divine Dragon from Legend of Dragoon, Fou-Lu from Breath of Fire IV, Rean Schwarzer from Legend of Heroes: Trails of Cold Steel, or similar.

Drawbacks

Take as many of these as you dare.

+0 - A Familiar Place with a Familiar Face

Perhaps you have a more specific place in mind, rather than somewhere generic? You may, optionally, choose for your adventure to take place in the setting of any fantasy RPG (and it *does* need to be an RPG, not a book, show, anime, or so forth) that does not already have a jump, though you are still limited to the purchase options found within this document. This may change some of the details of what perks do, being a magic user in Dragon Quest is somewhat different from being a magic user in Lunar Silver Star Story, Pools of Radiance, or Wizardry after all, but otherwise perks and their effects remain the same. (see notes)

+0 - Non-Human Race

Perhaps you're not interested in jumping this as a human, but as an elf, a dwarf, or any other generic fantasy race? Well, you can now take this drawback to change your race into something else. Mind you, not something as silly as a dragon or an angel, but more like a gnome, an elf, a dwarf or even as a cat-person or similar if you'd like. This is not free license to power game however, and attempts to do so will backfire horrendously.

Mandatory or +400 CP - Absurdly Dangerous High Fantasy Death World

Those capstone boosts sure are amazing aren't they? So incredible, so tempting ... did you really think you'd be the only one with abilities like that though? If you have more than two capstone boosts, not counting the ones that come from the **Epic Adventurer** perk itself, then you must take this drawback as mandatory for Zero CP. This raises the overall danger level of the world tremendously, scaling up to ensure that no matter how amazing you are you'll still be challenged in the extreme, though it doesn't take into account abilities from beyond this jump.

The regular people will still be regular of course, and not *everything* gets boosted, but you can be absolutely certain that when it comes down to it you're going to need to deal with the monsters, the places, and the people that ARE boosted and that DO have comparable strength to your purchases here in order to complete your various goals, with absolutely zero way to avoid it. It goes without saying that the lives of the common folk will be called into serious question when battles between these potentially titanic forces start happening. Try not to let too many towns and cities get flattened, I hear the guilt can get pretty bad.

+100 CP - Party of Scrubs

Sadly it seems you've been saddled with the early-game party members. You know the ones, the guys that are there to help you establish yourself but that honestly kind of suck, and that eventually get replaced by actually talented adventurers later on? Regardless of the specifics of it you're bound to let these people come along and adventure with you, at least for a little while, and the success of your endeavours will likely require you to carry the party yourself, whether metaphorically or literally.

Thankfully you'll eventually "graduate" to actually competent fellows to adventure with as these guys and/or gals finally decide the adventuring life just isn't for them, but until then you're stuck with them. If they should die for some reason while adventuring with you because you purposely decided to let them fend for themselves then you'll feel immensely guilty about it, no matter how heartless you may otherwise have been. Your companions will not join you until you've managed to free yourself from the scrubs. They don't want to be tainted by that newbie smell.

+100 CP - **But Thou Must**

Sorry hero, But Thou Must. More specifically, thou must progress through a very linear set of tasks, places, and quests in order to actually progress in whatever overarching goal you're trying to complete. No you can't skip going through the suspiciously spacious sewers, there's a boss down there you need to beat and some dialogue you need to hear in order for the next bit in the forest of ghosts (or whatever) to make sense. No you can't turn down going to the grand ball, there's a critically important plot event that's supposed to take place there and you need to be there to see it happen.

No you can't turn down being the Destined Hero either. You're the hero, and you've got to do things in order. Try as you might, no method exists that will allow you to skip ahead or bypass these events. Your saving grace here is you have a generally accurate sixth sense (while in this jump specifically) on where you need to go next in order to trigger the next event, though you have no knowledge of the specifics or generalities of what said event will entail. For better or worse you're on plot rails. This doesn't stop you from taking on sidequests, thankfully. You can't abuse this in order to avoid progressing the plot however, procrastinate long enough and events will force your involvement, whether you're ready for them or not.

+100 CP or +200 CP - **Your Mom!**

Your Mom is now an adventuring companion of yours. Your Mom from this jump at least. Mysterious Foreigners instead meet early on with a woman that they will quickly come to consider in a motherly fashion. She's actually pretty competent and capable, but she's also your mom. Expect to be embarrassed constantly by her talking about the moments you'd rather forget, exercising parental authority to scold you if you act out, and otherwise being your Mom.

Try as you might you can't seem to bring yourself to tell her to stop following you around on adventures. She doesn't have to be your Tragically but Obviously Doomed Mentor Figure... but she could be if you took that drawback, and if you do you'll still forget you took it. It goes without saying that you'll be emotionally devastated when she dies in that case.

If your Mom survives the jump (because she wasn't your tragically doomed mentor figure) you can take her as a companion for free. For an extra +100 CP, this is your real mom from the real world and she has only as much adventuring experience in a fantasy rpg-lite world as a normal person from Earth, i.e., zero, their only saving grace being that at least they're deaged back to their physical prime and in good health. Of course, this could also be your Dad instead. Expect Dad Jokes... and him hitting on your waifu.

For those who actually want their real Mom (or Dad) to adventure with them, they don't receive any CP from this drawback at all.

+100 CP - **Tragically but Obviously Doomed Mentor Figure**

Yeah, this guy or gal is a **badass**. They're an expert warrior, mage, scout, or whatever (depending on what you are) and they know all the late game tricks early. They're practically a one (wo)man army at the start of things, capable of dealing handedly with the threats you otherwise couldn't possibly hope to deal with when you're just starting out. They'll take you under their wing, teach and guide you, becoming a welcome and trusted figure you can always rely on. Just as inevitably, they'll end up sacrificing themselves in some suitably heroic

manner. Probably to save you and the rest of the party from a threat you couldn't possibly hoped to have overcome, their deaths hardening your resolve to go the distance to honor their memories.

You'll still be immensely broken up about it though, and try as you might no method of bringing them back from the dead (if such means exist in the world) will work. Worse, you'll forget you took this drawback entirely until after the jump ends, and will be entirely genre blind to their impending death no matter how savvy you might normally be.

+100 CP - Where are all these Bandits coming from?!

It seems that no matter where you go or where you travel, you're constantly being hounded or accosted by bandits. Even if they should really know better, even if you seemingly got rid of all of them already, they'll be there. Waiting for you. Lurking. At least you're doing a public service, right? With a concerted enough effort you might even drive bandits out of the region entirely! For a few months, at least.

+100 - Small Team of Elites

You see, Jumper, the reason the kingdom can't send in the army is because the enemy would see it coming. Or logistics. Or something. The reason isn't important so much as the result, which is to say that no matter what you'll be forced to complete your various objectives in this world with a fairly small party of allies, no more than ten at most. Anything above that would, for some unexplained and vague reasoning, be "too much". This effect includes both imported companions and any allies you might find in jump.

+100 - Action Platformer

Beware, hero, for the most dreaded of all puzzles now await you. Platformers. Try as you might you will invariably be forced to engage in platforming sections basically any time you go anywhere of any true importance in relation to your main objectives. Any powers you might have that would allow you to instantly bypass them either fail to work during the course of the puzzle, are factored into how you need to complete it, or (even worse) are made actively detrimental to use. For example, teleportation abilities might just result in you having to start from the beginning, or flight powers might result in you being attacked by flying monsters that swoop out of nowhere or other absurd environmental hazards.

+100 - Absurd Video Game Economy

Oh, dear. It seems this world's economy now functions on the law of exponential increase. The further you go in your quest, the faster the prices will rise on everything. The price of healing will spiral ever higher, the cost of a night at an Inn will eventually reach a price that could have bought a townhouse early on, and new items and equipment will have prices that could easily buy a kingdom... all for only minute improvements in damage or defensive capacity. And the coinage will still be the same size as ever. Hope you have a strong back. Sure, enemies will carry more wealth, but it will never scale up as fast as the prices.

You'll find yourself grinding more and more and more just to find enough cash to buy lunch... and if you take this, all external sources of money are stuck in stasis until the end of jump. Once the jump ends, all the insanely huge amounts of cash you have garnered in this jump are suddenly subject to economic adjustment, reducing their value to whatever it might have been prior to taking this drawback.

+100 or +200 - Limited Party

Sorry Jumper, but for some (poorly explained) reason it seems that there's a limit to how many companions you can have traveling with you. For +100 you're limited to no more than four companions that can be active in the jump at any time, and for +200 you are limited to no more than two companions active at any time. However, to offset this, your companions gain an additional +200 CP each if limited to four, or +400 CP each if limited to two. However, in order to take this drawback you must actually have Companions and have paid to import or create eight of them. You must return to a town or designated safe area that isn't your warehouse to swap active party members. Companions who aren't active are reduced to the power level of local non-combatants.

+100 CP - Wonky Day/Night Cycle

For some reason, the sun never seems to set and the days just go on and on forever. The only way to make one day turn into the next is to sleep. This instantly makes it the next day. Except some places, where Night never seems to end instead. Expect the whole thing to make zero sense. Oh, and the seasons function exactly the same way. Endless Winter over here, Endless Summer over there, Rain always in this town but never this other one. No one but you will notice this is at all strange, acting as if the day/night cycle and seasons/weather are perfectly normal. You can't use this odd day/night cycle to postpone critical events however, for some never explained reason.

+100 CP - 24 Minute Days

Don't you just love sunrise? It'll be back in 24 minutes. No, this won't shorten your stay by a factor of 60, it just means that time in this world seems to run awfully fast. Incompatible with **Wonky Day/Night Cycle**. Everyone in this world will act as normal while you're around, but otherwise, when you're not in sight, they'll experience the world 60x faster than you do. Crops will mature in days to you, people will age from children to adults in months, and you'll seem like an immortal to the short lived ones. Companions are immune to this rapid aging and experience the world the same way you do. Time sensitive details seem to slow the passage of time for everyone, however, allowing you to arrive in time for the War, or the solstice, or whatever quest related event you absolutely must be on time for.

+100 - Isn't Today Wonderful?

Isn't it though? Because that's probably what you're going to hear when talking to any of the 'generic' people around. Seemingly for no explicable reason most people in the world only have three or four lines of dialogue at most, and no matter how you respond they'll only ever repeat themselves. Sometimes you'll be expected to give an answer to a question, at which point you must guess at how you're supposed to respond, though you'll thankfully be given enough clues in the course of the exchange to have a reasonable guess. You could be stuck for hours though, trying to finish a conversation, if you're not paying attention.

Companions are immune to this odd effect (at least they seem fine when you speak to them, though they'll have the same issues talking to locals). No one seems to notice this problem, and try as you might you'll never be able to fully bring yourself to acclimatize to it, as it serves as a constant source of frustration.

+100 or +200 CP - Ordained Rival

You have a fated rival of some sort. For +100 they're a somewhat non-antagonistic rival. Perhaps a childhood friend/associate who constantly tries to one up you or prove they're somehow the better person. Expect all sorts of shenanigans to occur and for them to be a general nuisance, constantly showing up to make trouble for you. That doesn't mean they're incompetent however, rather exactly the opposite. They're a bit *too* competent. They'll grow in strength alongside you, though in alternate paths, though they'll always lag somewhat behind and can't reach beyond what is possible for this jump.

For +200 CP it's not nearly so friendly anymore. Maybe they blamed you for some tragedy (maybe they're even right to blame you!), or maybe they've been drawn to the dark side, to become the lieutenant of the BBEG. Regardless there's no levity or grudging camaraderie to be had here anymore, they're out for blood at this point and the odds of things being resolved in a way that leaves both of you alive ... well, I won't say it's impossible, but it's certainly not likely. You may only have one Ordained Rival.

+100 or +200 CP - Damnable Random Encounters

For +100 CP It seems you can't travel anywhere these days without monsters seemingly jumping out of the woodwork, perhaps literally, in order to attack you and those traveling with you. And where were they even hiding?! How does some giant rat the size of a wagon sneak up on you in the suspiciously spacious sewers?! Regardless of how it happens, it seems to be a constant annoyance. At least you're likely to get experience and loot out of the deal, right? Thankfully they'll only pop up in designated "encounter" areas. You know the ones, if you've ever played any RPG ever.

For +200 CP though that changes, and suddenly you'll have to worry about them popping up just about everywhere, seemingly appearing out of thin air if required. Regardless of which level of the drawback you took the monsters in question always seem to fit a general theme for whatever area you happen to encounter them in. They will never attack you in an Inn however... or an officially designated campground and Safe Zone.

+200 CP - Beef Gate

There's this one boss, see, and it's basically just a massive wall to your progress. Perhaps even literally a wall, enchanted to come to life as some sort of Demon Wall or similar. What it is specifically is largely up in the air, but it seems pretty much designed to counter your ability to progress past it, and you DO need to progress past it for some reason. In order to do so you're either going to need to grind experience like a mad man, find a way to counter whatever gimmick it has, or rely on the help of allies in order to let you overcome it. Regardless it's going to be extremely tricky and difficult to deal with.

Your only saving grace is that you'll recognize it when you see it, thankfully just before you'd have engaged with it, and it doesn't level scale past what would be possible to deal with for a party of high level non Epic adventurers. If you're an **Epic Adventurer**, you'll run into one of these every two to three years, each more annoying than the last.

+100 or +200 CP - Damsel In Distress

Not you, silly, you're the hero. No, rather the designated love interest constantly seems to be imperiled. Well ... they don't have to be *the* love interest, but it certainly seems more fitting with the tropes of high fantasy if they are. Regardless they'll be put in danger more than a few times during your jump, one threat or another

popping up to require you to go out and rescue them. Yes, even if they're individually competent they still end up in some situation that requires your direct aid.

Thankfully you'll always know roughly when and where you'll need to go to help them, so long as you don't dawdle. For +100 CP it's relatively minor danger, the stuff that could be potentially life threatening but that isn't *too* extreme. For +200 CP however the danger is both severe and, more critically, they now seem to be the MacGuffin required for the BBEG (or whatever) in some nefarious plot, ensuring that you'll be required to go up against the BBEG directly for the fate of your beloved (?) person.

You may optionally choose to have a companion serve the role of the Damsel, but if you do they lose the majority of their power and competency for the duration of the jump and are incapable of rescuing themselves. However, the Companion playing the role of the Damsel receives an extra 200 CP to spend on their own build in that case. The role is gender neutral, despite the name.

+200 CP - Guide Dang It

Really? Seriously? You had to go to North Branslow in order to get a baked pie from the pie maker so you could take it to the forest of whispering ghosts to feed it to the lost hunting dog that seemingly likes pies, not that anyone ever mentioned that, so you could get it to follow you so you could go and use it to recruit the ranger that has the critical knowledge of how to get through that one forbidden swamp full of suspiciously dense fog?

Gods above, the shit you have to put up with. Seemingly any time you need to undertake a major quest or endeavour there will, invariably, be some convoluted requirement you need to meet in order to achieve it, and try as you might the actual answer to solving the problem will be virtually impossible to figure out without extreme amounts of trial and error. You'd have to practically be able to predict the future in order to deal with this constant annoyance in any sort of timely manner.

+100 or +200 CP - Boilerplate Setting

This world practically runs on tropes. Every hero you meet seems to be a bright eyed young man with a unique hairstyle and "a strong sense of justice". Every fair maiden seems to be either a damsel in distress, a white mage, a plucky thief, or some other common "designated love interest" trope. Every vizier can just about be assumed to secretly be evil, plotting to overthrow the kingdom, or have been replaced by a monster that is planning those things. Basically, the plot and world at large seems to be almost by the numbers. While this can afford something of a significant advantage to you if you're genre savvy it will, without doubt, begin to wear on you as time passes, seeing the same things and the same plots over and over and over again almost without variation.

That's the +100 CP version at least. For +200 CP however you end up in something of a deconstruction of the classic high fantasy tropes, where you can basically not count on any of the standard tropes to be accurate. Sadly, if you take this more severe version of the drawback you will forget that particular point, and instead will steadfastly believe that it is still running on regular fantasy tropes. You will invariably be shocked and surprised every single time you discover that you were wrong genre savvy, and will never learn your lesson.

+100 or +200 CP - Critical Character Flaw

Good characters have flaws to balance out their virtues ... right? That's how the saying goes I'm fairly sure. So, not to worry, we've got some flaws to help you balance things. With this drawback you now have some inherent trait that is undesirable. For +100 CP it's a physical trait that has negative social connotations in the world that you can't fully hide, with likely some sort of attached social stigma. For +200 CP it's a negative mental trait that will affect your reasoning and make you a probably unpleasant person to be around *or* make you act in a cliché high fantasy hero trope fashion. Be the hot blooded protagonist that never thinks things through, you know you want to! You may buy this twice, once at each level for a total of +300 CP.

+200 CP - Tragically Doomed Hometown

It's practically a staple of these sorts of settings you know? Somehow, for some reason, your hometown suffered a terrible fate. Likely it was burned down and everyone killed, probably by the Big Bad Evil Guy or his Dragon (you know, second in command, not the big scaly thing... though it could be that too), or if not them then probably at the behest of some Evil Empire or other such force. The reason for your hometown being destroyed probably doesn't even make much sense, if a reason is ever given or found at all. Regardless, it happened and you feel absolutely terrible about, haunted by the feelings and emotions that roil within your mind over the poor villagers, to say nothing of your friends and family that were likely lost as well.

No doubt this will serve as motivation to go out and defeat that BBEG or Evil Empire or whatever did it, but in the meanwhile you're going to be suffering from some fairly hefty survivor's guilt until you can bring justice to the perpetrators and finally allow yourself to be at peace. This normally happens in the background of your origin, but for **Mysterious Foreigners** it will instead happen shortly after the jump starts in the first town you go to, full of people that you generally like and get along with and that you quickly made friends among. You will forget having taken this drawback in that case, only remembering after you've finally brought the bad guys to justice. And you'll know that those nice people died for your CP... You monster.

+100 to +300 CP - Gladiator Subquest

A staple of many RPGs, you will now have to get involved in this side-quest which requires you to fight in some sort of gladiatorial combat. Of course, there will be rules to make this more difficult than your standard combat but at minimum expect to face, and defeat, several waves of generic mook enemies followed by a Field Boss in single combat.

Thankfully, the +100 CP variant will ensure that you will have to go through this just once in your stay without too much of a hassle. For +200 CP, you will have to involve yourself in this side-quest at least once per year, no matter what, and expect being handicapped in some way in order to make the fight more "entertaining". Examples include no rest in between duels, no imbibing health recovery potions or using healing magic, or even straight out banning magical attacks.

And lastly, with a final +100 CP for both levels of severity, the "Subquest" part of this drawback no longer holds true - you will have to participate in gladiatorial combat for the entertainment of others in order to make progress in your quest against any BBEG(s) you are supposed to deal with. Combined with certain other drawbacks, this could be a significant source of frustration and annoyance. God forbid if the Field Boss ends up being a Beef Gate.

+200 CP - Big Good Was Actually Big Bad

You know how in some of those old-school RPGs, the plot twist was that the guy you thought to be the famous hero actually turned out to secretly be the villain wearing some classy (if nefarious looking) armor? Well guess what, it's happening here too! This guy (or gal) knows basically everything there is to know about the good guys and what they can do, perhaps even having taught them themselves. As such they're perfectly primed to stab the forces of good right in the back, and know how to exploit virtually every weakness. Worse, their good PR means it'll be an uphill struggle at best to convince anyone that they're actually the BBEG if you should somehow discover them. And you *will* need to discover them, because taking this drawback causes you to forget that you took this drawback, meaning you'll be just as surprised at their dramatic face-heel turn.

Should you fail to discover the BBEG in time for their sudden yet inevitable betrayal, your chain won't end, but you'll have to kick their ass the hard way; namely by storming whatever they used as their fortress and beating the everloving shit out of them. No doubt the extra time they've been given will be put to use fortifying their base, building their forces, and being that much more difficult to defeat.

+200 to +500 CP - Chronic Summoned Hero Syndrome

Most commonly experienced by **Mysterious Foreigners**, you have been summoned to this land by some person or group in order to be the destined savior. Probably. They're fairly certain that's what you're supposed to be. Hopefully they'll provide context for why they summoned you shortly. This happens fairly constantly to you, being summoned to foreign worlds and such, usually not long after you completed whatever previous grand quest you were on.

You don't have to actually help the people that summoned you of course, but they probably were desperately in need of the genuine help of a hero if they bothered to dabble in this sort of magic. For +400 CP however not only are you bound to assist your summoner (though there is wiggle room, you're not enslaved) but the reasons for their summoning of you can now be about things far less immediately dire than Dark Dragons and Evil Deities, and instead be about much more petty things ... like asking you to help them subjugate neighboring countries.

For an additional +100 CP, which you can gain at either level of severity, your summoners always seem to die before they can explain anything to you, leaving you to figure out what's going on on your own, and, if bound to assist them, you'll be forced to carry on their will with only the vaguest, most frustrating clues and a growing sense of doom and futility.

+200 to +600 CP - Endless, Insufferable, Impossible Fetch Quests

You know the epic saga of the noble-born wanderer who had to bring the mayor of First Town 61.5 Tangled Rat Tails? How about the one where the cunning rogue had to cross 17 oceans and find 31 secret master players of the game Demon Poker and claim all 803 super duper ultra-rare 8-Star Cards from them in duels? Yeah... that's your life now. At +200, it's the normal, endless string of fetch quests. Sure, they're annoying, but it's stuff you can find locally and that pretty much always drops when you deal with the mobs that carry it. That's the Endless part.

The Insufferable comes at +400, where the items only drop some of the time, the quest zones are hard to get to or spread to hell and gone, and the clues obscure. Then there's the Impossible, at +600, where the drop rates hover somewhere between 1% and 'hahaha, you ain't never getting it', the clues are in 14 different codes, and the quest zones are liable to be hidden at the bottom of Epic Tier Dungeons. Oh, and while the +200 level might ask you to get 10 of something, the +400 level will ask for 30, and the +600 is just going to ask for a number so high that even thinking about it makes you want to cry. If you are an **Epic Level Adventurer**, you must take this at the +400 level if you take it at all.

And it goes without saying, but trying to take this in conjunction with the **Guide Dang It** drawback is probably going to drive you mad, so you might want to reconsider that particular combination.

+300 to + 500 CP - Too Late

It seems you've arrived late to the party, hero. Very VERY late. The BBEG has seemingly already won. The land is devastated, monsters have swarmed into the cities, and what few survivors there are huddle together in hidden places, desperately praying for a savior. Are you ready to adventure forth into the world of ruin, to put right what has gone wrong? Know this hero, this world was already doomed long before you had to make this choice, this option merely ensures you're drawn here rather than somewhere else. Taking this drawback will give you the chance to save them ... but you can always turn away, refuse this drawback, and instead venture to more peaceful lands. Does a hero that turns his back on those in need really deserve to be called a hero though?

If this drawback is taken with **Elder Evil Invasion**, this will not automatically cause a chain end, but your jump can't end until you have defeated the Elder Evil. If taken with **Chronic Summoned Hero Syndrome**, only the first world will be doomed, but all following worlds will be normal, not accounting for other drawbacks.

However, that changes if you take the +500 CP version, which can only be taken with the **Chronic Summoned Hero Syndrome** drawback. In which case, all the worlds you are summoned to are worlds considered to be doomed... unless salvation comes in the form of a Hero.

+200 CP to +600 CP - Hard/Insane/Legendary Mode

Some people just like making things difficult for themselves. Does that describe you, hero? Because if so, here's the method just for you. At +200 CP you are in Hard Mode, where all enemies are twice as powerful as before. At +400 you're on Insane Mode, where they are five times as powerful. And finally at +600 you're running through on Legendary Mode, where not only your enemies are ten times stronger than they initially were, but you lose access to all abilities not purchased here, and your Cosmic Warehouse is emptied of all out of jump items (which come back post-jump). The odds of survival on Legendary Mode are, without doubt, slim. I hope you know what you're doing Hero, is CP truly so important to you you'd risk your life and your chain for it?

+300 CP or +500 CP - Hypercompetent Villainy

Yeah ... this isn't good. You know how the BBEGs almost always get inevitably defeated by the plucky heroes, usually after transforming into a giant monster (which never helps) and declaring there's no way they can possibly be stopped? Well ... this guy (or gal) isn't like that. At all. They're not just savvy to that sort of

nonsense, they've just about covered all the angles to ensure it never happens to them. Their plots and plans are actually dense and difficult to discern and disrupt, their attacks and defenses efficiently tailored for maximum effect with minimum weakness, and they never leave the room after putting you in an elaborate deathtrap. Mostly because they don't bother with elaborate deathtraps, being much in favor of just killing you outright. Preferably by proxy, from a different country, without any hint that they're the ones trying to do it. Have fun trying to deal with a BBEG that actually deserves to be called as such.

That's the +300 CP version at least, which you'll only need to deal with once normally. If you also took the **Chronic Summoned Hero Syndrome** drawback you may optionally take this drawback for +500 CP instead, in which case ALL the BBEGs you encounter will be similarly skillful and competent. You may *only* take the +500 CP version if you also took the **Chronic Summoned Hero Syndrome** drawback.

+600 CP or +800 CP - **Elder Evil Invasion**

Dear oh dear, Jumper, it seems that an ancient evil had been roused when you arrived in this world. Perhaps it's a Dark God from the Void, an Evil Dragon of Darkness, a Calamity from the Skies, or even something like an alien traveler that just wants to leave and isn't concerned about burning the world down to make it happen. Regardless it's happening and, more importantly, it's happening on your watch. You are the Destined Hero(ine) that will save the land, because **Only You** can defeat it. For some reason. Which is never given. It is however quite accurate, in that you literally are the only person that can stop it. If you fail the world, and perhaps more, will be destroyed utterly (or corrupted utterly, depending on what kind of evil we're talking about here) and your chain will come to an end, regardless of whether or not you personally survived.

You may receive help along the way of course, support from friends, family, fellow adventurers, and more. But ultimately **Only You** can avert and/or defeat the Elder Evil which has come forth into the world. There will be no easy method of resolving this quest, though they luckily do not scale to a level beyond what should be possible for this setting. Which, when you consider what some of the boosted capstones are like, can be quite high indeed...

Now, this is just the +600 CP version, which you'll only need to deal with once normally. If you also took the **Chronic Summoned Hero Syndrome** drawback you may optionally take this drawback for +800 CP instead, in which case ALL the BBEGs you were summoned to deal with will be Elder Evils of some kind, and as usual **Only You** can defeat them. You may *only* take the +800 CP version if you also took the **Chronic Summoned Hero Syndrome** drawback. Your chain will still end if you fail to stop even one of them.

+800 CP - **Mandatory Post-game Content**

Instead of leaving this world in 10 years, you will instead need to search for the fabled Adventurer's Paradise once your "main quest" is done, a dungeon specifically tailor-made (built?) to post a serious (fun?) challenge for **Epic Adventurers**. Then you'll have to defeat it. In its entirety. Forget whatever challenges you had up to this point, because even the mooks in this place can compare favorably with the BBEG, at least in terms of pure stats if not skill or versatility. Those are just the mooks though, and they get progressively stronger and more powerful the farther down or up you go. As for how deep and/or tall it is? Well ... you'll have to discover that yourself. It's big though. *Very* big. And you'll have to clear each floor/room of its hostiles before being allowed to advance further.

And there are bosses in here as well of course, wouldn't be a proper dungeon crawl without them. They make the BBEG look like a scrub, and their might is truly obscene. The odds are good that the only way you'll be able to defeat them is with items and experience you gained in the post-game dungeon itself. The final boss of the dungeon is the most ludicrous of the lot by far, above and beyond absolutely anything else you'll ever find here in this world. You'll need to pull out all the stops to even have a chance of winning against this one, as anything short of your A-game will see you smashed like a grape. If you took drawbacks that increase the potency or power of the BBEG, then the monsters and bosses found within this dungeon are also boosted, to ensure it's a proper Post-Game experience.

Your reward for succeeding in this endeavor, aside from whatever you grab/loot on the way through, is a small plaque declaring you to have cleared through the entirety of the Adventurer's Paradise, sure to garner praise from any real adventurer you show it to ... and a door in your warehouse that you can use to come back and dungeon crawl through it again, whenever you want. (see notes)

Epilogue

So, now that your adventure has ended, what will you do next, Jumper? **Return** to the world from whence you came from? **Stay** in this world, and adventure eternally? Or will you **Move On** to more adventures among realities?

No matter what happens, Drawbacks you took will expire upon the end of your stay.

Notes

Drawbacks -

Like the **Too Late** Drawback, many, if not all drawbacks are either already a facet of the world (such as the **Absurdly Dangerous High Fantasy Death World** or **Wonky Day/Night Cycle**), or a thing that will happen anyways even if you hadn't taken the Drawback(s) in question, albeit in a different world in this jump.

Hypercompetent Villainy? You would be landing in a world where the BBEG is naturally/already an Aizen.

Elder Evil Invasion? You will be taking on the role of the Hero destined to banish/defeat them instead.

Hypercompetent Elder Evil? The eldritch being in nature is *just* that competent. Hope you have some OCPs to deal with it. **Doomed Mentor Figure/Hometown**? Not taking it would save *you* from the drama and angst, but some mentor figure in the local multiverse would sacrifice him/herself for some other Hero, or a

protagonist's Hometown in another world would be doomed instead. Call it Destiny/Fate in action or something.

Capstone Boosts -

You may have noticed that certain perks reference capstone boosts, alongside either the words **Aegis**, **Mystic**, or **Grace**. That is because they are tied to those perks of the same name from the class perk trees. If you do not have the perk listed, you do not gain the capstone boost that is prefaced by that perk's name. As an example if you take the **Heroic Lineage** perk and want the **Mythic Body** and **Godly Intellect** capstone boosts you must also have purchased the **Aegis** and **Mystic** perks first.

For the class capstones, which have perks prefaced with **Epic**, you are required to buy **Epic Adventurer** in order to get such boosts to your capstone. This means that a Jumper who wishes to get **Might Beyond Measure** needs to buy both **Aegis** and **Epic Adventurer**. Additionally if you have more than two capstone boosts, not counting the one that comes from the **Epic Adventurer** perk itself, you **MUST** take the **Absurdly Dangerous High Fantasy Death World** drawback for no additional CP.

A Familiar Place with a Familiar Face -

This is intended to allow you to pick a specific RPG, that **is not** pen and paper. The specific details of how certain perks function may change depending on the specific set up of any given setting you chose to go to, so be sure to fanwank responsibly. This is mostly going to be related to settings that have odd magical or martial systems, for example the Tales Series of games with their weapon artes, or the Legend of Heroes series and similar things. That said the perks are intended to function generally as stated, so assume a certain minimum level of fanwank needed in order for the perks to function as-is.

Basic Weaboo Scrolls -

Yes, you can learn the basics of Terrestrial Martial Arts if you go to Exalted (as an Enlightened Mortal / non-Exalt) in the future. I imagine that you'll gain access to the basics of Celestial Martial Arts if you're a Solaroid, Lunar, or maybe a Dragonblooded, though being a DB will only give you scrolls for the basics of the Fire / Water / Earth / Air / Wood Dragon Style(s). If you're a Sidereal Exalt, you gain scrolls that teach you the basic sutras for the Sidereal Martial Arts. To clarify, this does not mean you can choose to use this jump to go to Exalted. This isn't for pen and paper RPGs.

... No, it won't give you the basics of martial arts/styles/etc. that can be bought via CP.

The Grimoire of Sorcery / Ultimate Codex -

It updates with new magical knowledge jump to jump, however it doesn't update all at once. It will slowly draw in local magical knowledge to itself over the course of your time in the jump, finishing the process at right around the ten year mark. It starts by gaining the lower end magics, spells, and knowledge first before slowly moving onwards and upwards to more complex things. It will remain a safe repository of magical knowledge no matter what information it absorbs, editing out any mimetic agents or other undesirable effects automatically. The one exception to what it can absorb are unique "living spells", such as might be found in places like Discworld, or certain D&D campaign settings, as those things are considered to be unique living beings, if strange ones.

The Grimoire's ability to cast spells on your behalf requires that you front the energy yourself, however it does not require you to actually possess the ability to perform the magic since it will take care of that on its own, you merely need to be able to pay the cost in magical energy to fuel the effect. This means that even a simpleton warrior with no learning in the magical arts can have access to magic, so long as they can provide the energy to fuel the book. Though, obviously, the warrior would still need to know of the existence of which spell they want the book to cast as the book won't choose on its own. You can't ask it to cast something specific if you don't know said specific spell exists after all, so it pays to be meticulous in reading it to know what all it is capable of.

For complicated rituals with specific material components you will need some method to find and provide those, if it's going to cast such rituals in your place, or alternatively some method to remove the need for such materials and ritual components in the first place, if you have such a means.

Note: Again, The Ultimate Codex is a repository of *magical* knowledge, so don't expect to get the Library of Eternity in DC at the end of the decade... though you may get the Book of Eternity in DC Comics, as well as Book of the Vishanti *and* the Darkhold if you spend a decade in Marvel Comics.

If you took a drawback such as Chronic Summoned Hero Syndrome or any drawbacks that have you being summoned across the multiverse, the Ultimate Codex will still continue to fill itself up with magical knowledge from the previous world you were in, and draw in new magical knowledge from the new local reality you find yourself in. By jump fiat, it will finish the process at when your in-jump time is over. Don't think about it too much.

The Other One Ring / Ring of Karma -

The bad luck from The Other One Ring will fall on both guilty and innocent alike, giving no special consideration to anyone of any type. You have no control over it at this level, though you can be sure that none of these people you will ever meet, and it's probable that you won't ever even hear about them either.

The Ring of Karma however can allow you to focus the bad luck on specific individuals, however those that have means to deflect extremely powerful luck/fate based magic may be able to avoid this, if not negate it. In such a case you will be made immediately aware that they are not a valid target, though you will not know specifically why they are not valid. If someone you have previously cursed with the Ring of Karma somehow manages to gain access to the ring itself then all the bad luck that has ever befallen ANYONE that you have directly focused the ring on will immediately rebound at you. Thankfully for you this resets in every new jump, so you don't need to worry about bad karma from people you've cursed in previous jumps rebounding on you. Post-chain it "resets" in this manner once every ten years.

The Impossible Thief -

You are capable of thievery, Final Fantasy style. Just how good you are at it relies mostly on how much time you dedicate to perfecting your skills, but even if you learn things with truly terrifying ease and quickness you can expect the grandest heights to still take truly significant periods of time to perfect, and such lofty acts will still require a concerted effort to pull off.

Of course Monsters have money, why wouldn't they? -

The potency of items gained from the monsters you defeat is also in line with the strength of the monsters. That lowly goblin might give you a rusty sword or a small wooden shield, whereas that mighty dragon might give you dragonscale armor (or similar). Basically, don't expect to find the Infinity Gauntlet by defeating a regular bear.

You must buy the regular version of the perk in order to buy the upgraded version, you can not buy the autoloot feature separately. Additionally if you choose to have your loot deposited into your warehouse you will, obviously enough, need to actually visit your warehouse in order to get access to those items and/or cash unless you already possess abilities or items that would allow you to summon stuff directly from your warehouse.

Mysterious Airship -

The vacation option cannot be stacked with other potential vacation options. You have to pick which one you want to use, and can not benefit from multiple 'vacations' at the same time using this airship. The exact mechanics on how it 'flies' back to the setting of this jump are nebulous and incapable of being duplicated. The vague ill defined magical features are intended to be minor if convenient affects, things like making sure supplies don't spoil, keeping the ship free of pests, being fully pressurized and/or capable of traveling in vacuum, and other things of that nature. Fanwank responsibly. In addition, the Adventurer's Paradise post-game dungeon will not be present in the world you return to unless you took and completed that drawback.

Mandatory Post Game Content -

The door in your warehouse will allow you to visit the Adventurer's Paradise dungeon whenever you want, though it won't reduce the level of danger inside of it. Creatures or people from within can't come into your warehouse unless you explicitly decide to bring them in with you, you can't use it as a method to transport people jump to jump (use a pod for that), and you can't exit the dungeon in order to visit the world it was found in, as it is effectively self-contained. Monsters inside will respawn after you clear through it, including bosses. You may optionally decide to allow for them to slowly get more dangerous over time, in order to get you a tougher experience if you're really jonesing for a tough time, or to remain at the same level of strength they started at.

If you took the **Chronic Summoned Hero Syndrome** drawback alongside the **Mandatory Post Game Content** drawback you will be able to find an entrance to the Adventurer's Paradise dungeon in every world you end up in in this jump, and you'll need to clear through it on your own time as you continue to complete whatever quests you initially got summoned for. Needless to say it'll likely take you quite a while to clear through it, if you're constantly being distracted by being summoned all over the place.

Lastly, for whatever combinations of drawbacks you take, fanwank responsibly on how they work together where not already clarified.

Written by kinglugia, with assistance from Brellin, SJ-Chan and others. Some descriptions or names were inspired by things found in other jumps, and credit goes to them for their initial ideas where appropriate.

Praise be the ferret.

Change Log

V1.65 - Changed wording of Capstone boost section in Notes to better clarify how capstone boosts work in this jump. Changed the position of Boosted Class Capstones to prevent further confusion. Changed price of Epic Adventurer to 800 and Origin Capstones to 600. Changed wording/price of Party Up and Canon Companion.

V1.66 - Reverted price for Epic Adventurer and Origin Capstones to 600 and 800 CP each. Granting companions imported from Party Up the Epic Adventurer perk is now 300 CP.