

Completionist Chronicles Jumpchain

by wilder_fast

Well, this is different. An entire world contained in a crystal, playing according to the rules of an RPG. This is Eternium, an unparalleled game of infinite possibilities. Whatever you do here, it certainly won't be boring.

Origins

Drop-In – You have randomly appeared in this game world, your real body lying in the Warehouse in your very own VR pod. As this Jump takes place in a virtual environment, your Warehouse is sealed for the duration.

Ex-Whatever – You have lived a life in this world very much like your original home, and then you decided to enter the game known as Eternium. You have significant real-world skills and knowledge that can be applied in your new reality. Whether you're a former member of the armed forces or a chiropractor, you've got some tricks up your sleeve. You may lack any significant Video Game related knowledge, but Eternium is realistic enough that that hardly matters.

Gamer – You are an extraordinarily good Gamer with significant knowledge about game Systems and min-maxing. Munchkinry ahoy, try not to break the game within the first five minutes, could you?

You may freely choose your age and gender and will appear in the starting area of Arдания.

World

This is a world of numbers, where everything can be quantified and calculated under the watchful gaze of the AI known as CAL and he does not like it when things happen outside of these known factors. Of course, your powers are the very definition of an unknown factor. Your benefactor could, of course, intercede on your behalf so that you may use them, but it will cost you.

Full out of Context (-200) – Your benefactor and CAL have come to an agreement, feel free to use your powers as you wish (not accidentally crashing the game's system is something you should still avoid, so try to not blow up the sun or something).

Limited out of Context (-100) – Your powers will be quantified as actual in-game Skills and function as such. Using them will give you XP according to the difference in power and thus you'll likely gain very little unless you are a very new Jumper.

Ordinary CAL (0) – CAL likes his game, his lovingly crafted world and your power is mucking things up. Due to an agreement with your benefactor, he won't take act unless you do something extreme such as commit regicide that no player should have been able to for

years due to the King's overwhelming power, but he will throw a hissy fit. Each. And. Every. Single. Time. you use a power or perk not from this Jump.

Hard Restrictions (+100) – Using out of context powers will cause CAL to start layering on penalties, from cursed Titles like Baldy to taking away XP or skill progression.

This is his world and he is everything (+300) – CAL is not a nice person in general. Mess with his world and he will burry you. Alternatively in literal garbage or Raid Bosses, depending on how badly you've pissed him of. Any use of out of context powers will result in retribution, likely to the extent where it was no longer worth it. Unless you are effectively a god, he can and *will* escalate things to the point where you lose. Simply creating a new character won't work either, he will always recognize you.

Class

Basic Class (free) – Pick any basic class you can imagine. Warrior, Cleric, Druid, Monk, whatever, anything that could be considered a basic starter class is fair game.

Advanced Class (-100) – These are classes that has some kind of additional requirement. Bonecrusher, Vanguard, Juggernaut, Assassin, the usual suspects. These are classes that one cannot simply pick up, they require at least some achievements or titles before you can get them. These would normally be upgrades prior to specialization or unlocked during the Trials, but you can skip straight to getting them with CP.

Grand Class (-300) – Contractualist, Ritualist, Bibliomancer, Battle Tyrant. Legendary classes that can alter the course of wars. Almost impossible to obtain, utterly impossible to obtain right of the bat without extreme luck or divine intervention. You will start out with one, either one of the ones mentioned above or something else you came up with. Go crazy.

Perks

Perks are discounted by 50% for their Origins, with the 100 CP Perk being free.

General

OP can be boring (free) – This is a relatively safe jump, the worst that can happen is you somehow manage to get yourself banned and are stuck in your Warehouse for the rest of the Jump. Therefore, going into this with guns blazing and a vast array of overpowered abilities is probably a bit over the top and may render this Jump quite boring. With this perk, you may temporarily reduce the strength of any given perk or superpower.

Notifications (free) – In this world, everything can be quantified. Every injury that affects you will also give you a notification of the consequences, including things like what got damaged

or what the consequences are. Here, this is a basic property of the world, however, this breadth of information could come in handy in the future.

Level up! (variable) – Having a higher Level will allow you to unlock professions, skills and class advancements. Each purchase allows you to increase your starting Level by five. The first purchase costs 100 CP and will double with every purchase. If your level is high enough to unlock professions and specializations, the increased Level may be applied there instead. If you want your professions and specializations, you may choose any while paying for them as you do for your base class, with identical costs.

Stat Training (free/-100 to keep) – In this strange world of Eternium, daily training can increase the stats of Strength, Constitution, Dexterity, Intelligence, Wisdom and Charisma. You may train each stat for one point per day, with each point being roughly equal to two percent of the average human's capability. Each point will require one hour of exercise until you have raised a stat by the equivalent of a single average person, then it will increase for that stat, doubling with every time you cross a multiple of a normal human's capabilities.

Enhanced Training (-200/-300) – For 200 CP, you may train each stat for two points every day and training will take half as long. For a total of 300 CP, you may also remove the increased training time as you get stronger.

Effortless Shaping (-300) – The pinnacle of elemental manipulation. With this perk, you may freely shape an Element of your choice. This will require mana to achieve and will require some practice to get good with.

Drop In

Bureaucracy is for other people (-100) – You seem to have a knack for pawning you paperwork of to other people. In any organization you enter, you will never need to do more than the bare minimum in terms of paperwork or other bureaucratic annoyances.

Party up (-200) – Finding the right people to partner up with can be a chore. Well, no longer. You now have a knack for stumbling across people you enjoy working with who also compliment your current party in terms of skills.

Convenient Find (-400) – Advancement often requires a number of specific achievements, which in turn might require you to use specific rare material to craft something specific or some other such headache-inducing tasks. With this perk, you gain a knack for locating objects required to advance your class. Keep in mind that getting to them won't be any easier, but it will save you a *lot* of time on any class or profession advancement that isn't bog-standard.

May you live in interesting times (-600) – People grow through adversity. That is especially true of a world that runs on RPG mechanics. With this, trouble will find you when you wish it, always within your capability do deal with, but never particularly easy. Keeping this on for a month will see you fighting an ever escalating flow of enemies and other issues while

boosting your power through the stratosphere. Also good for alleviating boredom. This perk works with other powers that also grow stronger through fighting tough opponents.

Ex-Whatever

Real World Skills (-100) – You were good at something out in the real world. Pick any profession, and you will be able to gain all related skills at an expert level.

Life Experience (-200) – How do I put this delicately? Well, I won't. You were old out there, Jumper, positively ancient in fact. In here, you've regained your youthfulness, but you've kept the wisdom that comes with age. You have faced many challenges and have surmounted them. You've seen most problems before and know how to solve them. You are wise.

Master of your Craft (-400) – Did I say expert? I meant master. You now stand at the pinnacle of your craft, unrivaled by any except for the greatest of geniuses. If your profession was in the public eye in any way, you will have been a household name, if you were a bit more secretive, you are an urban legend, a dark myth whispered in the shadows. If you do not have Real World Skills, you may pick it up for free.

A high Level anything (-600) – Anything can be dangerous at a high enough level. Any skill sufficiently mastered can be applied to a wide array of tasks. That is doubly true with this perk. Any skill you have mastered will now give you an array of preternatural abilities fitting the kind of skill mastered. Parkour would allow you to walk along walls in defiance of gravity and eventually dance on the very air itself, music would allow you to charm all but the fiercest beasts, knowledge of chemistry will be useful in alchemy, no matter how different the two may be, etc. You will live for a long time, Jumper, and have the opportunity to master many skills. The only limit is your imagination.

Gamer

Munchkinry (-100) – How does one make the most of one's stats? You now have an intrinsic ability to get as much as possible out of what you have, to the point where others feel like you have more resources available than you actually do. This also applied to time management.

Creativity (-200) – Some powers have straightforward applications, blunt instruments to smash your enemies into pulp, others are finicky and complex, but all can be more effective with a little creativity. You now have an instinctive aptitude for identifying new and exotic ways of using your abilities.

Video Game Skills (-400) – Unlike other Video Games, Eternium doesn't believe in holding the player's hand. There are no map marker you haven't added yourself, getting quests requires luck or asking a ton of people. With this perk, Eternium plays more like a classic RPG. You will never have trouble finding a path forward, locating the "main quest", knowing

what to do. You also get to keep Eternium's interface in the real world, complete with real-time information on your capabilities, health state, etc.

Leader (-600) – You are a leader of men. Capable of inspiring other to follow your lead, from overly excited gamers to former military, there are few people who can compare to you. You also become a master strategist, capable of handling all the logistics required to handle your team/guild/army. Furthermore, your grasp of tactics is similarly increase. Hannibal of Carthage, Alexander Magnus, Sun Tzu and you will be listed together as histories greatest.

Items

Items are discounted by 50% for their Origins, with the 100 CP Items being free.

General

VR Pod (free) – A top of the line VR Pod that allows you to play Eternium. If you want people to join you, another one will appear next to it up to a total of ten, and disappear when not needed.

Apartment (free) – A generic small apartment within which your VR-Pod is located. It's not like you'll be spending much time here, anyway. If you want, it can be located in your Warehouse.

Interdimensional Connector (-200) – A device that allows you to connect to Eternium from anywhere in the Multiverse, allowing you to keep playing the game in future jumps.

Starting Gear (free) – A basic set of starting gear.

Gold (-50) – A purse containing five thousand gold coins. Only available in game during the Jump. May be purchased multiple times.

Spatial Ring (-100) – A small ring containing an extradimensional storage space. Putting things in and taking them out requires mana.

Class Guide (-300) – A small book with more pages than it should be able to fit. Almost like ... magic. Jokes aside, this book contains a list of every single class in this world, including a short description and the requirements for gaining it. Just be careful who you show this to, this is the kind of thing wars are fought over.

Artefact (-400) – A single item of the artefact rarity. These include universal cauldrons, weapons of myth and legend and spellbooks that can turn a beginner into an archmage. May be purchased multiple times.

Drop In

Unique Style (-100) – You have a unique sense of style, Jumper. Be it a trench coat and fedora or a mage's robe with nothing underneath, people will quickly begin to identify it with you. Any future loot drops you get can match this style if you so wish. You start with one set of clothes fitting your chosen aesthetic.

Fat Bank Account (-200) – Well, seems like someone paid a lot of real world money to get you this thing in game. You have a fat bank account containing 10,000 gold coins, refilling yearly. Post-Jump, a small bank vault containing your account will manifest in your Warehouse.

Spatial Codpiece (-400) – Now your *junk* is safely stored. This codpiece can absorb any object that comes within 50 cm of it or touches any part of your body. Up to 100 cubic meters can be stored within. Furthermore, it is utterly indestructible, protecting you from any and all damage to your most sensitive body part. Any ladies who wish to purchase this may instead select some other type of underwear, which in turn will protect your privates to an equal degree, though nothing else.

Warehouse of useful Stuff (-600) – Any tinkerer's wet dream. This is a large warehouse containing enough space to conduct your experiments as well as an infinite supply of low to mid quality materials, though nothing extraordinarily expensive or unique. No one will ever get in here without your permission.

Ex-Whatever

Tools of the Trade (-100) – Whatever trade you had, you now have an exquisite set of tools to continue to pursue it here. If they contain any consumables, they get replaced every day at midnight.

Assorted Gear (-200) – At first glance, this is a bag of random crap. Until you need something, then you can probably find it here. This bag seems to contain anything and everything in the way of assorted mundane materials, from plant seeds to socket wrenches. Nothing here will be of extraordinary quality, but you have a lot of it and it refills.

Instructional Manuals (-400) – In Eternium, you are not at the top of your field. You couldn't possibly be, as there are things here you couldn't have possibly learned back on Earth, like magic, for example. In this world, you need to learn new things, things that go very much beyond what you would automatically think of with your current perspective. These manuals describe everything you need to do in order to advance your skills beyond the peak of the mundane and into the realm of the magical.

Workshop (-600) – A workshop built around a suitable artefact in some exotic location that will be helpful. Be that a mystical ice cream factory on a glacier, a windfarm in an eternal hurricane or a lava powered alchemy lab built in the middle of an active volcano, there will be nothing else like it in this world.

Gamer

Weapon (-100) – A basic starter weapon for your class. It will never break and is perfectly suitable for enchanting.

Set of Enchanted Gear (-200) – A full set of enchanted gear, giving stat bonuses aiding your class. When worn together, this set will also provide an additional skill complementing your current skillset. This set is self-repairing and can be infinitely upgraded to match your capabilities and comes with the instructions necessary to do so.

Town (-400) – You have a small-ish town under your control. It comes free with a protective wall, sufficient nearby resources and a full set of facilities. It also comes with freely with an Evergrowth Greenhouse and a magical bathhouse that also contains hot springs. In future jumps, you may either upgrade it to the local standards or keep it and its rustic charm the way it is. Furthermore, you may choose to make it impossible to locate unless you allow it in future Jumps. In this one, it is merely very, *very* hard to find.

Guild (-600) – You are a Guild Leader now. You are in charge of a large collective of other players, as well as a guildhall, housing and manufacturing facilities to match. This guild will be of somewhat above average means and capability, though with the leader perk, it will become a Noble Guild, one of only four in the entire kingdom. Furthermore, as the leader of this Guild, you are entitled to take prestige classes such as Guild Leader or Guild Commander. These will not cost you extra. In future jumps, you may keep your guild from this jump or gain a collection of generic mooks with a generic The Gamer power.

Companions

Full Party (-50/-200) – Import a single companion for 50 CP or eight for 200. They get a 600 CP stipend but cannot take Drawbacks or make World choices.

Canon Companion (-100/-200) – Pick a canon character, any character, and you will get an opportunity to take them along for 100 CP. ... unless you're trying to take along a god or admin, those cost 200. Just remember that a large part of their power originates from their ability to affect the world and access the game's mechanics, not raw power.

CAL (-500) – Well, you've made a choice. Is it a good one? Talk to me if you're still sane after a century has passed. CAL will join you on your chain in his crystal form while also gaining a human Alt-form. He's powerful and creative, but also immature, has a hard time with focusing on important matters and is *way* too fond of puns. Within this crystal, he contains the entire world of Eternium and you will always be able to return and even gain admin rights post Jump. During the Jump, CAL will be more likely to listen to your suggestions, but for all practical intents and purposes, you will be just another player.

Drawbacks

Douche AI (+100) – Regardless of what you choose in the World section, CAL will have a dislike for you, expressed in the form of snarky and condescending messages.

Severe Penalties (+100) – Every single death will cost you XP equal to the XP requirements of your current Level. Levelling up will be one hell of a chore if you die as often as most players do.

Garbage Lootdrops (+100) – You are extraordinarily unlucky with loot drops, anything good you want, you'll need to buy or make yourself.

Stuck (+100) – You cannot leave the Game for the duration of this Jump. Whenever you die or are knocked unconscious, you are stuck in the respawn room until you are allowed to return. I hope you are good at entertaining yourself. If you get kicked out of the game with the ENDGAME Drawback, you will be stuck in your respawn room instead of your Warehouse.

Stinky! (+200) – The charisma-draining Stinky debuff seems to accumulate at a ridiculous pace for you. Even a few hours of not washing will cost you enough to utterly destroy any chance at a decent social interaction. It goes without saying, of course, that you will only be able to wash in bathhouses and other places meant for cleaning up, no power or magic from you or anyone else will be able to get that muck off.

Obsessed (+200) – You are obsessed with something. Be it a trade you wish to perfect, a something you want to achieve, or anything else. Regardless of what it is, you will constantly bring it up, be really weird when it someone else brings it up and generally creep everyone else out.

Crappy Quality (+200) – All of your items have their durability reduced to a quarter. Furthermore, they lose durability over time, making it difficult to depend upon them.

Bound (+300/+500) – You have signed the Accords and are a slave to the Mage's Collage. Nuff said. That being said, if you're a masochist, for another 200 CP you will also be compelled to use your metaknowledge to protect the Accords and everything they stand for.

ENDGAME (+400) – Monsters capable of killing players permanently now roam the world. Each is at the very least comparable to an ordinary field boss and only grows stronger. Best hope you have a way to keep living after one of these kicks you out of the game. If this happens, you will not be able to reenter the game in any way for the rest of this jump.

Notes

Any items you own in-game can be transferred to your warehouse at any time, becoming "real". Likewise, you will be able to summon anything you possess in your Warehouse into

the game, though this may still arouse CAL's ire, depending on your choices in the World section.

Having "May you live in interesting times" deactivated will not prevent trouble, it will simply not draw additional foes to you. The problems it generates will, if at all possible, not cause future trouble that may occur when the perk is off.

The spatial underwear only protects intimate areas. Picking a sports bra will not give you an utterly indestructible protection for most of your torso.