

# FANTASY LIFE

## Out of Context: Life System Supplement

V1.0 by Sin-God/LJGV

In the setting of *Fantasy Life* (which includes the titular *Fantasy Life* game as well as its sequel *Fantasy Life I: The Girl Who Steals Time*), the life system is the setting's equivalent of a class system, with 12 (originally), and then 14 (in the sequel) distinct "Lives" inhabitants can choose from. Each of the available lives massively informs a person's career, with paladins most often working as city or town guards, chefs cooking in restaurants, alchemists brewing potions, accessories, and even bombs to harass their foes with, etc. There are 14 total lives accessible to those who visit the world of Reveria, with them being separated into 3 major categories: combat lives, gathering lives, and crafting lives. This handy system of categorization helps explain the main focuses of a given life and gives a hint as to what duty someone who is a member of a given life should expect to fill up the majority of the time they happen to have the jobs equipped. This system is the focal point of this particular out of context supplement.

This document can be used as a supplement in any Jump that would not otherwise have *Fantasy Life's* life system within its continuity.

By taking this supplement, you have chosen to gain a life of your own, and you will enter into whatever setting you're next visiting as a Drop-In, awakening in a house that has just been hit by a meteorite. Members of multiple species can have lives, so it's entirely possible for you to not be a human and still have a life.

**+1000 CP**

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice even if it doesn't have a Jump Document and use this document as a ten-year-long Jump.

### **Origin:**

Origins in this supplement correspond to the three categories of lives that are available to player characters. Each origin gives someone access to more than one life, with the combat origin giving a jumper access to all four combat lives, and crafting and gathering both giving access to all five lives that are a part of their groupings. By default, you select one origin, though someone who purchases the *Full of Life* perk can purchase another origin.

## **Combat Lives**

The world of Reveria is a dangerous place. Dragons, machines, man-eating monsters, and even nefarious humanoids roam large stretches of untamed wilderness between settlements. Those who seek to protect themselves and their friends take up arms and become members of one of four distinct lives.

The first life in this particular slate of lives is the life of a paladin. Paladins are noble knights who use their expertly crafted and well-maintained longswords and shields to protect the weak and defend the innocent from rampaging monsters and vile bandits. The second life here is that of a mercenary; sellswords who bravely venture into the wilderness and who wield enormous blades as part of an unending mission to defeat powerful monsters and secure their own fortunes. The third life in this camp is that of a hunter; skilled nomads who stealthily wander a hostile countryside in search of powerful prey to take down, bow and arrow in hand. The final life in this camp is that of a magician; sorcerous fellows who wield staves and cast elemental magics in the hopes of defeating the strangest creatures that menace Reveria.

People who select combat lives are brave figures with steel wills, even if they are as squishy as many magicians happen to be.

## **Gathering Lives**

Whether you're an adventurer armed with a hefty shield and a sharp sword, or a talented chef who is in the middle of cooking up a storm, you are wielding tools that were created through the transformation of precious resources. The people who transform those resources into tools are crafters, but you're someone just as important: you're a gatherer. Lives that revolve around gathering require sharp reflexes, keen eyes, and well-crafted tools, and in exchange, such individuals come back from dangerous places with terrific treasures that crafters transform into valuable tools, amazing accessories, and magnificent meals.

There are a total of four gathering lifestyles. The first life in this slate of lifestyles is that of a miner: brave spelunkers who explore mysterious mountains, creepy caves, and wield heavy, sharp pickaxes in order to dig out precious ores and excavate glorious gems. The second life in this list of lives is woodcutters, folks armed with powerful axes that they skillfully use to fell incredible trees for the sake of outfitting carpenters and the like with beautiful resources. The next class in this group is the anglers; stoic individuals armed with both fishing poles and patience. They explore the shores of beautiful islands, navigate underground lakes, and head deep into woods to find pristine ponds, all in the hopes of doing battle with massive fish. The final life in this group of lives happens to be the farmer: hardworking experts who till the soil and care for delicious, nutritious crops.

It takes patience to be a skilled gatherer, as well as courage to explore the worlds arrayed out in front of you in hopes of finding the critical resources you need to collect in order to see to it that warriors are well armed, and crafters have the materials needed to make the marvels that they dream of making.

## **Crafting Lives**

Both gatherers and combatants venture out into the wilderness and untamed places that fill the map of Reveria, but they are all equipped with skillfully made tools, their stomachs are full of delicious food, and they wear curious accessories. These tools, foods, and accessories are the creations of craftsmen: skilled individuals who carefully and expertly craft incredible items. Each type of crafter builds different types of items, though all of them do so through a curiously similar, minigame-like process.

There are six different types of crafters. The first type are the cooks: gourmets who frantically prepare delicious dishes that restore health, stamina, and, when made well enough, offer potent stat boosts to those who consume them. The second type of crafters are blacksmiths: individuals who transform metal ores into invaluable tools such as heavy armor, shields, swords, and hoes. The third type of crafters are carpenters: energetic individuals who use powerful saws and other such tools to transform wood into furniture, bows, staves, and other fascinating objects. The fourth type of crafters are alchemists: scientific scholars of the strange and supernatural who use curious sciences to turn a variety of objects into bombs, potions, accessories, and other consumables. The fifth type of crafters are tailors: seamstresses who use needles and threads to make astounding works of fashion that bring out the most powerful personality traits of those who wear them. The final type of crafters are artists: audacious creators who use a variety of materials to create paint, special stickers that can confer buffs, furniture, wallpaper, paintings, drawings, toys, and even statues and sculptures, all for the sake of allowing people to see beauty and to express themselves.

The crafters, at least those who don't take more than one life, tend to be homebodies who perform a vital duty while safely tucked away inside of town or city walls. Their cross to bear is that those around them depend on their creations, and so they are always busy, especially if they develop a reputation based on the quality of their goods.

## **Perks:**

### **Note:**

To get a **Booster**: Perk, you will need to purchase the stated Perks. As a **demonstration**:

### **Almost Unique -??? CP**

#### ***Something Rare Booster: Something Unique***

In order to get the Perk **Something Unique**, you need to take both the **Almost Unique** Perk that it follows and the **Something Rare** Perk that is commented before the boosted Perk.

## **General Perks:**

### **Life System - Free**

In the world of Reveria, all citizens have theoretical access to all 14 lives. This is true for you, even though you have a different means of doing things, like switching out your lives and gaining your licenses.

The first time you ever equip a life, something which you can do through a mental menu you can now access at will, you will be asked to do a simple tutorial quest. This quest will introduce you to the specific abilities you gain at a minimum for using your new life and will reward you with some materials related to the life in question, such as a suit of armor if you're a paladin, a pickaxe if you're a miner, and a hammer if you're a blacksmith. Once you've done one tutorial quest, you can actually skip future tutorial quests.

You can swap out lives you've done the tutorial quests for at will by using that same mental menu that was mentioned earlier, but by default, this is a process that requires several moments of concentration.

### **Looks, Learning, & Lives - Free**

You can have different outfits and lists of accessories keyed to each individual life you can access, and when you switch to a given life, you'll be able to automatically don the clothes and accessories keyed to the specific life in question.

Beyond this, you also have access to the ranked facet of the Life System, as well as a personal skill board keyed to each life. The skill board keyed to each life is filled with selectable upgrades which cost skill points and that are gatekept behind needing prior purchases and that are unlocked as you progress through a life (and each life has a distinct and unique skill board with upgrades keyed to that particular life), and to progress through a life you need to accomplish special missions tied to each life (Paladins will be tasked with fighting bandits and other criminals, blacksmiths will need to forge powerful equipment, woodcutters need to cut down impressive trees, etc.). Once you've completed enough missions, you'll automatically rank up, and in ranking up, you can purchase more advanced options on the skill board. The rank

progression is Novice, Fledgling, Apprentice, Adept, Expert, Master, and Hero. As you progress further and further along this particular trajectory, people will naturally come to respect you as far as a given life goes. Additionally each rank gives you a small buff to the areas of most focus of a given life, with examples being that paladins get buffs to their durability and universal toughness, anglers get buffs to their ability to spot, lure, and catch fish, and alchemists get buffs to their abilities to brew curious concoctions and make konky accessories. Novices don't get this buff, fledgings get a 5% buff, apprentices get a 10% buff, adepts get a 20% buff, experts get a 50% buff, masters get a 100% buff and heroes get a 200% buff. These bonuses apply to facets of their chosen life, and they can make it wildly easier to truly excel and be regarded as a master when it comes to areas where their lives should shine.

The missions you will need to do to attain a rank promotion change to reflect the setting you're in, so you'll always be able to progress in some way, even if the sort of enemies you have to defeat in each jump changes, or if the sort of resources you have to gather change quite a bit.

The final part of this perk is the specifics of the leveling mechanic that is a part of the life system. Whenever you do a task related to an equipped life, you automatically gain experience that scales higher the more difficult and/or impressive the task happens to be. If you gain enough experience, you level up; when you level up, you are completely healed (and your stamina is restored to its maximum), and you gain skill points. Skill points are the currency you use to make purchases in your skill board, and each life has its own distinct level and stack of skill points. Leveling up also increases your maximum health and stamina points, and these stats carry over across lives. This perk also grants you awareness of your own HP & SP: abstractions that your health and stamina into easily studied bars and put numbers to them.

#### **Homeowner's Insurance Origin - Free (Cannot be taken with "Not Drop In")**

This is an **Out of Context Origin Perk**. At the start of a Jump, you can use this Narrative Perk to set your entry into the Jump Setting as if you were a new homeowner whose home was just struck by a meteorite.

#### **Dynamic Entry - Free (Requires a total of 3 "Out of Context Origin Perks" from other Supplements)**

Using this narrative perk, you can dynamically craft your method of Dropping into a Jump.

#### **Curious Quester -100 CP**

The people of Reveria are often in need, and there are a lot of them. Thankfully for the player, people in need are marked both on the in-game minimap, and there is a visual component to this as well, in the form of an easily noticeable image that hovers over them that depicts someone looking up pensively. You now possess this same quality, able to see people who need help both on any minimaps you happen to have and with casual glances. By approaching people with this symbol over their heads, you'll find that they are in need of a helping hand, and they are very forthcoming with their troubles.

People will make all sorts of asks of you, ranging from you crafting something special for them to you going and gathering some rare materials for them, all the way to requesting that you deal with some vicious monsters on their behalf. If you help them, not only will you get their goodwill, but they'll also offer you some sort of payment that is roughly equivalent to the value of what they asked you to do. You possess a mental list that perfectly tracks all of your quests and lets you know when you've met the requirements needed to complete any of your quests.

### **Full of Life -200 CP**

The world of Reveria's life system is a fascinating thing. For some reason, most people choose to specialize in one life, and it seems that the various cultures of Reveria encourage this. Some people, such as the player characters in *Fantasy Life* and *Fantasy Life i: The Girl Who Steals Time*, defy this and regularly switch lives, using the individual specialities of each life to become legendary heroes in their own right. And now you find that you possess this same fantastical flexibility.

By purchasing this perk, you can select a secondary origin in this jump and get all of the freebies and discounts associated with said origin. You can purchase this a second time at a discounted rate of 100 points (for a total cost of 300 points) to get whichever origin you were still missing. That said, this particular benefit is only for this supplement and is not a meta-perk that would give you access to more than one origin per jump in the future.

As a secondary, permanent buff that persists into future jumps, there is a curious synergy that you attain when you buy this perk. Whatever two origins you possess by virtue of having this perk are linked in a small but substantive way. When you train in a life in a given collection of lifestyles that is part of one of the pairs you've attained via this perk a shadow of the training is copied and transferred to the other lives, such as a hunter who gains experience by fighting a wild bear finding their experience being subtly duplicated and sent to the other combat lives as well as, say the miner and the other gathering lives (assuming you purchased this perk and paired combat lives with gathering lives). If you purchase this perk twice, then any and all experience you gain is partially copied and transferred to all of your lives.

A tertiary benefit of this perk is that you gain the ability to automatically switch to an appropriate life in a given situation, such as switching to a cooking life if you get in front of a stove or switching to a hunter life if you touch a bow and intend to use it to bring down something or defend yourself. If you wish, you can turn off automatic life switching and then turn it back on whenever you feel it best.

### **Weird Sciences -400 CP**

The mysteries of the world of Reveria are not just magical and/or divine in nature. Some of the mysteries are technological in nature. Heck, a few of them blend technology, magic, and/or divinity together in curious ways.

This perk gives you the skills to create the fantastical magitech that dominates this setting, ranging from things as simple as creating golems and airships to inventing tech like the Weird

Pad, Hagrams, Shrines, and even the colossal, living towers that dot Ginormosia. This perk also gives you the skills needed to make sense of fascinating and strange supernatural technology in future jumps, allowing you to reverse engineer such devices and allow them to work even when they shouldn't or otherwise wouldn't.

### **Special Skills -600 CP**

Every life in this system has access to a powerful *Special Skill* that is tied to a meter that fills up as someone with a life uses the skills that are part of their life. So, as a paladin blocks enemy strikes and slashes at foes with their blades, their meter fills up, and when the meter is filled, the paladins gain the ability to unleash a special ultimate strike in the form of a slash that creates blades of light that explode outward from the edge of a paladin's blade and deal devastating damage to the paladin's foes.

Combat lives have powerful *Specials* that are potent strikes. Gathering lives have powerful *Specials* that deal a tremendous amount of damage to the tough targets they need to deal with to gather the materials they long for. Crafting lives get handy *Specials* that enable them to autocomplete several steps in the crafting process to an excellent, perfect degree, making it easier for crafters to perfectly create exemplary goods.

This perk expands the *Special Skill* facet of this setting's system. You now possess special skills in any and all of the classes you happen to have or gain in the future, ones that incorporate the unique qualities of a given class and make it into a special, powerful ability that you can use so long as you have filled up the meter that this perk provides.

### ***Weird Sciences Booster: Licensed Legend***

Something about the sciences you now have a mastery of has blended with the powerful skills you possess as a jumper and as someone who has access to this particular system of powers and properties. This evolution of your ability to use *Special Skills* has given you a particular set of skills.

The first special skill you have is the ability to generate and give out *Licenses*. *Licenses* are special items that allow people to use the lives the *Licenses* are keyed to. For you to give out a *License*, you have to have reached at least the adept rank in the given life.

The second special skill this gives you is the ability to convert foreign classes into lives. Converting a foreign class into a life gives it the full *life* treatment, giving it a skill board, rankings (as well as missions to raise your rankings), and grouping it into one of the three categories: combat, gathering, and crafting. Any class you turn into a life becomes something you can give out *licenses* for once you reach the appropriate rank (and your overall level of experience with the class is transferred as you make it a life, giving you a skill and rank appropriate to your mastery of the changed class).

## Combat Lives Perk Tree:

### **Acrobatic Assault -100 CP (Free for Combat Lives)**

All of the combat lives in *Fantasy Life i* have a special mechanic referred to as a *Perfect Dodge*. This curious ability refers to them sprinting out of the way of an enemy attack at the very last second, which provides them with a chance to hit foes with a devastating counterattack. This mechanic is something anyone can do, in theory, but this perk drastically enhances your kinetic vision, as well as sharpens your intuition when it comes to danger, giving you something of an immature danger sense that allows you to spot when foes are about to strike. Once honed, this immature danger sense becomes sharp enough that you can see the trajectory of enemy attacks a split second before a foe moves to strike. When you successfully execute a counterattack in the wake of a *Perfect Dodge*, the damage you deal to a foe increases, and the damage they deal to you and your allies decreases for a short period. If you successfully predict something going wrong and prepare before it does, you get a tiny bonus to whatever it is that you are doing, such as if you predict a pop quiz and are right in your prediction, you get a small, temporary bonus to your ability to recall the subject matter.

### **Bounty Beast -200 CP (Discounted for Combat Lives)**

The world of Reveria is crawling with wild animals and dangerous humanoids who'd rather engage in crime and get paid for it than be productive members of law-abiding society. One of the duties of some folks who boldly choose to earn their living through combat lives is to venture forth into the world, encounter, defeat, and capture such criminals and creatures. In exchange for risking life and limb in the wilderness, such heroes and legends receive considerable acclaim, and when they bring those they defeat to justice, they are showered in *dosh*: the local currency. Now you can do that anywhere you happen to be, in this and all future settings you visit.

When you defeat enemies, you can, if you wish, supernaturally stuff them into a wooden crate that surrounds them and forcibly constrains them. They are rendered inert and harmless, though if you wish, you can allow them to speak to you and question them. The main function of this, though, is to give you a means of monetizing your victories. As soon as you defeat a foe, you will know of a place that will accept them and that you can transport them to in exchange for payment. The precise nature of this place will depend on what sort of enemy you've defeated, but they will pay you for your efforts and take the fallen enemy off your hands. At the very worst, and this is also always an option, you can simply will the crate to disappear and for money to appear in its place. Still, if you wish to accumulate fame for your victories in battle, there's little more impressive than entering a place followed by a mystical crate that safely contains a defeated dragon. The depowering effects of this apply for a short time after a bounty is extracted from a crate, so if you give a bounty to the police, they'll be able to imprison even supernatural menaces. Unsurprisingly, the amount of money you earn per bounty scales to match the power and the fame or infamy of a given bounty.

### **Sorcerous Summoner -400 CP (Discounted for Combat Lives)**

Magicians in *Fantasy Life* befriend and form contracts with spirits. This makes the magician class uniquely adept at utilizing the elements to blast enemies, as well as gives many of the more skilled magicians a wellspring of experience when it comes to placating supernatural spirits and creatures of the elements.

This perk guarantees that spirits of nature can be found in this jump and all future jumps moving forward. It also gives you two unique traits: the first trait is that spirits are much more inclined to like you innately, making them more open to talking to you and communing with you. The second trait is that you are capable of forming contracts with spirits of all sorts and can invite them to meld with your gear, be it entering your shield or merging with your sword. Some items are naturally better suited to housing spirits and can house more than one spirit, of differing elemental types (So 1 fire spirit, 1 water spirit, 1 earth spirit, etc.), and you are quite adept at wielding such instruments, as well as more likely to find them. Such spirits are very inclined to teach you how to wield their energies in the form of spells.

### **Weird Science Booster: Spiritual Space**

Your mastery of strange sciences and your spiritual connection have touched each other and fused in a very fascinating way. Previously, you could only gather spirits and meld them with your equipment. Now you can do something altogether, *Stranger*.

You can now make contracts with spirits that invite them into you, yourself. You can tap into such spirits to give your unarmed/natural strikes elemental properties, as well as to enhance your natural resistances to elements as you channel them.

By internalizing spirits and learning what they have to teach, you can eventually discover support magic; magic that heals you and your friends, and that improves your defenses and the defenses of your friends. As you learn from more spirits and meld with greater and greater spirits, you learn more *Arcane Arts*, which will include magic keyed to the worlds you visit in the jumps to come. Magic is a flexible thing in the hands of the local mages; why shouldn't yours be?

### **Boss Battler -600 CP (Discounted for Combat Lives)**

The world is crawling with dangerous, powerful foes. Sometimes, dangerous enemies are visibly different from their underlings, even underlings of the same general type as them, such as a particularly enormous wolf leading a pack of smaller wolves. Other times, however, especially dangerous enemies are insidious and resemble their peers. They can use this as a smokescreen to lure in arrogant adventurers and to strike them low before they can become a real threat. It wouldn't do for you to become a statistic now, would it? Thankfully, your foes will never catch you off guard with such simple attempts at deception ever again.

You can now clock the overall power of different creatures and foes with as little as a glance or even a mere description. Normal foes who pose no danger to you, or are completely defeatable under normal circumstances, do not have any sort of special marker noting their overall status.

An enemy that is a real threat to you by yourself will set off a quiet alarm in the back of your head, and if you visualize it in your head will have a silver crown on its head. An elite enemy will have a gold crown instead, and this symbol denotes a monster's status as a major enemy who can deal grievous harm to you. These symbols should be taken seriously, but if you wish, you can also use this perk to independently assess a monster or foe's power relative to their peers, and it'll function similarly. This perk defines bosses primarily as creatures that are powerful relative to their peers.

This perk also gives you a subtle suite of effects that enhance your ability to fight bosses. You passively benefit from the equivalent of a *Gear Effect* that increases your damage to bosses and reduces their damage against you, preventing them from one-shotting you from here on out. How powerful this effect is depends on how dangerous the enemy is, scaling to make you stronger in response to a threat posed by an enemy. Let no enemy think they are on another planet relative to you, dear jumper.

This applies to all lives, though how it affects crafting lives is that it allows you to see how difficult crafting something will be and gives you an equivalent *Gear Effect* boon keyed to the appropriate crafting life if you're about to craft something that will be difficult enough to merit it. With gathering lives, you can gauge the overall difficulty you'll have gathering from the node you're eyeballing.

### ***Bounty Beast Booster: Legendary Loot***

For felling ferocious foes, you are owed a great debt. And it wouldn't do to see it go unpaid, would it? When you defeat foes, the act of bringing them down is itself recognized as something worth rewarding, and so foes now drop two more kinds of loot when you defeat them. The first kind of loot they now drop is orbs of various colors. These orbs heal you and can even restore your stamina points! They drop these orbs when they are defeated, even if other enemies are around, so beating one foe can give you the energy needed to defeat other ones, even if you are running out of energy and are deeply wounded. These orbs scale in potency to match the power of your foes, so stronger enemies drop denser orbs that heal you more thoroughly.

The second kind of loot you can get is altogether more curious. This form of loot is enemy-dependent and can range from things like claws and fur to swords, all the way to objects like *Fire Mana* or even nearly-mythical armor. The nature and strength of the foe determine both the quality of the loot in question and the amount you receive, with stronger enemies giving you far more goodies. Of course, you can do this, and you can turn defeated foes into bounties to cash... Making a living as a bounty hunter is suddenly much easier.

### ***Special Skills Booster: Strangeling Summoner***

*Strangelings* are living creatures that have been supernaturally drained of life via dark magic and transformed into animated objects. Adventuring throughout Ginormosia allows someone to stumble across dozens of strange objects. In *Fantasy Life i* the key to restoring strangelings is the aid of the goddess Celestia and her flowers, *Celestia's Gift*. The strangelings were created as part of a dark scheme, and the power they possessed before being drained was part of the

fuel to enact a deadly design that was ultimately foiled but threatened everything. You now possess the power to use the same dark magic that created the strangelings in the first place, allowing you to take defeated foes and steal their power. You can use their energy to power technology, as part of arcane rites, or absorb it to empower yourself, adding their strength and might to your own overall power. Such foes are transformed into strangelings themselves, able to talk but not do much else. You could undo the transformation, but that would require surrendering at least a portion of the power you've gained from it. A sufficiently powerful magical or divine miracle could undo a strangeling's transformation, but if done by someone else, that wouldn't make you lose any of the power you absorbed from the one you defeated.

## Gathering Lives Perk Tree:

### **Sweet Spot -100 CP (Free for Gathering Lives)**

In FL & FLi, those who select gathering lives are signing up for rather odd and surprisingly perilous adventures. The various gathering lives each correspond to different types of resource nodes, from trees to ore deposits, to special spots in the ocean or rivers where fish gather, all the way to special dirt patches where crops are able to grow freely. Some of these nodes can be found in safe places, such as inside cities or towns, but the nodes that offer the most worthwhile treasures are invariably more difficult to both locate and reach. That aside, even just reaching a node isn't a guarantee of a successful harvest, as different nodes have, essentially, their own health bars. When a gatherer of the appropriate life reaches a node, they approach the node in question and begin to battle it, dealing damage to its health pool by dealing blows that expend strength points. Both regular blows and more taxing, but much more powerful blows are usable by those with appropriate gathering lives. A node is, essentially, expended for a time when its total pool of health points hits zero, causing it to give up its loot and enter a depleted state for a time that scales higher based on the rarity of the materials therein, as well as the "Level" of the node. This perk gives the "Nodes" you encounter in this and all future jumps a similar trait, meaning you can essentially gather materials endlessly without harming the environment, provided you're willing to work for it.

When someone is gathering materials, there is a valuable *Sweet Spot*: a place where you can do whatever action is part of gathering materials and make it happen faster than it should, to the tune of dealing twice as much "damage" or otherwise giving you twice as much progress keyed to the specific action. This is a universal component of all gathering lives, but by virtue of purchasing this perk, the version of this you have here on out is more universal than that. In everything you do, you can search for *Sweet Spots*. When you're battling someone, you can find the exact sweet spot to deal them grievous harm. When you're crafting something, you find that there is a special location you can sew a seam, or a particular part of an ore you can hammer that will make the rest of the smithing process take a full tenth less of the time it'd otherwise take. *Sweet Spots* are quite worth searching for. As far as how this benefits your gathering lives, it's much easier for you to locate such spots, and when you hammer them, you only use up a fifth of the stamina points you'd otherwise use when you do your best to take advantage of them.

### **Suffering From Success -200 CP (Discounted for Gathering Lives)**

Gathering lives are enormously taxing on your strength points. Each time you deal a blow to a node where a collectable resource is hiding, you lose at least a tiny sliver of your total strength points. This means that even if you hit the jackpot and come across a gargantuan forest filled with trees just begging to be chopped down, you'd likely run out of strength points before you went through even half of the available trees to chop down! This mechanic can be overcome with enough potions and meals, or outright patience, but the minds behind this setting decided that they wanted players to have an alternate means of overcoming this hurdle: being really good at gathering. When you succeed at gathering and attaining a resource, you also generate a number of orbs of blue energy that, if collected, restore your stamina. How many you generate

depends on how well you gather the resource with you, naturally generating a good deal more of these orbs if the final blow that a node takes is in significant excess of its remaining hit points.

Taking this as a perk extends this quality to all strenuous (non-combat) activities, generating orbs that replenish your stamina and allow you to swiftly recover from mental strain at breathtaking paces, with how many orbs you generate depending on how successful you are at the activity in question.

### **Coordinated -400 CP (Discounted for Gathering Lives)**

Having friends shouldn't hold you back, right? Well, as some players have noticed, gathering life buddies who are in your party when you go up to a node can be both a help and a hindrance. Gathering life buddies join you when you activate a given node, so long as their specific life is the right life for the type of node you're at, and they aid you by engaging the node, dealing damage to it, and allowing you to conserve your own strength points. The part of this that is a problem is that they'll attack the node as long as they can and will not stop when the node enters a state where you could smash it with a single powerful blow, nor will they use their own equivalents of your most powerful strikes, meaning they can prevent you from dealing maximum damage to a node when it matters the most. With this, you'll no longer suffer from that. Your allies, be they formal teammates or just friends who happen to be close when you begin doing something they can help you with, will always come and help you to the best of their abilities, and they become altogether more effective at this. This means that they'll stop when they sense it's time for you to deal a dramatic final blow to a thing, or they'll even lend you their skills and use their ultimates on your behalf. Teamwork truly DOES make the dream work, jumper.

### ***Weird Science Booster: All For All***

What a curiosity this is... Your teamwork has taken on such a degree of brilliance that the very universe seems to think everyone is entitled to everything. No longer do you have to make portions of a well-earned prize smaller to give everyone a slice of the pie. From here on out, any rewards you earn can be fully shared with those who contributed to it without anyone's allotment becoming smaller. People will get back what they contributed, to the extent that if someone pours their everything into an objective attained by multiple people pouring their hearts and souls into it, all contributors will get 100% of the experience, 100% of the drops, and any other such things. If successfully tackling a gold ore deposit node earned you 150 experience, and 4 gold ore, and you had the help of six friends who all poured their hearts and souls into it, they'd all get 150 experience and 4 gold ores. If a final friend only put half of their energy and effort into it they'd get 75 experience and 2 gold ore.

### **Node Negator -600 CP (Discounted for Gathering Lives)**

There's a quirkiness to the nodes that dot the landscape. This quirkiness is more than just how much they pull the eye when you spot one, but refers to their most annoying ability: the power to slowly regain their own pools of health points. This is what really hampers efforts by newer players to collect the most challenging of the gatherable loot in both of the mainline games in the series. Thankfully, you have an ability that is quite handy here: you can shut off regeneration.

So long as you're engaging and focused on something, it does not passively regain health or the equivalent. This does apply to actual enemies who are liable to fight back as readily as it applies to mineral deposits that somehow recover from the strikes of pickaxes, or trees that somehow repair themselves in seconds if you stop striking them with your axe. With this, overkilling something becomes wildly easier.

***Suffering From Success Booster: Excellent!***

If you're gonna overkill something and get benefits from it, it's not right that those benefits are only restorative, is it? With this, when you oversucceed at gathering something, you get rewarded for that. This reward comes in the form of the node generating wholly new items for you, such as a thematic piece of mana, an extra fish, or even whole fruits if you're felling a tree. The quality of the extra reward depends on how much you've oversucceeded, becoming better the more you, essentially, overkilled.

***Special Skills Booster: All For One***

The ultimate special skill... One that allows you to join up with your friends, take their strength and energy, fuse it with yours, and do something brilliant. This boosted version of the base perk allows you and your friends to create an attack, technique, ability, that is greater than the sum of its parts: a special burst you can do that leaves you and those who contributed to it exhausted but mixes all of your power and energy into one devastating burst with a total strength determined by the combined strength of everyone who contributed to it and the strength of the bonds you've forged. This works in combat, in gathering, and even while crafting, but it is utterly exhausting, and so it should be saved for when it truly matters.

## **Crafting Lives Perk Tree:**

### **Minigamer -100 CP (Free for Crafting Lives)**

In Reveria, crafting lives are a curious thing. The process of actually smithing an iron sword, brewing a health-restoring potion, stitching together a lovely dress, or what have you, is wildly simplified. A player character crafting an item enters what could best be described as a bubble of altered time. The player watches as their character is entered into a minigame during which they need to speedily and effectively enter inputs that are keyed to three different stations and can range from singular button presses, button mashing, holding a specific button, or even spinning a joystick on their controller.

You benefit from a universalized version of this. The complexities of creation are reduced to a simple minigame for you. This is very robust and is not as limited as it is in *Fantasy Life* and the rest of the series. You can, if you wish, turn the process of writing a chapter of a story or even making a song or video game into a minigame that you can do a *Good Job!* at. If you master these minigames, you'll be producing legendary artifacts in no time!

### **Item Quality -200 CP (Discounted for Crafting Lives)**

One of the more curious facets of *Fantasy Life*'s crafting progression system is the idea of item progression. As players become more skilled at a given crafting life, they will naturally unlock the ability to craft items of higher levels of quality. To craft these special variants of items, you need to have crafted the given item before, and you need to sacrifice items that increase in rarity and value the more you want the new creation you're making to be a direct upgrade of a given recipe.

This perk drastically enhances this baseline ability, allowing you to craft incredibly potent items by sacrificing everything from experience to health or strength points in exchange for amplifying the potency of a given item. Unique traits possessed by items you use as extra materials when an item will be infused into the product of your crafting. If you're willing to make the right sacrifice you can create a stick even gods fear...

### **Remake -400 CP (Discounted for Crafting Lives)**

Another potent mechanic for crafters to master in *Fantasy Life i* is the remake system. This allows you to remake items you yourself forged, giving you the ability to recycle and upcycle old tools and give them new life. With this perk you can remake stuff you've stumbled across, and this also allows you to give anything you come across and remake the chance to benefit from any and all crafting perks you possess or gain in the future. Items you remake become yours in all of the ways that matter.

### **Weird Science Booster: Stickercraft**

Yet another new facet to the crafter lifestyle in *Fantasy Life i* is the sticker system. Stickers are objects you can apply as extra materials that serve as ways to improve the odds of a given item getting a specific set of attribute bonuses and additional, positive quirks. You are an exceptional crafter of stickers and yours become guarantees of ways to ensure that your creations have

unique traits. You learn how to craft new stickers that confer unique effects based on the worlds you visit automatically, provided you are a sufficiently skilled artist. As you learn how to craft varied enough stickers you will quickly become a sort of *Skyrim-esque* enchanter in your own right.

### **Mach Speed Maker -600 CP (Discounted for Crafting Lives)**

The minigame mechanic that underpins crafting lives is a curious thing, simplifying every form of creation to make them reskins of each other. What's more curious, however, is that time outside of the minigame does not pass. This allows Reveria crafters to craft up a storm in what, to everyone else, feels like mere minutes. Processes that would realistically need several days to happen are dramatically simplified, and the end result is that crafters are *built different* in Reveria. Without this perk time DOES pass when you're in a crafting minigame but it's still a shockingly fast way to do things like forge weapons, build furniture, or cook meals. Purchasing this perk causes time to pause when you craft items, but that's not all it does.

This perk applies the time-stopping effects of engaging in crafting to activities related to all of the lives. If you fight someone time freezes, if you start to work on chopping down a tree, time freezes, if you cast a spell time freezes. With this such activities will not get in the way of enjoying life in a jump. Thankfully this is toggleable.

### ***Item Quality Booster: Perfect!***

The ultimate sign of mastery of crafting is attaining a *Perfect!*. This is a sign that you completed a crafting minigame to a beyond exemplary level (which is determined both by how many *Excellents!* you get as well as how many rounds of actions you have left), and the payoff is always grand. Instead of just getting a completed product, people who attain a *Perfect!* will get higher quality items as well as more items; creating whole copies of their products if they happen to craft things at truly silly speeds. You are now able to extrapolate the basic logic behind this and make it benefit you everywhere, giving you real benefits to doing things both faster and better than you would otherwise. If you fight a foe and you take it down fast your rewards for besting that enemy are amplified, if you take down a node in seconds the resources you gather are multiplied. This also tracks the efficiency of your actions, so needing less actions to beat someone up or catch a fish will further improve what rewards you get. This counts for things like experience and also improves quest rewards as well (at no cost to the quest giver).

### ***Special Skills Booster: Creator Special***

You now possess a special quality that allows you to bring the most out of gear you make yourself. When you don armor you have crafted, take up a sword you forged, and down potions you brewed, you draw out their utmost potency, and they themselves faintly sense their connection to you, serving you faithfully and giving you their everything. This applies, to a lesser extent, when you give things you created to your friends (and this effect grows stronger when your friends move to protect and help you), and when enemies try to use stuff you made against you the things you fashioned will rebel against them, fighting them every inch of the way. You are *the* creator, why not embrace it?

## **Items:**

Any lost or stolen items will return to you after a week in the same condition as when you had it.

### **Starting Gear - Free**

While life-centric starter gear is actually given through a life's starter quest, this is a much more flexible "Item" that you're buying. This item gives you a suite of starter gear keyed to your origin in this, and all future jumps moving forward. The items will be of solid make, and will benefit from the standard protections outlined above this item's description, as well as be unbreakable, always clean, and, when applicable are always comfortable.

### **Promotion Items 200 CP**

This is another curious "Item" that, instead of being one particular item you can keep on your person, actually functions almost like a perk that creates items whenever you get a new job or get a promotion that you gain automatically. These items will be related to the job or promotion in question and scale in value and potency based on how important and prestigious the job happens to be. They also benefit from the protections offered to items such as being unbreakable, always clean, always comfortable, and being immune to being lost or stolen for more than a short duration.

### **Weird Pad 400 CP (Discounted if you purchased the Weird Sciences perk)**

The Weird Pad is *the* item in *Fantasy Life i*; an in-game explanation for a staggering variety of things, and is one of the best examples of weird science in the series, particularly on a smaller, personal scale. By purchasing this item you gain your own Weird Pad with all of the functions of the in-game Weird Pad, and if you purchase it and have also purchased the Weird Sciences perk then you know how to create more pads, all of which can be personalized and serve as astoundingly adept personal digital assistants.

Weird Pals have a comical number of uses, and yours comes fully loaded with all of the functions the one in *FLi* gradually gains over the course of the game. While a full guide for the Weird Pad can be found [here](#), among other things the weird pad is an updating encyclopedia, a portable inventory, a mini-map, a teleporter, and more. A clever enough scientist could potentially figure out even more uses for this kind of potent device...

## **Companions**

### **Companion Import [50-200]**

Standard companion section; 50 CP to import or create a custom companion with a stipend of 600 CP and the ability to select their own origin, perks, and items. If you pay 200 CP, you can import or create 8 companions, and they all get the same benefits.

### **Canon Companion [50]**

This option is what allows you to bring canon characters from this setting with you as new companions. You get a token you can give to anyone you can persuade to join you on your

chain, and at the end of this jump, they'll be able to join you as you select your next jump as your newest companion.

## **Drawbacks:**

### **Blank Mind +100 CP**

You are no longer a Drop-In or from an alternate Reality.

You are instead a local who somehow is a **Blank** that has arrived in this world. You will need to work out your Background with your Jump Chan.

### **Life Purist (Origin Exclusive) (Varies)**

Whichever origin you select, you can only select perks pertaining to your origin and undiscounted perks. For 200 CP, you can buy perks from other origins, but you cannot use them for the duration of this jump. For 400 CP, you flat out cannot purchase perks from other origins aside from your own. For 600 CP you can only use the lives keyed to your origin, meaning if you took the combat lives origin you can only use the paladin, mercenary, hunter, and mage lives. If you wish to stack

### **Your Enemies Have Lives Too You Know (Varies)**

This is a tiered drawback, one that costs 200 CP per tier. For each installment of this, you take a pair of other life-wielders, only 2 per origin appear. These life-wielders do not have perks and have stats and attitudes matching the types of lives they possess. They do not need perks to use the quirks of their lives, but only lives of their respective grouping of lives (so someone spawned in with this who is a crafter can benefit from *Perfect!* as a mechanic but not the *Sweet Spot!* Mechanic.

### **Epic Lives +200 CP/+400 CP/+600 CP/+800/**

Sans drawbacks, there are no other life-wielders when you first appear here. This changes that. This drawback causes there to be uniquely powerful life-wielders who appear at the same time as you. Each of these people have access to the full perk list of their origin. Each tier of this corresponds to a different origin, which you select when you take that tier. The final tier of this grants all of the summoned figures access to the general perks as well as the perks for their origin, meaning that all of the people can give out licenses to people based on their lives.

### **Passionate Lives +600 CP**

Oh... Oh no. Now you think like someone who is an enthusiast of a single life would. Someone who is an enthusiast of **ONLY** one life. You have to pick and commit to one life for the duration of this jump, though this effect ends when this jump ends. This makes you so passionate and fills you with instincts and urges keyed to the life in question, such that a hunter would be filled with instincts to go out and hunt at all times and want to master skills related to their chosen life. You will become a true hyperspecialist but with a framework of power that naturally urges people to take every life!

## Ending Options:

Return Home

Stay here

Continue On

## Notes:

-Changelog: This document was created on May 31st, 2026. On June 2nd, I shared a sneak peek of this to a few places and shared perks from it on sites that didn't get a full preview. On June 8th, all of the perks were completed, leaving the items and drawbacks to be completed. Additionally on June 8th, all items and drawbacks were completed and this was published!

-There are actually 15 lives in *Fantasy Life I: The Girl Who Steals Time*, as "Brand New" is a life, the default life of the player character at the start of the story. But that's a placeholder life and has no value, so it is not included in this document. Funnily enough, the broader setting has more lives than the ones accessible to players, such as the archeologist life.

-While choosing to incorporate a lot of Fantasy Life, as in the original game, an example of something I actually decided not to try to incorporate is the DLC life ranks: Legend, God/Creator.

-For an example of a skill board, click [here](#).

-Some mechanics here are from the original *Fantasy Life* game and not present, or minimally present, in the sequel, such as the bounty system in the 200-point combat lives perk.

-This would be a fantastic system to snag before going into, say, Minecraft, D&D, or a range of settings. The potency of the crafting and gathering lives is wild.

-As usual with my jumps, this is perfectly compatible with generic drawback lists and the like for those who wish for alternate means to acquire more choice points.