

Kairos Jump By SpyroAnon

Special thanks to Stupid_Dog for balancing and spell checking.

Kairos is the moment to seize.
The decisive point when everything changes.
That fraction of a second that can change a destiny.
Whoever masters Kairos is invincible.

You will begin your journey in an unnamed kingdom of dragons. This kingdom is having a spot of trouble after a recent war with a southern kingdom wiped out a good portion of the royal family with only 4 surviving: The king and queen, a son and a daughter. Unfortunately the princess has run off and there's some political unrest with an attempted peasant revolt. And while it's under wraps for now tensions are running high and it's only a matter of time before more turn on the kingdom.

But all that's about to be set right with the return of the beloved Princess Anaelle!
Unbeknownst to the kingdom however, the wayward princess isn't the only thing the recovery party brought back from the human world...

1000cp to help change the world for better or worse.

Species

Human[Free Restricted to Drop-in/Hero]: A standard human. But you have a much stronger capacity to feel emotion. It raises your ability and initiative to greater heights. Somehow entering this world has potential to give you great power. But otherwise you are no better than your draconic counterparts

Dragon[Free]: As a dragon you have slightly higher physical strength potential than that of a human. Dragons are emotionally muted, emotions have a tougher time showing, save for maybe emotions pertaining to anger dragons seem to have difficulty holding that back. You're an anthropomorphic wingless lizard that can grow hair...don't think about it too much.

Backgrounds

100cp perks under backgrounds are free

Drop-in[Free]: You merely appear in a field of soft grass. In the distance you see a sprawling kingdom with an odd symbol at the top. Beside you are your items and friends who come along with you for this journey. You have no real memories tying you down, but no guide on this world. Roll 1d8+25 to determine your age.

"Hero"[Free]: (Dragon) Heroes need something to save, people to help, and monsters to slay. You've heard about this kingdoms supposed strife and come from a distant village to come help...for some coin of course. (Human) On day you're sitting at your desk doing some meaningless paperwork and the next you're in some fantasy land filled with beasts that need some slaying! Or not you aren't sure but you do know you have to do something other than stand around in the middle of nowhere. There's a rather old looking kingdom in the distance perhaps you should head there first for some answers. Roll 1d8+20

Royal[Free]: You awaken in your bed chambers of your grand castle home. You are a member of the royals family that rules this kingdom. Despite the recent string of events you remain adamant that the kingdom can pull through. You've survived much in your life time wars, famine, disease and for once you awaken after a good nights sleep. Seems that rumors of the princess your sibling was returning today. After a string of bad news something positive happens for once. You hope it stays that way. Roll 1d8+25

Citizen[Free]: The sound of bustling people wakes you from your slumber. You seem to have dosed off at some point waiting for something to happen. Life in town seems rather boring even if the events of war and disease seem to be rampant but it has yet to really affect you. Being a traveler by trade you've met lots of people and come across many things in your time. But nothing too extreme you've only been traveling for 1d8+30 years and not very far from your home town. However today you might change that. Within the walls of the kingdom you're standing in now you will change that. The recent news of the princess returning might help you liven things up.

Drop-in

-Reassuring [100cp]: Some bring despair, you bring hope. You are an inspiring figure and no matter how bloodied and bruised you get you'll retain a heroic aura and look about you. People are more likely to look up to you.

-Wanderer [200cp]: Many would call you easily distracted. And while they're right, you know that this just means you don't really need to focus all that much on your objective before you stumble into finding what you're looking for. As long as it sits on the back burner of your mind there's a good chance you'll figure something out. For obvious reasons this is rather time consuming and would easily upset more gungho focused people with your antics.

-Fatherly intuition [400cp]: Every life is precious. And few in this age of war and strife remembers that. But you certainly still understand even if it's only on the subconscious level. You have a natural understanding on how to avoid harming others to the best of your ability. And this also applies to knowing about how to protect yourself and others with your now improved martial prowess. While you lack the level of lethality of a true killer. It certainly lets you avoid dying from someone with such a killing intent.

-Inner peace [600cp]: While some souls become ablaze when things become more intense. Yours has a tendency to calm when things get tough. You begin to calm down and negative emotions seem to slowly slip away. Your mind becomes clear and the world suddenly seems to open up to you with new possibilities. You have access to this worlds magic of such immense magnitude and while this is normally reserved for an elite few you seem to side step this rule due to your strange anomalous nature. You have an immense wellspring of magical might and while you only have rudimentary knowledge of how it works but with time and effort you can learn how to pull off other feats of power. Right now you can achieve very strong but unfocused telekinesis enough to toss a 200 pound boulder several feet in the air and intense but untrained high speed flight upwards to 30 miles an hour able to even carry multiple people on yourself. Later this includes

barriers, magical blasts of lightning and fire strong enough blow holes through solid stone walls and far more refined and strong telekinesis able to toss stone pillars without much effort.

"Hero"

-Intimidating [100cp]: You are a very dangerous person jumper. Many on sight can tell you're bad news. And it scares them. You could easily strong arm an innocent civilian or weak soldier to your will. Stronger willed ones or those with a very inflated self ego aren't as easily effected...not without showing you could easily back up your words anyway.

-My love is stronger [200cp]: Nothing will stand in your way. Physically, mentally, or spiritually. You have a goal that MUST be finished at all costs. It might not seem so important to others but it is to you and that's all that matters. As long as you keep your eyes on the prize it's much harder to break your spirit. Magical or otherwise. The only person able to stop you is yourself.

-Killer instinct [400cp]: Killing is natural as breathing to you. This comes with improved agility and reaction time much like a beast. When you fight you do it to win and over time you instinctively gain insight into how to kill your opponent as quickly as possible. It would take a heavily trained and experienced warrior to stand up to your wild and crazy antics. While you lack the overall refinement of a warrior you have more than enough raw force to tear anything you come across right?

-Berserker [600cp]: Pain is merely a fuel for the fire's that is you desire to win. With every cut, bruise, or broken bone it merely increases your tolerance to such punishment. It fuels you granting more energy to fight and pull off grand feats of strength and stamina. This also makes you more durable overall. No longer fearing arrows not going all that deep and bones taking far more punishment before snapping. And should it ever come to that you can straight up ignore the injuries you've taken to fight like nothing is even wrong. You truly are a juggernaut of death that your foes would have trouble forgetting.

Royal

-Cutting ties [100cp]: When things need to end your words are final. Cutting deep down to the bone of the matter. When you say no, or stop to someone or something. It is incredibly hard for them to against this ending in agreement and only charismatic of third parties could convince the target otherwise. Some psychopathic monster that literally murdered its way just to save you? Tell them to leave forcefully and they'll obey with little question. It only truly works on those you have a deep interpersonal bond with however. And using such a perk on them will most certainly be emotionally devastating to the recipient of such a tongue lashing. How you repair the aftermath of this perks work is up to you.

-Regal Teachings [200cp]: As a child of royalty you have to learn to carry yourself like one. Have a strong poker face, maintain your posture, keep eye contact. The politics of your kingdom you know like the back of your palm. And unlike your more rebellious sibling you remained diligent in your political, and traditional learnings. You have a deep understanding of your kingdoms history and culture. And you've even dabbled in understanding cultures outside of the kingdoms walls. When it comes to learning cultures foreign to you it won't come as much of a shock unless it's particularly

offensive to your core values. You have a much easier time grasping the cultures of others. Though understanding isn't the same as acceptance.

-Might and Magic [400]: You were not just taught to understand your kingdom you've also trained hard in order to protect it. While you lack raw power like your brethren and mother you make up for it in sheer skill. You know how to maximize your power while using as little energy as possible. To fight smarter with your gifts not harder. This applies to the variety of weapons you've learned to master and the magic you've managed to harness. The full knowledge of magic and might is in your grasp. And not many can keep up with your quick thinking and resourcefulness.

-Passing the torch [600cp]: Your family has passed down great power for centuries. And while they kept it a guarded secret even from family. You somehow managed to learn the ritual to pass down some of your otherworldly magic to others. With but a simple kiss on the lips, not a peck, a full blown kiss. As intimate as it sounds it can grant a user access to 1 magical system and nothing else. The process is pretty draining and you can only do this once every 5 years. This is a one time deal, no take backs once they are endowed with this power they can't get anything else from this. Unless you just like randomly tricking others into kissing you. Nobody's judging you...openly anyway. [Don't worry you won't lose access to powers you pass on]

Citizen

-Unassuming [100cp]: Nobody really pays attention to the little guy, the maid who cleans the bedrooms, or the lowly cabbage merchant. It's tough but for some it means not getting into trouble. You have taken easy street with life. Knowing how to fly under the notice of others. Provided you haven't done or look too out of the ordinary you could easily fall out of memory of others. They'll even have a tough time remembering your face, or voice. You just blend in with all the other riff raff. And that suits you just fine.

-Love of life [200cp]: A life of work is hard. And finding time to slack off and relax even harder. So you mastered the art of slacking off with what little time you have. Merely an hour of dozing off or peace and quiet does you wonders. This leads to you having a really high tolerance for stress. Other people will certainly wish they had such a talent. In fact they might not need to outside of sleeping closer to you, should a crowd of 10 or less sleep within a good 10 foot radius of you they'll enjoy the effects as well.

-Hardy lifestyle [400cp]: Life of a peasant is rather difficult. Full of hardships and work. Not much is spent doing much else besides getting the job done to survive the next day. This has lent you to being rather harder physically and mentally. You can survive great falls and leap great heights without too much effort. Mentally you are more sound of mind having little difficulty in holding yourself together in times of dire need without panicking, complaining very little should the need for hard long labor arise.

-Supreme Moment [600cp]: Life can change in but a fleeting moment. In but a split second the very nature of things can shift. You've gotten a grasp on how to turn this in your favor. Once per year you may enact Kairos a moment in time where you gain insight into the next best immediate action to take [it could range from knowing just what to say to spur someone to action, or

slamming the door in some ones face at just the right time]. This will turn things in your favor even if it's only a little. Note this just means you have a one year cool down every time you use it. And it cannot cause events beyond your control to suddenly happen. It only works if you yourself do something. Anything following said action you'll have to deal with on your own.

General perks

Profession[100cp Free Civilian]: The world is full of talented people with at least some skill in something. Should you choose Drop-in in general or Hero with human as your race you can instead use any profession useable in the 20th century.

Bigger is better[100cp]: You suffered a strange case of gigantism which makes you look all the more imposing as you tower over others. Upwards to 10 feet of height is added and your build becomes thick and broad laced with defined muscle. You certainly are a tad stronger, tougher than your competition. But compared to actual battle hardened warriors, it'll be all for show.

Small is justice[100cp]: You're a midget compared to others of your kind. Never the less you come off as extra cute the smaller you are. Your minimum size can be comparable to that of a child at 2 feet. Your cuteness scaling with the lessening of height. While you'll have less weight to throw around you don't really need it to persuade those above you as not a threat...and also a smaller target and better quickness to get out of danger.

Bodacious hair [50cp]: You now have wonderfully full and clean hair. Granted it can still get dirty and whatnot from lack of care but it can easily be cleaned and maintained. You can make yourself as hairy as you want provided it doesn't make you look like some shaggy dog or animal besides human/dragon.

Badass scars[100cp Discount Royal]: You've fought in many great battles. Why not show them off? Granted this only works in making you more ruggedly charming. It does show that you are not someone to be trifled with. You can rearrange the scars or choose if they appear on yourself or not each jump.

Fighting blind [200cp]: It's a rare skill but you seemed to have mastered the art of not needing eyes to see. Any methods to obscure your vision just won't work. Magic induced blindness will certainly work as normal however.

Rolling Legend [500 Discount Human]: Something about your entry into this world has made a strange change in you. If you're human you will slowly shift into a dragon of a more feral bearing. You will gain an ever increasing power the more you indulge your stronger emotions love, hate, rage, fear doesn't matter as long as it motivates you and fuels your desire it will grow. Your durability, strength, and pain tolerance, with nearly endless stamina continue to climb and soft cap at being able to toss stone pillars, leap foot ball fields, and being struck by trucks and able to get back to fighting with ease. None in this world will be able to keep up with you for very long.

Kings Blood [500 Discount Dragon]: You become the peak of your species, able to take on a hundred armed of your own kind and not break a sweat. You have what it takes to become a

powerful king. Able to shatter dull blades and stone pillars with your bare hands, survive being thrown through a solid stone wall or great heights that would splatter a normal dragon. Your agility lets you climb nearly at the speed you can run which is twice that of an Olympic gold medalist leap whole foot ball fields in length and 20 feet in height. Your feats of strength, stamina, and speed would be recorded in legends for years to come. And it all comes naturally to you. You were born to be a king. And while old age may lay claim to such things you still would have more than enough power to stomp opposition. Only another of such legendary might would ever hope to match you.

Items

Sword [100cp Free Hero]: A basic sword but why does it cost so much? Well this sword is stupidly durable to the point it can be smacked against magical explosions and only suffer a minor nick in the blade. Even if by some misfortune it shatters it will always break in a way to still be lethal to your opponent. Never without an edge. You can pick any sword like weapon to be used for this item.

Basic Weapon [50cp]: Provided its not a sword. Choose a weapon, any weapon provided it's not out of place in a medieval fantasy. You now have access to it. While nothing special it is of top quality and fairly balanced and easy to wield.

Plated armor [100cp Discount Hero]: Basic looking armor humble and reliable. It is surprisingly durable and needs little maintenance to remain at peak performance. It also has all the needs to be useful to one of your forms.

Garish clothing [100cp Free Royal]: The clothing only the most rich and extravagant wear. Its made of expensive cloth and of the most exotic colors and designs. It gives you the look of a very stylish aristocrat. Even if you aren't royalty you could easily fake the part with these cloths and good acting chops.

Ornate jewelry [50cp Free Royal]: You have beautiful jewelry in your possession. Could easily fetch for hundreds of thousands of dollars in earthly modern currency. It's made of precious stones and medals in a wonderfully pleasant design. What exactly makes it look so good and so expensive is up to you.

Dorky Glasses [50cp Free Hero]: These glasses look dorky...well they are kinda dorky. You'll look pretty silly wearing them. But they come with a couple of benefits. They adjust their general shape and size to account for your size and general shape. They're also incredibly difficult to fall off your face in a blatant defiance of logic and science. They also seem to take falls fairly well with only 500 foot drop is what it takes to even crack it. If you already had bad eyesight these correct it. You can import a pair of glasses for this option to grant them these perks. Granted they will look dorky.

Royal Weaponry [200cp Discount Royal]: You have a very fancy looking weapon. A sword, a hammer, a knife doesn't matter. It's an incredibly durable and capable weapon expect to be shattering thick stone walls with warhammers, or hacking off limbs with war axes or shishkabobing several enemies with a spear with disturbingly ease.

Little red car [200cp Discount Drop-in]: What a quaint and compact little car. This little guy might not be very fast and on the underweight side of things. It makes up for it in carrying unusual amounts of luggage without being weighed down much at all. It can hold up to 4 regular humans comfortably. And can fit through rather cramped spaces. It's surprisingly durable too taking far more hits before going up in flames. Should this be destroyed and not put back together within 4 hours it'll reappear in the warehouse no worse for ware.

Shack[200cp Discount Civilian]: A nice and homely wooden shack in the middle of nowhere near your location. It even travels with you and it has a door that leads directly to your warehouse. Should you desire you can use said door from your warehouse to fast travel to this shack specifically [the door disappears should the shack be destroyed entirely door included]. Don't worry this place retains heat during the winter fairly well and has a nice fireplace for extra comfy. While it lack plumbing and electricity it's still a nice little home at any time period. Each jump you have a choice of it showing up or not. Don't worry at any time you can merely summon it. But once down it cannot be undone by the same method.

Tapestry [100cp Discount Drop-in]: Here have something nice for your journey. This is a nice tapestry that nicely and symbolically tells your personality, friends, and iconic moments in life. It's rather dense with information and seemingly grows bigger and more decorated with each major event and new friend/companion in your life. It even splits into a new tapestry to continue the tale should it reach its max size of 50 x 40 feet. Strangely it's really easy for you to interpret it for others to understand.

Lantern of Binding [100cp Discount Drop-in]: This a fancy round lantern with a strong light. It does more than being an amazing lantern. With some focus you can prep a powerful beam that paralyses and drains the stamina of whatever you're targeting. This also mildly stunts recovery of said stamina. Even supernatural creatures would be winded for a good while. Be sure to use it responsibly.

Throne of kings [100cp]: You now are in possession of a throne. A very comfy throne, one you can sit in for hours on end and not even feel cramps. It can refit itself for someone far bigger than 20 feet tall. When you in particular are sitting on it you can either have it can make you seem more benevolent and people more likely to come to you for their issues or a malevolent tyrant who doesn't take well to such petty problems. Either way it can be helpful and comfy to fit in a throne room if you rule over anything in particular.

Queens Bathroom[100cp]: You get a fancy bathhouse full of wonderfully warm tiling underneath your feet. The bath is quite large and full of the finest purest waters one could find surrounded in sparkling silk curtains that hid very little . It's almost magical how clean this place is maintained. And it seems very good at cleaning you up from some of the worst messes. It's fit for a truly royal ruler to have. The exact colors and design is up to you but know it has all the fittings of a wonderfully well stocked bathroom fit for a queen, some wonderful shampoos and soaps that smell absolutely divine, towels of many colors and designs, a variety of comfy bathrobes, etc that

all restock per day. People would certainly pay to just use such a wonderful place. It's an attachment to your warehouse as well why wouldn't you have such a wonderful addition?

Companions

A group of old friends [400cp]: The obligatory bring you friends option. You've likely garnered a few friends on your multiversal quest. And you don't want them to be excluded from the fun. Bring in 8 companions each getting 600cp to spend. Optionally you can merely import half of that for 200cp and half of that again for 100cp.

A new Friend[200cp]: Not too long within your journey you meet a new dragon who quickly grows to like you. What circumstances you meet them under depends. They come with either the Citizen, or "Hero" background and 600cp to spend.

Canon Companion [200cp]: You gain a companion straight from the comics. Now this doesn't mean they'll be more inclined to like you if you're willing to put the effort in. And far more likely to join you on adventures beyond their realm. And due to the events of the story they just might be truly willing to join you for further adventuring [or die, just make sure this isn't a waste of points alright?]. They obviously don't gain points but the price is certainly worth it right?

Drawbacks limited to 800cp in drawbacks.

Apathy [+100]: Sometimes it's best to not bother. While dragons have a difficult time getting their emotions riled up. You take it to a whole new level. Emotions are tiresome to you. And so hard to get you started. You will come off as pretty heartless when you don't really feel much at your best friends violent death and subsequent funeral. And when you do it comes off as insincere at best.

BURNING BLOOD [+100 Hero gain a 1.5x bonus]: You feel a lot. Your emotions are an endless tide of raging storms and tsunamis. Your emotions burn brighter than any sun. It's impossible to hide what you're feeling and it often leads to you making vary silly mistakes on your part. There's not a single moment when you're not in some kind of emotional tizzy about something and you can't seem to suppress it in any real way outside of loudly expressing it through body language, vocally, or facial expression.

Arranged Marriage [100 Royal gain a 1.5x bonus]: It seems that in order to garner peace with one of the neighboring kingdoms. A treaty was signed to marry the two kingdoms together via an arranged marriage. And who was chosen for such a prospect? Why you of course! In order to protect the kingdoms from going to war you have been forced into marrying this other. While this person isn't mean or rude or anything they are incredibly sheltered and unaware of the world outside of their home walls hell even their own castle walls. They're mostly a figurehead at best having no experience in anything other than royal politics. If this spouse dies however you will be branded an enemy by this kingdom and all its allies as well as your own. And be hunted down by essentially an empire and all its neighbors. But that's only an issue if they die. Or you don't also make regular appearances together in various public meetings and seminars as a reminder of peace and prosperity between the two nations!

Good Samaritan [100 Citizen gain a 1.5x bonus]: You are a very good person. Sometimes it's great to be of help to those in need. Unfortunately some people really don't need that extra boost. Especially if that extra boost was pointing assassins who're finding their target, or repairing the wheel on a getaway cart for a band of thieves. Whenever you help someone there's a good chance you helped some villainous scoundrel do something heinous. And a good chunk of the time they never really come off as anything other than someone in need of helping. This doesn't seem to make you any less charitable either.

Weirdo[100 Drop-in gain a 1.5x bonus]: You have a really tough time blending in. Like, really tough. You stick out like a sore thumb and everyone seems to remember you. Making it impossible to lay low or remain hidden. You tend to get gawked at often if you sit around for too long in a specific place. This drawback is worsened if you actually have anything genuinely weird or out of place. As people WILL notice and no amount of deflecting will say otherwise. If you intend on interacting with others outside of companions just forget about stealth.

Old Wounds [+200cp]: For some reason you can't seem to heal naturally. And on top of that you seem to just...not notice when you get hurt. You'll feel the pain. You'll know you were hurt. But you just seem to not bother healing yourself almost like you forgot or something. Even if a million arrows and an axe are stuck in your back you won't really notice other than it's incredibly painful to lay on your back. Others notice however and you better hope this person is more attentive and quick to heal because you certainly won't.

Restoration [+200]: The king and Queen are dead after the events of the main story the kingdom is in complete disarray and it has no one truly powerful enough to stand up to its other kingdoms or forces that could come and destroy it. Anaelle the princess is powerless since the right of power was interrupted and in need of assistance, you are the one to fill the role of King or Queen. If this kingdom falls then it's game over. And be forewarned there are a myriad of other kingdoms surrounding yours that would love to step in and over your newfound kingdom.

Civil War [+100]: At first it was merely a peasant revolt. But with you in charge it seems to have sparked a rebellion in the elites and rich. They have organized militia that are composed of likeminded warriors. It will certainly take a good long while to reorganize everything with them sabotaging things for their own ends. And on top of all this the peasants take up arms and often brazenly fight in the streets to defend themselves. Assassination attempts are at an all time high. You'll have to quell this infighting before you can possibly get anything done to stabilize this kingdom. This will certainly be a problem but at least things can't possibly get worse.
Cardinal War [+200]: Well that certainly didn't take long. News of the king, and queen's demise spread far and wide. The other rulers know of your kingdom's fractured ruling class and powerless young new queen with little training and no guidance in ruling. Good thing they don't know much about you in particular. Which will more than likely be your only advantage in this whole ordeal. Remember a war with a single kingdom nearly wiped the entire royal line save for the king, queen, Princess and her brother. And the princess only lived because she had been a runaway at the time.

Enemy of the Kingdom [+300]: You are now prime target numero uno of the king and queen. They want you gone for reasons only they understand. And they command quite the army. While they

lack power they make up for it in sheer numbers and BOY do they have reserves. 100's of thousands and many are capable mages when working together can pool magic to get results. Even if Nills where to kill them the kingdom wouldn't stop seeing you as a threat as loyalists to the last king and queen continue to hunt you down. And there's an endless supply of them always gunning to fight you and never alone.

They're in the way[+400]: Someone took something from you. It's very near and dear to your heart. So much so that having it taken away made you go after it with an animalistic fervor. People will stand in your way. They all did. Everyone who does will be pushed aside. This includes friends and family. They just can't get through to you till that one you wish to save is yours again. Even when that one pushes and runs away. You'll just find them again. It's no big deal. After all you've come to save them. You'd gladly crack a nation and doom everyone on it if it meant getting that one back. After all you're their knight in shining armor. (Choose a companion or someone to be "kidnapped". You will find them. Things will get broken. Hope you like the aftermath as it'll be quite gruesome and the one you saved to be truly horrified at your actions)

JUMPCHAN WE HAVE A PROBLEM [+600]: It seems the unthinkable has occurred. More than just Nills has made it through the portal. Somehow a combination of your entry into the world and Nills entering has caused a unique form of crack between worlds to the point that various portals have popped up across the human world. Dragging people in, mostly of military personnel and violent war criminals. Now imagine if Nills actually was a trained and seasoned fighter and in mass numbers. This is what you'll be dealing with. And the various world governments will send even more soldiers in mass eventually once the stragglers have re-establish communications with their home universe. You'll have to deal with some powerful forces that could wipe out an entire kingdom with just a team of five. Now deal with a bunch of super dragons reaching into the 1,000's. Luckily they don't have to worry about them figuring out how magic works...yet.

You're in the way [+600]: Nills has crushed countless foes to get to his goal, what's one more to him? You are someone he finds that needs to be eliminated in order to get back with his beloved. He'll scale to your level and if you stall for too long he'll inevitably scale higher than you. Each time you kill him his power will reset to your level but he WILL come back within a month. And more feral and beastly than ever the next time he does. By year 8 he will by default be more powerful than you. Bring your A game jumper. You will need it to survive his onslaught.

Kairos

It has finally come to this. You survived your adventure of 10 years here. And now it's time to enact Kairos one last time.

-Returning home will make sure this world and your home are permanently linked even if you died and forced to choose this option. You can freely travel to this world and back however you please. A parting gift for such fine entertainment.

-Continue is standard fare. Move on to a new world with new powers. Nothing to see here.

-Stay is still the same as Returning home. You can now travel to your old home and your new home freely. Enjoy your stay jumper I will most certainly miss you.

Notes:

If you choose Royal and you're female. You could choose to inherit the throne instead. And the parents being oh so excited and "invite" the Anaelle back to the kingdom instead. Or you could simply have them note that only the princess is worthy and drag her back anyway. It's up to you really.

Companions obviously don't get to choose things from companions or drawbacks sections.

As weird as this sounds yes you can choose Nills and the capstone drawback. It won't really change much other than him randomly appearing on your next jump fully apologizing for what he did. And fully willing to join you on your adventures. Weird but I didn't want to bar others from getting him just because they chose said drawback.

Drawback enforced death/dislike won't bar them from purchase or make it a waste of points. As they will reappear by the end in your warehouse. It's going to be really awkward with explaining things. But I trust you can hash it out with your new companion!

Kings Blood is an entirely all natural body enhancement to physical ability. So with hard training and pushing your limits you can indeed train to be stronger. And while it can't quickly reach the heights reached by Rolling Stone it can through lengthy hard work.