

## Sun Haven Jumpchain



Welcome to the world of Sun Haven, Jumper. This is a high fantasy world with plenty of interesting magic and new races to interact with, and powerful Guardian Dragons keeping watch over certain towns, ensuring their prosperity. But, all is not well, as a mysterious darkness has begun to spread over the land, allowing monsterfolk to roam unchecked. If someone doesn't do something about this soon, perhaps even the whole world will be covered in darkness! Or, maybe you want to ignore all that and just do some honest farming. I'm sure someone else can save the world if you want to relax, plant some wheat, and hit up the eligible bachelors and bachelorettes of the town. You'll be in this world for the next 10 years, so here's 1,000 Choice Points to help you out.

**+1,000 CP**

If you need more points, you can take Drawbacks later in this document, but be sure to spend them all, as points don't carry over and unspent points are wasted. Any option that says a certain background or skill specialty is discounted can be taken for half as many points.

## Locations

Roll 1d4 or pay 50 CP to choose

1. Sun Haven: The titular city and possibly the nicest town to live in. Protected by the Sun Dragon Elios, Sun Haven has enjoyed a long period of prosperity and gets many tourists coming for a chance to speak to Elios himself and potentially get Blessed. At least, it used to. The town is a bit run down right now, and they don't even have a dedicated farmer! Perhaps your appearance here can help turn Sun Haven around. The town has many modern amenities, including various shops, a library, a cafe, and more. The current Mayor, Lucia, is a bit young and hot-headed (she's a fire mage), but she's proving herself to be a capable leader.
2. Nel'Vari: The home of the elves, deep within the woods to the west of Sun Haven, this verdant city is home of many magical amenities with enchanted goods being the norm, and payment being in Mana Orbs instead of coins. Somewhat isolated, the elves and other magical folk of Nel'Vari will likely take a while to warm up to outsiders, but it's not impossible. Nel'Vari is guarded by the World Dragon Nivara, who keeps the forest safe and offers the elves spiritual guidance. The current Elder, Corwin, is quite old, but not infirm yet and still possesses a good sense of humor.
3. Withergate: City of monsters, this town is relatively recent, having sprung up around the castle of the Demon King Minos. Under the darkness of Dynus the Moon Dragon, monsterfolk are able to live in a 24/7 nightlife, with plenty of neon lights and carnival attractions to make sure everyone is having a good time. Any non-monsters living in Withergate can be expected to face some scrutiny, as tensions between monsters and non-monsters is quite high at the moment.
4. Free Choice: You can start wherever you like, even outside of the three cities. Perhaps the Great City? Or Lynn's home village? Maybe you want to enjoy the sunny Southern Islands. It's a big world out there, with several places only mentioned in passing.

## Backgrounds

**Drop In:** You simply arrive in this world on a train bound for your starting location, with no new memories or history in this world. Maybe you can find someone going to the same city as you and make a new friend? For some reason, wherever you arrive, people think you're there to be a farmer.

**Adventurer:** You're no stranger when it comes to going into the woods and killing monsters, keeping your town safe from any danger that might befall it. You're skilled with blade and bow, and maybe even know a magic spell or two to aid you further.

**Resident:** You've lived in your starting town your whole life, and have no desire to leave. This is where all your family and friends live, and everybody knows your name. What you lack in combat experience, you make up for with practical skills.

Leader: You're a leader of your people, whoever they are. Maybe you're the daughter of King Minos, or maybe you're the Mayor of your town. Whatever the exact details are, you find yourself in a position of authority.

### Races

Feel free to pick your race and gender. As for your age, you're in young adulthood, whatever that means for your race. For humans this means early 20s, for a Guardian Dragon this might mean that you're only a millennia old.

Angel (Free): Angels are, well, angelic beings acting as beacons of hope and light, and chronicling the world around them. They are able to heal themselves at others around them for 15 points of health, plus 15% of their maximum health, every 10 minutes.

Amari (Free): Amari are a diverse group of what might rudely be called animal people. The degree of their animalistic appearance ranges from 'human with animal ears' to 'bipedal lizard'. Amari have a chance at recovering a small amount of health whenever they make a successful melee attack.

Demon (Free): Demons are power-hungry creatures, driven to success and strength, often to the detriment of those around them. Every 10 minutes, they are able to increase their movement speed by 60% for 10 seconds.

Elemental (Free): Elementals are humanoid people with bodies composed of a certain element, such as water or fire. They may be immortal, as none have ever been observed to age. Every 10 minutes, they can restore 10 + 10% of their max mana to themselves and nearby allies.

Elf (Free): One of the oldest races in the world, these long lived humanoids are the most attuned to nature of any people. Their elven eyes allow them to do 15% more damage with bows.

Human (Free): Humans are resourceful and ambitious, working hard to ensure their place of prominence in the world. The expert crafting ability of humans allows them and those around them to create items 20% faster than normal.

Naga (Free): This secretive race has a humanoid upper half, but a snake's tail in place of legs. Long have they lived underground, shying away from the surface world, but in recent days some have braved the trek to the surface. Naga are able to fish much easier than other races, about 30% easier.

Guardian Dragon (1000CP): The top of the food chain in the world, Guardian Dragons are massive, winged creatures, easily the size of a bus. As a Guardian Dragon your magical abilities are unparalleled and your physical abilities are nothing to scoff at either. You could create a permanent cloud of darkness large enough to cover an entire city and keep spreading, or grant lesser creatures Blessings to bring out their potential, it all depends on your nature as

each Guardian Dragon is unique. As a Guardian Dragon, you're likely to find a town of humanoids in need of your protection, acting as a guardian and spiritual advisor. Just don't get too cocky, the most powerful of humanoids could still put you in danger if they're sufficiently prepared.

### Professions

Everyone is able to pick one profession for free. Professions grant some starting items/stats and gold. Additional Professions cost 50 CP each.

Farmer: 4 Tomato Seeds, 4 Potato Seeds, 4 Onion Seeds, 400 Coins

Orchard Farmer: 2 Apple Tree Seeds, 5 Apples, 5 Blueberries, 500 Coins

Rancher: 1 Chicken, 1 Animal Name Tag, 10 Animal Food, 500 Coins

Explorer: +5 Permanent Bonus Movement Speed, 8 Berries, 500 Coins

Spellcaster: +8 Permanent Bonus Mana, +3 Permanent Bonus Spell Damage, 600 Coins

Duelist: +8 Permanent Bonus Health, +3 Permanent Bonus Attack Damage, 600 Coins

Tool Master: 1 Anvil, 7 Copper Bars, 500 Coins

Angler: 1 Small Fishing Net, 4 Carp, 600 Coins

Royalty In Your Last Life: 1 Crown (Cosmetic Item), 1,000 Coins

Baker: 1 Cooking Pot, 1 Baker's Station, 6 Flour, 400 Coins

### Skills

There are 5 Skill paths, each with many perks, both large and small. Pick one Skill to be your signature Skill, those purchases will be discounted for you. All of these techniques, and more, could be learned with time and EXP gained, but buying them here will certainly speed things up.

Exploration: Exploration experience is obtained via chopping down trees, and foraging items.

Air Skip (100 CP, Free Exploration): Allows you to quickly dash forward through the air after jumping, costing a negligible amount of mana with no cooldown. Quite handy for getting around quickly and traversing perilous gaps.

Ethereal Axe (200 CP, Discount Exploration): The spell summons a giant axe that can be used to chop trees and damage enemies. The more you practice with it, the more

damage it will do and the less mana it will take to cast. Damage scales with both spell damage and attack damage.

Fruits of Midas (400 CP, Discount Exploration): Fruit trees have a small (roughly 6%) chance to spawn golden fruit, which restores much more health and mana than regular fruit, and sells for much more as well.

Well Rested (600 CP, Discount Exploration): Each day when you wake up, you'll be granted a powerful buff that lasts the entire day. This can be a few different options, such as getting bonus Farming EXP, a higher chance to gather extra foragables, or extra damage to enemies.

Farming: Farming experience is obtained via farming and tending to animals.

Jam Maker (100 CP, Free Farming): Teaches you how to make a Jam Maker. This handy machine can take fruit, sugar, and mana, and turn it into tasty jams that grant you EXP when eaten.

Earthquake (200 CP, Discount Farming): This spell can be used to instantly till a 5x5 square of land around you, with no cooldown. Practicing the spell reduces the mana cost to use it.

Rain Cloud (400 CP, Discount Farming): This spell can be cast to summon a short lived rain cloud, which will water crops in a 5x10 area before disappearing, with no cooldown. Practicing the spell reduces the mana cost to use it.

Golden Heart (600 CP, Discount Farming): Your animals can love you even more than you thought possible. The better you treat your animals, making sure that they're pet and fed every day, the more likely they are to yield golden versions of animal products such as wool and eggs.

Mining: Mining experience is obtained via mining.

Hidden Gems (100 CP, Free Mining): You have a small chance of discovering Sapphires when mining ordinary nodes of stone.

Vacuumulus (200 CP, Discount Mining): This spell releases a powerful shockwave that damages rocks and nearby enemies, with no cooldown. The more you practice the spell, the more damage it will do and the less mana it will cost to cast.

Crushing Blow (400 CP, Discount Mining): This technique will allow you to swing your pickaxe so hard that even nearby rocks are affected as well. With practice, this technique will trigger more often, and deal more splash damage.

Treasure Hunter (600 CP, Discount Mining): Treasure chests are 4 times more likely to spawn in the mines. But the real value of this perk is that for every chest you open for the first time from now on, you gain 1 maximum HP, with no cap.

Combat: Combat experience is obtained via slaying monsters, and a small amount via training.

Fireball (100 CP, Free Combat): This spell fires a simple blast of flames, costing a measly 1 Mana and with no cooldown, though it does take about a half second to cast. With practice, the initial damage of the spell will increase, and the burn duration will increase as well.

Dash Strike (200 CP, Discount Combat): This spell allows you to rush forward with your equipped weapon, striking all enemies in your path 5 times for a fraction of the damage of a normal attack each strike, with no cooldown. As you practice, the damage will increase, as will the mana cost, slightly.

Thornmail (400 CP, Discount Combat): This technique combines the offense and defense as enemies that strike you find themselves damaged for 200% of the damage that they have dealt to you, with no cooldown.

Aegis (600 CP, Discount Combat): This teaches you the Aegis spell, which increases the armor of every ally on the same map, and heals them a small fraction of HP every second, for 5 minutes. With practice, the amount of armor granted and the amount of HP per second increases, but so does the mana cost to first cast the spell.

Fishing: Fishing experience is obtained from fishing, whether that's from reel, net, or spell.

Upgraded Lure (100 CP, Free Fishing): This fancy lure, and knowledge of how to use it, makes fish notice your hook from farther away and approach your hook more quickly.

Bubble Net (200 CP, Discount Fishing): This spell conjures a bubble of air that floats above the water and automatically collects any fish that it travels over, regardless of rarity or difficulty of normally catching it. With practice, the bubble travels faster, but takes slightly more mana to cast.

Self Sustaining (400 CP, Discount Fishing): Catching any fish restores a small amount of mana. A perfect combo with Bubble Net.

Advanced Fish Mapping (600 CP, Discount Fishing): Knowledge of where exactly to look increases the chance of encountering a Legendary rarity fish by 30%.

## Perks

**Healthy Eating (Free):** It's well known that an apple a day keeps the doctor away. No really, just ask Wornhardt. But, in this world, that may be a bit more true than normal. You see, when eating food, there's a small gain to be had to your stats. Eating an apple for the first time might give you a whole point of HP! Of course, there's diminishing returns on this, and by the time you've eaten your 100th apple (the maximum amount that this ability will work for) you'll be getting a small fraction of a point per apple. Fortunately, each type of food is tracked separately, so even when you've eaten over 100 apples and no longer get a bonus from eating more of them, if you eat your first Orange you'll get a full point of HP. Of course, it's not just HP that food gives permanent buffs to. Popcorn can increase your movement speed very slightly, and an Energy Smoothie will actually help you regain your Mana faster. The more rare a food item is, the bigger the bonus it will give, so while something like a simple Apple isn't going to do all that much, if you seek out exotic cuisine regularly you'll find your stats skyrocketing.

**Potato Planter (100 CP, Free Drop In):** A rather simple perk, this gives you the knowledge and skill to plant basic, mundane crops. This also tells you when to water them, and when they're ripe for harvest.

**New In Town (200 CP, Discount Drop In):** Despite being the newest person in town, people are quick to get to know you, and many will even offer their unneeded items to help you out. Someone may just happen to swing by your farm and be willing to sell you a bunch of seeds on the cheap.

**Map (400 CP, Discount Drop In):** It's hard being the new person in town; you often have no idea where you are and can get lost easily. But worry no more, as you can now pull up a mental map of the area that you're in, complete with a 'You Are Here' indicator and a description of what various buildings are for. It even shows the location of your friends.

**Infusion (600 CP, Discount Drop In):** This rare talent allows you to infuse your mana into crops that you plant, making them grow faster and healthier. This also allows you to grow magical crops such as Elven grapes, which require Infusion to even grow at all.

**Training (100 CP, Free Adventurer):** You've received the basics of training, either from a more experienced adventurer, or maybe a member of the town guard. You know how to swing a sword, how to dodge an attack, and how to shoot a crossbow.

**Monster Harvest (200 CP, Discount Adventurer):** You know which parts of monsters you should carve off and save after they've been defeated, whether for sale or for use in crafting. You also have a knack for finding cash on monster corpses.

**Monster Knowledge (400 CP, Discount Adventurer):** For every monster you see, you instinctively know its stats: how much health it has, how much damage you're inflicting on it, how much it's hurting you, what it'll drop, etc. Save yourself time by avoiding low loot monsters, and save your skin by avoiding high level monsters. This applies to anything considered a "monster" in this and future Jumps.

**Knocked Out (600 CP, Discount Adventurer):** It's no easy task being an adventurer, and you're likely to get into a lot of dangerous situations in your travels. If you get into a situation where you would be killed, you will instead pass out and wake up the next morning in the local hospital. This only functions once every 10 years or once per Jump, whichever is quicker.

**Job Skills (100 CP, Discount Resident):** Wherever you go, you're going to need to work if you want to be a part of the community. This perk gives you some basic job skills in a profession of your choice. If you choose to be a baker, you'll have the knowledge to bake bread, and if you choose to be an alchemist you'll know how to brew basic potions. Whatever you choose, this won't make you the best in your field, but good enough to support yourself.

**Merchant (200 CP, Free Resident):** You know the ins and outs of business, at least well enough to run a store or sell your goods at the market. This also helps if you decide to hire an employee to do things for you while you actually procure the products you're selling. With this, you could go from supporting yourself, to supporting your family.

**Pen Pals (400 CP, Discount Resident):** You've signed up for a service which puts you in contact with all sorts of people around your town and beyond. Most people will just be happy to have someone to talk with, but some people will actually send you rare gifts in the mail for being their friend. In future Jumps, this perk expands to residents of that universe, and you lose access to your pen pals from previous Jumps.

**Skill Points (600 CP, Discount Resident):** For most people, experience is gained without much knowledge, and without much direction for growth. With this perk though, not only will you know exactly how much EXP is gained from every relevant action, you'll be able to choose exactly how your growth progresses. Essentially, when you level up in a relevant Skill, you'll gain a Skill Point and can use that to choose an ability in that Skill Tree. Of course, weaker abilities are unlocked before stronger ones, so feel free to spend some CP in the Skills section if you want something strong without years of training to get there.

**Leadership (100 CP, Free Leader):** Simply put, this makes you a better leader. People are more inclined to listen to what you have to say, and you're more likely to lead people in a positive direction.

**Vox Populi (200 CP, Discount Leader):** A good leader must know what their people are thinking, and with this perk you will always have a general idea of the public sentiment of those you're leading. You'll also get a vague feeling of how potential policy changes might affect your citizens' opinions.

**Heart Sight (400 CP, Discount Leader):** This special ability allows you to 'see' how close you are with a person, represented by a number of hearts above their head, with 0 being a complete stranger and 20 being someone with a loving marriage with you. You also have a sense of the



right thing to say in a conversation to increase the number of hearts you have with a person. With this, soon you'll be best friends with everyone you meet!

Blessed (600 CP, Discount Leader): You've been Blessed by a Guardian Dragon, who has unlocked your full potential. What this means is different for every person; someone with a latent talent for fire magic could find themselves quickly rising to be an archmage. Someone with a talent for medicine may find themselves as an expert healer. And for some truly heroic souls, this may just make you overall slightly better at everything you do.

### Companions

Multiplayer (200/400 CP): For 200 CP, you can import or create 4 companions, giving them a background, race, signature skill, and 600 CP to spend on Perks and Items, with discounts as normal. For 400 CP you can import or create 8 companions, as above.

Romance Candidate (100 CP): Perhaps one of the eligible bachelors and bachelorettes of your town has caught your eye. With this you can take them with you on your adventures going forward, though you'll still need to raise their affection with you as normal. I hear bouquets are quite a popular gift.

Pet (50CP): There are a truly astonishing number of potential pets in this world, from the simple cats and dogs, to strange things like living rocks and miniature unicorns. Sure, they don't actually do anything useful, but they're cute and you can pet them, what more do you need? Each pet comes with a free leash so you can walk around with them. Don't worry, monsters won't attack your pets, so they're safe as long as they're with you. If you somehow lose your pet, you'll find them outside your door the next morning.

### Items

Bag of Money (50 CP, can be taken multiple times): Simple enough, this will start you off with a sack containing 50,000 Coins, 5,000 Tickets, and 5,000 Mana Orbs. This is a hefty sum to start you off with, but by no means will this make you the richest person in town.

Starting Gear (50 CP): It's not easy starting out if you don't have any tools at all, or any armor to wear. This gives you a simple set of copper tools: Axe, Pickaxe, Scythe, Hoe, Fishing Rod, Sword, and Watering can. These tools are usable, if somewhat underwhelming. As well, you get a full set of copper armor and a copper sword, which while not the greatest protection in the world, will at least fend off blows better than civilian clothes.

Peace Keepsake (100 CP, Free Drop In): This trinket makes you learn about farming more easily, slightly boosting your farming EXP gained.

Menagerie (200 CP, Discount Drop In): This purchase gives you one of each farmable animal that you can find in and around Sun Haven. This includes a Chicken, Cow, Sheep, Pig, Baby

Stump, Silk Moth, Baby Griffon, and Snaccoon. Each animal produces its own type of trade goods, such as Milk from the cows, and Feathers from the Baby Griffon. This purchase comes with 50 bags of Animal Feed to help get you started.

Crafting Tables (400 CP, Discount Drop In): This gives you several crafting tables, with the blueprints to make more. You have your basic standard crafting table here, but also more esoteric ones, like a table that crafts exclusively farm supplies, a table for making construction materials, an anvil, forge, cooking pot, and more. If something can be crafted, it's likely to be able to be crafted here, all but the rarest of items such as Glorite Ore can be worked with these tables.

Farm (600 CP, Discount Drop In): So, you've just rolled into town not knowing anyone and with no money in your pocket? Sounds to me like you need a farm! This plot of land, with attached house and barn, has certainly seen better days. When you first get it, the land will be overrun with rocks and trees, but with some hard work (and maybe a magic spell or two), you can turn this place into a productive farm. This includes a small lake in the center, a river running along the side, and multiple exits to other areas of the world. Can attach to your Warehouse after the Jump, or be placed down in whatever next Jump you end up in.

Adventure Keepsake (100 CP, Free Adventurer): This trinket makes your attacks hit slightly harder, and heals you for a fraction of a point of HP per second.

Rel'Tar's Mark (200 CP, Discount Adventurer): This crossbow is of fine Elven design, and does quite a large amount of damage, more so than even a Mithril crossbow. It even fires faster than a Mithril crossbow, requiring very little time to reload before firing again.

Sunite Armor Set (400 CP, Discount Adventurer): Sunite Ore, located in the deepest mines of Sun Haven, is one of the strongest magical metals in the world. Everything made out of it is legendary in quality, and now you've got a full set of armor made out of Sunite, which will greatly increase your Defense and maximum HP.

Glorite Sword (600 CP, Discount Adventurer): This hauntingly beautiful blue-green blade is made out of Glorite, the rarest and most magical metal in existence. This makes it the most effective weapon that you're going to find, possibly in the whole world. With this sword, even piercing the scales of a dragon may be possible.

Riches Keepsake (100 CP, Free Resident): This trinket simply gives you 100 coins per day, magically.

Stone of Tongues (200 CP, Discount Resident): This magical stone is capable of translating any spoken or written language for the person that holds it. There is no limited number of uses or anything like that.

Shop (400 CP, Discount Resident): It's always good to help out the local economy and make some money while you're at it. You're the proud owner of your very own shop, where people can come to buy whatever it is that you want to sell. These shops are somewhat small, no larger than a house. Comes with one free Emmet, who can man the register for you whenever you're away, from 8 a.m. to 8 p.m. every day.

Mines (600 CP, Discount Resident): You own the deed to the local mines, and have ownership of everything within. These mines are already equipped with minecarts for easy travel between floors. The deeper you go, the better ore you'll find, even finding rare Sunite Ore at the very bottom. Ordinarily you'd need a key to travel between floors, but since you're the owner you can travel to whichever floor you'd like. The mines replenish themselves in between days, so feel free to visit again and again! Just watch out for the occasional monster that might pop up. Can attach to your Warehouse after the Jump, or be placed down in whatever next Jump you end up in.

Romance Keepsake (100 CP, Free Leader): This trinket makes you more likable, each positive interaction you have with someone being just a little bit better than otherwise.

Butterfly Ring (200 CP, Discount Leader): This ring summons a magical butterfly companion that will protect you from damage. Once every 30 seconds, the butterfly can block a single attack that would have hurt you. Good for those worried about assassination.

Museum (400 CP, Discount Leader): A beautiful museum containing relics and memorabilia from all of your past Jumps (or realistic imitations for the more dangerous and magical items). Each Jump has a room or small wing dedicated to it, depending on the size needed. Other people can visit the museum, and you can even charge them for it. It automatically updates with a new room for each Jump, but it'll be up to you to fill it. Can attach to your Warehouse after the Jump, or be placed down in whatever next Jump you end up in.

Leader's Office (600 CP, Discount Leader): A good Leader needs a place from which they can lead. Whether it's a castle, town hall, or even a giant tree, you've got someplace you can rule from, and where people can go to have their feedback heard. Comes with enough staff to keep things running and cleaned. Can attach to your Warehouse after the Jump, or be placed down in whatever next Jump you end up in.

### Drawbacks

Snaccoon Snafu (+100 CP): Snaccoons are massive animals, easily large enough to block important paths to and from your home until they are properly plied with their preferred foods, usually something that you can grow on your farm or buy locally, at which point they will move out of the way, at least for a few seasons. Unfortunately for you, the area seems to be having some kind of Snaccoon infestation, and you'll be finding them all over the place, sleeping off their last meal in inconvenient locations. You'll never find yourself completely trapped, but you may have to take a winding route around the offending Snaccoon. At least, as a compensation,

when you feed them they drop off a Snaccoon Plush in a style reminiscent of the season or location that they were blocking.

One Hit Wonder (+100 CP): The creativity inside of you has died. Maybe you've done incredible things before, like creating beautiful concertos or masterpiece paintings, but it's just not working out for you anymore. You know that you should be capable of making something better, but you'll always feel like you already peaked.

Purrfect Grammar, Nya (+100 CP): You've got an annoying way of speaking that you just can't seem to change. If you're an Amari, you fill your speech with animal puns and sounds, if you're an Elf, you sound like a pretentious jerk, Naga find themselves prone to hissing, etc. Most people will be bothered by your speech, though it's possible one or two might find it endearing.

Princely Perspective (+200 CP): It's so hard to engage with all of these commoners when you're so clearly superior to them. You know that you're a cut above the average person, and you're not afraid to let them know it. This can make you grating and unbearable to talk to, not that you'll probably care what mere peasants think about you.

Greed (+200 CP): You consider yourself business-minded and profit motivated, always angling for a good deal and looking for your next sale. To most people, though, you come off as just plain greedy. You can't seem to stop yourself from spending most of your efforts in order to generate more wealth for yourself, either directly or by managing underlings.

Unwanted Visitors (+200 CP): Wherever you make your home is going to be received some unexpected arrivals in the form of various elementals that will generally make a mess of things. Some, like Weedil, will spread annoying but harmless weeds all over until you defeat it at jump rope. Another might spread cluttering rocks all over until you 'defeat' it by breaking its stone shell. While these visitors won't ever directly harm you, they'll be sure to make things annoying. And hey, if you're having trouble with any of them, you can always ask a friend around town to help.

Starting at Level 1 (+300 CP): All of your out of jump items and powers have been sealed away for the length of your stay in this world. You'll have to rely on what you purchase with CP and find in the world itself.

Completionist (+300 CP): In a world like this, there's plenty to do, see, and explore. And you're determined to experience all of it. Before you can leave this world, you'll need to max out your friendship with every bachelor/bachelorette, completely fill up the Sun Haven Museum, and fill out the nine Altars of Dynus in withergate. This means catching well over 100 types of fish, growing every type of crop, gathering every foragable item and monster trophy, and even getting super rare golden versions of regular items. For the truly dedicated, this shouldn't be a problem, but if you slack off and don't complete the bundle, you could be stuck in this world for a long time.

Dynus' Wrath (+600 CP): Ordinarily, Dynus would be content to simply stay in Withergate, spreading his darkness spell across the land. You might have even been able to appease him with some very large offerings in his altar room. But now, Dynus will no longer be satisfied with mere gifts. No, you'll have to defeat him in combat before your 10 years are up, or he'll take over the world and end your chain. Be warned, this is no easy feat. You'll most definitely need the best gear you can find, as well as highly boosted stats and powerful spells if you even want a chance at beating him and saving the world.

## Endings

So, your 10 years (or longer) in this world are up. What are you going to do now?

Stay Here: You know, you've made a lot of friends in this world, and maybe even gotten married. It'd be a shame to just leave all that behind. You decide to stay here, keeping all of your powers and items, and removing all drawbacks.

Go Home: Or maybe all these friends and potential romance here has got you missing the friends you had back home, before becoming a Jumper. You decide to head back to Earth, keeping all of your powers and items, and removing all drawbacks.

Move On: Sure, you made a lot of friends in this world, but as the seasons change, so too must you move on to the next cycle. You decide to move on to the next Jump, keeping all of your powers and items, and removing all drawbacks.

## Notes

By GW2Anon !3ZmXiJrYAI

Version 1.0: Jumpable