

Rune Factory world Jumpchain V:1.4

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Welcome to the world of rune factory. You've probably heard the plot of this world before, a random guy wakes up in a small town or village, he (in most cases) has amnesia, he is provided with a house and farm, can tame monsters, is able to court and marry a eligible member of the opposite sex, he can learn to perform all the jobs that the locals can do and outclass them, and then moves on to fight some big bad that wants to destroy the world.

Here is where you come in, you will start in one of the locations that one of the protagonists will eventually come to reside with your own house and farm somewhere, and you will remain in this world for 10 years... not that these years really mean anything, aside from the babies, no one ever ages, even if you choose to stay here for many millennia. While this jump is based on the rune factory series, this is only loosely based on the series, I'm not an expert and I don't know all the lore. If you want a proper rune factory jump, please be my guest and make one, this is closer to a fanfiction version.

Now, as you've probably been waiting for, you receive 1000 rp (rune points) to buy items, perks, companions, or anything else.

Origins

Because origins in this world tend to bleed into each other, I have decided to let you choose multiple origins, so long as you pay for each of them. If any origins contradict or don't make sense, you should be used to this by now, come up with your own story or explanation. Any

option can be taken as a drop in, but in cases other than nobody you may need to explain yourself.

Nobody (0 rp)- This is pretty standard, you just... show up here out of the blue. How did you get here? That's not important, so I'll let you decide. Fall out of the sky, wash up on the beach, or travel here from a faraway land, as long as you receive no additional benefits, you can get here however you like. You can decide if you just appear in this world, or if you have a history but can't remember anything, at least not yet.

Bachelor/Bachelorette (0 rp)- No, you are not involved in those unscrupulous television shows from earth. You are a young fellow that is either looking for a partner in life to be wed to, or simply a youth that has yet to know the awesome struggle that is marriage. This doesn't add much to your history or experience, but it does ensure that unwed members of the opposite sex will at least have a slight interest or curiosity about you.

Adventurer (100 rp) You are quite the daring fellow, aren't you? You've spent your entire life enamored with exploration and study of ruins, to the point where you are an expert on all things dungeon related. While you may not be the most capable of fighters, you have a history of walking away from dangerous situations unscathed, so tell me, are the rumors true?

Farmer (100 rp)- "Hey young man!" you work a lot, don't you? Alright, you have a history of working the field, gathering firewood, fishing, animal husbandry, and living a simple life. You're used to living off the land, and you have a reputation for being laid back and quite frugal with your money... even if you are not.

Blacksmith (100 rp)- Weapons, tools, ores, heat, and maybe golems, you are the one everyone comes to when they need something to be fixed. You are a little more boisterous than most, and you are always excited to create new weapons, or to work with newer materials.

Shopkeeper (200 rp)- Ah, I guess someone is a bit of an entrepreneur? You are an integral part of the economy here, you are responsible for buying and selling the majority of goods to the townspeople in this area, or by being the sole provider of certain services. Still, you have experience in getting the biggest bang for your buck. You know the ins and outs of importing and exporting goods and are familiar with every shopping district in the kingdom.

Mail person (200 rp)- Are you okay, you look... tired. Your job is important, but extremely tiring. You receive letters and are responsible for delivering them to people, without the aid of a car or horse. I hope you have a lot of stamina, because you will constantly need to be running in order to get everything delivered in a timely manner. You will be quite energetic by the time you leave here

Medical professional (300 rp)- I'll leave it up to you whether you are with the church or an independent doctor. You have a history of operating on sick and injured patients, and you should be very knowledgeable regarding medicines and other cures. You have a very calm and personable demeanor, which is a good thing when people are trusting you with their lives.

Aristocrat (300 rp)- Oh, please excuse me. You are either a member of the Sainte-Coquille family, part of at least one of the many royal families, a tribal leader, or any combination of these options. You know all about the proper etiquette and mannerisms expected within high society, and you are a master of not doing any work. You've lived an easy life, and you are well provided for in terms of luxuries and finances. Still, you may need to adjust if you plan on being around the common man.

Ex-military (300)- While not talked about very often, there are wars that exist in this world, and you have fought in some of them. Whether you are a deserter, a ranking officer who has retired, a mercenary for the military, or even a soldier that still has some military involvement, you have had quite a history. You've been in thousands of battles against man and beast, you've protected people from injury and death, and hopefully you've learned a thing or two about combat. While you are still alive and well, there may be some things that you would rather not talk about and would rather forget about.

Races

Races are not incredibly important to the series, however I decided that I should give you a chance to... select one of them. Like the origin section you may take multiple.

Earthmates (free)- Basically the human race of the series, except they are apparently different from humans somehow. They have the ability to use a wide range of abilities, although unless you are a protagonist this is only a jack of all trades type deal, since only protagonists in the series have been known to max out their skills. By taking this race, all the skills covered by the protagonist origin go up by two levels, with a 1.25x multiplier to increasing skill levels. To some extent earth mates have the ability to control runes, although this ability has been greatly diminished. By paying an additional 300 rp, you gain the ability to increase your rune control abilities, starting at the level of Kyle. Eventually if you increase your abilities enough, you will be able to read earth script and learn ancient magic abilities, whatever those are. You can also come together with three other earthmates to form a guardian form, and eventually you can learn how to do so without other earthmates

Elves (200 rp)- A classic race to use in fantasy, the elves are an interesting sort that usually resides within their own kingdom, in the service of Sainte-Coquille family, whom the elves have good relations with, or in some instances elves simply live in human/earthmate nations. There are elves and dark elves, although there is little difference between the two. Elves get along very well with monsters, incorporating them into society, while they also have a respect for nature. Elves can tell when someone is from a different land from them by smelling the wind on them, and they are able to see sylphs. You gain 6 levels in all skills related to farming and cooking with a 3.5x multiplier when increasing these skills, while also having an easier time with taming monsters, even boss monsters. This does not include any creature that has the blood of one of the races in this section in their veins or is otherwise humanoid, but if they are defeated (Even if they are killed) you will later go through an event that causes them to become a resident of the village

you're in (or an equivalent place in the future: your city-ship in stargate, your kingdom in civilization, or whatever else, you can even choose where they end up.) Humanoid creatures you defeat and head to the peaceful space are guaranteed to not hurt or kill any other resident, even if normally they would be somehow required to eat or feed upon them. In a case where a humanoid creature would need to feed on other people to live, that requirement is removed and is turned into an alternate requirement in the event where they cannot acquire food or water. How this works is up to you.

Dwarves (100 rp)- Dwarves, supposedly an irritable race, and they all have some special intonation within their speech. They have ears that are pointy, but to a lesser extent than the elves. Dwarves are master blacksmiths that either have a natural talent for it or are simply taught to be by their parents. As there aren't very many skills that dwarves are known for, you gain 10 levels in blacksmithing, have a 6.75x multiplier when increasing skill levels, and you have the ability to double the amount of ore you would collect from a source (such as gaining 2 pounds of lead when only 1 pound should be there).

Half-Monsters (100 rp)- These beings can transform into a monster at will, under a great deal of stress, or an imbalance of runes within their bodies... Whatever that means. Seeing as how the only transformations seen in the series are into a phoenix type bird or woolies, you can transform into either from at any time. You gain 2 levels in all skills related to fighting monsters, and you gain a 3x multiplier when leveling up these skills. For an additional 200 rp, you gain the ability to transform into any non-humanoid creature you have defeated before, and this works retroactively. You also possess the ability to permanently remove any transformation ability you have in the event that you can't stand having access to it. For another 200 rp, you can also transform into humanoids you have personally defeated. Count every monster form that you gain as an alt-form, and each form you have will grant you passive abilities while in your other forms, such as being immune to ill effects of temperature if you have a pheonix form.

Guardians (300 rp)- Guardians are beings that are fused with the earth using the magic "etherlink" which can fuse humans/earthmates with runes. It is implied that guardians were formerly human, and through supernatural events, they have changed. Guardians have had monster forms in the past, and when they leave that form and take on a humanoid form, they are unable to turn back into monsters, although they still retain aspects of their previous form. You can choose what monster form you once had, if you choose a butterfly you retain antenna and wings, and you can decide what other forms will leave you with. Canonically, guardians can have the earthmates fuse them with the earth's runes to send power to the elder dragon Ventuswill, but since you are paying 300 rune points for this, you can freely send power to dragons, and if you have any ability that would already let you share or give power, this will double that power when you give it to a dragon. You gain 5 levels in all social abilities, and you receive a 2.25x multiplier when leveling up social skills. For an additional 200 rp, the ability to share power will be extended to all life forms, and also grant you the ability to take power from other life forms. Again, if you had any abilities that would already allow this, the energy you receive is doubled.

Univir (400 rp)- Not a very common race, at least from what we can see so far. They have an upward facing unicorn horn on their upper foreheads, and a sour expression on their faces. Their magical abilities are derived from their horns. Since there isn't much known about them, you gain the ability to use all magics in the game without the use of a staff, provided you know the spell or how to make the staff, and your magical abilities will increase when using a staff. You gain 7 levels in all staff and magic related abilities, and you gain a 6.75x multiplier when leveling up these skills.

Mermaids (400 rp)- So, you want to be a fish, do you? I'm kidding, I'm kidding. But in all seriousness, you are a mermaid, a creature that transforms into a more fish-like form that replaces their legs with a tail whenever they touch snow or water, although they move around easily on land in this form as if walking normally... Somehow. You will be identified by the fins on your wrists and on the side of your head. You gain 2 levels in all non-elemental resistances to status effects and attacks, and you gain a 12x level multiplier when leveling up these skills... If this seems like a lot for leveling your resistances, keep in mind that you must be afflicted with these status effects or hit plenty of times before you gain any levels... While maxing out these levels may seem like a good idea... It will hurt every time.

Elder Dragons (400 rp)- I really should not be offering you this... But I'm going to anyway. You are a dragon now, and you have the ability to keep runes in check, and also to draw power from the runes. If the runes within an area became depleted or were sapped from the surrounding, normally your job would be to die and cause the land to rejuvenate itself, but you paid rp for this, so instead you have the passive ability to keep the runes from becoming depleted and replenishing them in the area (and runeys, if you're into that). You have an immense control of the elements without using magic, and you are incredibly strong. While you do not gain any levels to your skills or any multipliers when leveling skills, when you level up normally you will gain 50 additional stat points in strength, vitality, agility, intelligence, elemental affinities and elemental resistances. Now, because it isn't easy to move around when you're the size of a dragon, you gain access to a humanoid form whenever you want to be around people. This form will somewhat resemble your dragon form. For an additional 200 rp, you are now an arch-dragon. What this means is that you are capable of fighting against other dragons and easily defeating them, and you are able to slow down and do damage to world ending threats. You are able to fly at Mach 12 without breaking a sweat.

Vampire (200 rp)- Well, aren't you an interesting one? You are an anomaly, as there is only one, technically two, vampires in the series. You are a creature of the night that sucks blood, or, failing that, a tomato squeezed into juice. You aren't big on the sun, and while I don't think direct sunlight would kill you, it will cause you extreme pain and hurt your eyes. You are an amazing gardener, you make everyone with a green thumb look like they neglect their plants and water them with salt, that is just how good you are with fauna. Your physical abilities are no laughing matter either, and while you aren't nearly as strong as a dragon, a protagonist below level 50 would probably be unable to beat you in combat without a lot of help or getting lucky, and even a protagonist at level 50 or above wouldn't walk away with full health. You gain 6 levels in all gardening skills, a 6x multiplier for those skills, 7 levels in all combat skills, and a

7x multiplier in those skills. For an additional 200 rp, you no longer feel pain from coming in contact with direct sunlight.

Runey (0 cp) I'm sorry, what now? You want to be a runey? This offers no benefits to you, aside from knowing where all the runeys in the area are and communicating with them. I'm flabbergasted. You can choose to be an earth, wind, water or fire runey, or a mix of these options, heck if I know. Why would you want this, are you proud of yourself?

Perks

The part you've likely been waiting for. Here is the deal, every perk that you have an origin for is discounted, and if it is a 100 cp perk it's free, please remember this because I won't repeat this later. If you have the protagonist's origin, some of these perks will gain an additional ability or increase. Every perk below has the ability to be toggled on or off. Have fun.

General perks

The never aging people (0 rp for here, 200 to keep)- You, and everyone else in this world, don't age... Period. Elderly people, 5-year-old children, you, the common man, or anyone. Unless someone is either in the womb, or a baby, they will not age at all. Once someone hits the age of 5 all aging stops, but at one point they did age to get there... try not to think about it. The point is, unless you choose to get older, you will always be at your most fit and ready, but even if you were in your 50's you wouldn't be frail. You could live for a thousand years and never age a day, and you are resistant to every illness known to humanoid kind, with your body naturally producing antibodies to counter all pathogens, and even reducing the effect of poison. You can still die, but you will need to take a beating before that happens... for better or worse

A quiet life (0 rp for here, 200 to keep)- We all need a break, don't we? Well, now you can get one. As long as you don't do anything **too** crazy, you can always go home and live a peaceful life that is guaranteed to never bore you, and if you stay out of the main plot you have a plot armor that will keep things that way. Settling down, working the fields, whatever you want to do, you now can find enjoyment in anything you do that could be considered peaceful. It turns out, you don't need a vacation when you live a quiet life in the countryside, or wherever you decide to go. Enjoy the ocean, the marketplace, and even doing an honest day's work, and enjoy not having to fight some giant monster in front of your house. Keep in mind, this only applies to you

and where you live, this might keep a war from coming to you or otherwise affecting you, but this perk does not stop a war from continuing further.

Snowstyle bar (100 rp)- Relaxing isn't it? You now have the ability to play every track from any of the rune factory soundtracks that currently exist, or when they come out, future games in the series. You can actively select songs at any time, have it set to play songs appropriate to a current situation, create mashups from the songs available, and it is up to you if you want to be the only one to hear it, want certain people to hear it, or if you want everyone to hear it. Some people might find this odd, unless you toggle that off through this ability. For each jump you have gone to, you gain access to the soundtrack of that setting, and a Rune factory version of the soundtrack, and you will gain more as you go on. If there are situations that don't fit with any of the songs, a new one is automatically made for situations like it. If you have other soundtrack perks from other jumps, you gain new soundtracks from each world you have been to, in the style of the other soundtrack perk. You can also create cd's, mp3's, music videos and anything else you might want, that are based around these tracks. Music to my ears.

The giving npc (200 rp)- Someone wants to get in someone's good graces. You now have the ability to figure out what a person really likes to receive, what quality gifts they care for, brand made, homemade, what color, etc. Even If you met a creature that hated all of reality and existence, you could find something that they might at least tolerate, and they would accept it. Giving good gifts improves your relationship with them and giving them their favorite things will really strengthen your friendship, or better. Keep in mind, less is often better in terms of gifts, the first gift of each day will be the biggest boost to your relationship through gifts, while each consecutive gift will be half as effective as the last gift. Also, giving people things they hate will not endear them to you, giving a vampire garlic is still a good way to either get bitten or hit really hard, just trust me on this one.

The man to see (400 rp)- Well that's that. People who barely know you, and barely like you, for whatever reason seem to want to interact with you, and they might not know the reason. While this may sound like it isn't that great of a perk, this pretty much guarantees that any named character in this jump, or any main character in future jumps, is pretty much guaranteed to interact with you personally, multiple times. The king of the sechs empire will want to be your pen pal, your next door neighbor stops by to see you every day, and far off travelers are sure to make a couple journey's just to see you face to face at least twice a year, more if your relationship actually develops into an acquaintance ship, and if it ever became a friendship, one sided or otherwise, they may move closer in order to see you more often. Now, you can always decline to this sort of thing, but know that you would be missing out on a wonderful opportunity to make a connection. Never again worry about not getting to meet characters before they die in cannon, or not having a chance to talk to the busiest character in the world, because they will **make time** to talk to you. Use this wisely, and you could become part of the main character's circle of friends without a hitch.

Protagonist (600)- This is really more of a capstone booster than anything else, so allow me to explain to you what this does. Automatically this gives you a greater history. If you were a soldier, then you have the fame of doing things like taking out a tank with a watering can, or if

you are a blacksmith, you are renown for creating some of the greatest weapons in the world, you may even gain a great reputation or legends associated with your name if you are a drop in. Aside from the fame this provides you, which you have the ability to refuse, this grants you some other things as well. You immediately have access to all of the skills from the rune factory games at level 1. While this may not sound impressive at first, this basically allows you, as an amateur, to successfully cook dishes or craft armor and weapons while only knowing the basic components, and you automatically know how to use weapons, farming tools or elemental staves with the proper techniques employed. While this may take a lot of energy to do, you will never need to practice swinging a sword or cooking food in order to know how to do it, but every time you perform an action, you increase your experience over time until your skill level reaches level 99. If martial arts were a skill in the system, level 1 would be slightly above the skill of a white belt, while level 99 would be equivalent to mopping the floor with a dozen 10th degree black belts without breaking a sweat. The higher level you are, the less energy you use when performing an activity. In addition, your body can level up, giving you increased health, energy reserves, and your base stats: strength, vitality, intelligence, agility, and elemental affinities and resistances. In future jumps, all abilities you have or skills you could learn will be counted in this system. The level cap will be removed post jump.

Smooth talker (600 rp)- This is the perk that will get you far in this game... I mean the world. You See, instead of trying to gauge how far your relationship with a person has come, how much they like you, and having to keep track of everything they have ever said or done, you can keep track of it here in this system. That's not all, but this perk gives you a massive charisma boost, a 10x multiplier on top of whatever else you have going for you. If this is your only charisma perk, it would only take you a couple days to become friends with a spoiled, mean spirited, rich girl, and it would only take you half a year for you to cause her to fall head over heels for you. If you wanted to make friends with an eldritch abomination that loathes you, and is completely unable to feel any positive emotions whatsoever, without any other perks, In a year you could max out your friendship with him in order to get him to feel happy about seeing you. This won't cause an eldritch being to like anything else, but it is a start. By talking to people, by doing things for them, or acting kindly, you can increase your friendship levels with most people, and you may cause eligible young people of the opposite sex to develop a crush on you.

Protagonist Boosted- Did I say 10x multiplier, make that 100x. At base, left and right, everyone will easily have their friendship with you maxed out within two weeks, and all you have to do is talk with them for a few weeks, any longer than that and you could max out your friendship with a person in just under half an hour. Strangers will feel at ease around you, you will get better deals at shops, and even heartless monsters would hesitate to so much as scowl at you, and they may even befriend you if you play your cards right. Even ineligible members of the opposite sex, as long as they aren't married or below the legal age of marriage, will develop feelings for you just by being around you, and they would be head over heels for you if you just talked to them, and if it ever came about that a spouse had died and was no longer in the picture they would be willing to give a relationship a try, although I really don't recommend it. Even if

you told a terrible joke, you could deliver it well enough to do a stand-up routine with that being the opener. You have mastered all facets of human interaction, and people who like you will probably give you gifts that either you like, or something that will be helpful to you. If you aren't sure of what this can do, use your instincts, think about it. Fanwank responsibly. One more thing, in cases where someone would be too young to marry and they also possess eternal youth, they can be convinced that they should age, while doing so would age them to their prime of life (Best looks, best health, best... Whatever, you figure that out, you're the jumper here. If the species of a love interest disgusts you, you can change them into something else if they allow it, making it so that Pandora is no longer a demon for instance).

Nobody

You don't stop do you? (100 RP)- You're one of **them**, aren't you? You know the type, they will forget everything, end up at some random place, pass out, and then immediately get to work as soon as they wake up. It's incredible really. You no longer need to work about what will happen if you lose all of your memories, you will instinctively know what to do, to earn a living, find answers, follow the plot line, etc. Now, this isn't a conscious thing, although it can be eventually. What this is right now, is an instinct. If you can't figure out what you need to do, you will have the drive to do things that will lead you to where you need to go.

A fast learner (200 rp)- You might know what you need to do, but what good is it if it takes you forever to do it? This should help with that. From now on you are able to learn skills and improve them in half the time required for the skill ordinarily, and if you have any multipliers to increasing these skills, this doubles it. This doesn't just extend to things like crafting or fighting, but also to everyday things like talking, walking and jumping. There might be a cap on how far you can grow, but with this you will reach the highest level if you just try.

Jumper is too pure (400 rp)- make a mistake and do something stupid, like giving the vampire the garlic they hate, or saying that one thing that drives your neighbors crazy, it doesn't matter anymore. People can tell when you made a mistake, and while they won't know everything, they will get the general idea of what you meant. This doesn't mean that you can get away with doing this on purpose, but they will be more willing to overlook this once or twice... Still, don't push it.

The world can change, a little at a time (600 rp)- Sometimes things are new to you, hard to get used to. Sure, you can live with the status quo, and maybe you might like it, but you? You can have more than that if you really want it. Without any real effort you can insert yourself into a village that you just moved into a couple weeks ago, and even if you aren't on the friendliest terms with everyone, most people will have a hard time picturing a future without you, unless that isn't what you want. Small changes like these are easy, want a shopkeeper to sell a new product that you need regularly, they can get it as long as it's similar to their other types of wares, although it may cost more depending on how rare the item is. Something a little harder? You can expand the land of the village for more people based on suggestions. With a lot of effort, you could even have simple villagers travel into dungeons and even increase their own skills. This doesn't make people give you things, but this makes them susceptible to either

growing or regressing if you want them to, although it's easier if you put in more effort or have a better relationship with the people you want to enact your changes.

Protagonist boosted- alright, that was a bit small for you? Well, I guess it had to get to this then. You can literally make monsters act like people if you try, convince black hearted villains to adapt their plans for whatever you want to build or do. The world is made to change, but not randomly. If you want a world that is primarily magical and that has only advanced up to medieval technology to develop ships faster than light travel, with enough convincing, they will do it on their own, no matter how long it takes. All you need is trust, maybe not even that if you do things right.

Bachelor/bachelorette

Something about you (100 rp)- you, you're available right? I'm just kidding, you're a bachelor/Bachelorette. In all seriousness, something about you is attractive to people, even if you have some serious flaws like being prideful or tell weird stories about turnips. Your appearance is stunning, but to be honest, it wouldn't matter if you weren't. If you were a 0/10 you could still carry yourself and have people think of you as 9/10 at the very least, if you actually do that that is.

Visiting unannounced (200 rp)- Normally, people care about when you break into their house in the middle of the night, not what it comes to you though. No, there are no boundaries for you, at least not once they get to become familiar with you. Breaking and entering is no big deal as long as you don't steal, following someone all day is child's play, and finally... Okay, I'll stop, I get it. Still, people are more willing to let their guard down around you, just try not to abuse this, okay?

Festival Time (400 rp)- You have a knack for not only having fun, but also coming up new ways to have fun as well. You could make board games, card games, drinking games and the like, but your specialty is big events. Could be concerts, festivals, costume parties, annual get togethers, you name it, but they all need to have one thing for them to start, you. I don't mean that you have to be at every event, but you need to be at the first one, and from there it will immediately become a tradition to perform yearly, or the equivalent if there aren't conventional years where you're going. Appropriate Awards can be provided for contest winners, generated by the judge, and no, you cannot both compete in an event and judge it, unless you find a loophole in this rule. Everyone is guaranteed to have a lot of fun, and whenever you show up the fun increases.

Popularity (600 rp)- Remember how I said that with something about you, you can become a 9/10 if you carry yourself, even if you aren't good looking? Well this should take care of that. Popularity, believe it or not, has nothing to do with being rich, good looking, or anything like that. No, popularity is how you play the game with people, how you treat them, what you have to offer. If you're a good friend, that is something invaluable. Most importantly, people see your good qualities in spite of flaws, and all of your potential, making you an easy person for people to look to. If you don't have any good qualities, you may still attract people to you by your assets, or in some strange cases, your flaws.

Protagonist boosted- People whose good qualities are obvious to others are the perfect people to help others, people want to be close to them, to improve themselves how they see fit. If people admire your strength, people will follow you to become strong, if people want your money, they will learn to be better at managing money, and if they desire your regeneration abilities, overtime they passively gain better regen powers. You can of course discriminate against who gets this buff and who doesn't, but with time you can pass on weaker copy of your abilities, and if the person truly cares about you, they can eventually gain the cp backed version themselves. And if you were to love someone, platonically, romantically, as your child, or otherwise... Well, you may awaken powers in them that you never knew they were capable of using, or that they did not have before. Once per jump or every ten years, whichever comes first, you can revive someone close to you from death and grant them a cp backed copy of your abilities for 24 hours, all of them, some, none, you decide.

Adventurer

Dungeon Explorer (100 rp)- Look, you're an adventurer, so I think you can agree with me on this, adventurers that don't go anywhere are useless. At the same time, adventurers that don't know the way around a dungeon are less than useless, because they are dead. You are the Indiana jones of the rune factory world, maybe even better than that. You mentally map out the entire floor or area, know where the switches are and how to solve puzzles, and know how to get through every floor until the boss room. You might not be able to defeat the boss, but you'll sure know how to get there. You also are an expert at reading ancient languages and doing everything an archeologist or paleontologist would be expected to be able to do. No, this does not mean being able to shoot a gun.

Run like mad (200 rp)- Right, so... Listen, I don't know your life, or your skills, but you'll need this if you can't fight or don't want to fight. You are a master at never facing your problems, you can dodge fireballs, explosive chicken eggs, not get hit by the horde of wolves, maybe even the bosses... for a while. On its own this skill isn't good for much, except for running, jumping, dodging, free running, and every kind of parkour, especially when you could get dead, as we like to call it, and you move fast.

Another day, another dungeon (400 rp)- Look, having only one dungeon in the entire world would be pretty bad, and thankfully that's not the case here. In the games there are only so many dungeon areas you have to be able to visit, but not with this. With this perk, you can always find a new place to test your skills, whether it's parkour skills, logic puzzle skills, farming skills, combat, crafting, you name it. These dungeons will always be something that challenges you, puts pressure on you, and it's always something that is riskier than the last dungeon. Rewards here aren't guaranteed, but you are guaranteed to either learn something new about the area of the world you are in or discover something new in this world that has come to exist because of you or others like you.

Treasure (600 rp)- Look, we can't just have adventurers **not** find treasure, that's ridiculous. Instead, you are now guaranteed to discover items of value that would be of benefit to you, whether you can use them practically, or sell them for money, or whatever else. The point is,

dangerous places have good treasure, the tougher it is to get to, the better the reward. I don't need to tell you how beneficial this is, but you can only get so much treasure from a dungeon so many times before it either isn't as valuable anymore because the quality of items doesn't go up in established dungeons.

Protagonist boosted- Okay, forget it, bring on the treasure. Just because you've been to a dungeon before doesn't mean that the treasure quality shouldn't go up over time. In addition to the previous rule of harder to get items being more valuable, your personal abilities are also a consideration as well. A level 12 shouldn't keep getting level 1 items when they worked hard to improve, and you won't have to deal with that either. Also, the amount of treasure within dungeons, or really any place outside a friendly zone, neutral zones included, are guaranteed to have plenty of hidden or otherwise hard to get to treasure, along with some treasure that is easy to get but is also less valuable. The more dangerous the place, the more treasure there will be. Still, treasure and good equipment are no substitutes for decent skills and experience, I don't care if you wind up with Excalibur, if you can't use it it's useless to you in the long run. Also, if you are somehow able to train this perk, you will eventually reach the point where you are able to control what type of drops you get, armor, swords, food, etc. You won't be able to say, decide that you want a specific weapon like a level 3 legion lance, although in a few hundred years of training this flaw may be overcome.

Farmer

Green staff (100 rp)- So you need to farm, I get that, but what if you needed it to be easier? Now you know all farm skills and plant magic in this setting and have an aptitude for learning similar or related skills. If it can be planted, you know how to make it grow, and if it's an animal you are working with, you know how to tame it and make it work. You don't even need seeds, you can just select what kind of plant that can grow, and as long as the conditions are right, it will grow with care. You also gain a little bit of energy by being around ripe plants, and the more ripe plants you are around, the more energy you get. This can work either as an energy boost, or as simply replenishing your energy, depending on how things are for you.

I have places to be (200 rp)- okaaayyy then... I get it, you don't want to spend seven hours a day watering, harvesting, tending to animals, and clearing your farm. That is understandable. However, you still need to eat and make money, so I came up with a solution for a busy person such as yourself. You now need to put in less effort over all in order to get plants to grow. Simple yes? No, not for most people, but it is for you. Water a plant once a day it will grow, and if you leave it because something comes up, then unless you leave a plant alone for one week, the plant won't wither, and it will still grow at a constant rate. Plants will also grow faster than under normal circumstances that corn takes up to 105 days to grow, for you corn will fully grow in 14 days and will be able to be re-harvested every 3 days. I'll let you figure out how this applies to other farm work. Plants you care for will no longer wither randomly, not while you keep them relatively cared for at least.

Seed making (400 rp)- Alright, you found magic beans that create giant beanstalks to the sky, and you have watered it until it has fully grown. Now what? Well, if for some reason you have a

plant or something similar to a plant (for whatever reason), you can now extract seeds from it by taking part of the plant and putting it into a blender, even if the plant wouldn't normally produce any kinds of seeds. Forget about one of a kind plants, you can now create enough seeds from it to be able to cultivate a 9 meter by 9 meter grid of the parent plant.

Grow where it's planted (600 rp)- So, you don't want to obey the laws of nature then? Fine, just don't tell the other farmers I gave you this option. You can plant any seed in any place at any time, so long as it isn't too special or supernatural of a plant. Acidity of the soil, regional climate, ground temperature, weather, seasonal changes, nutrients in the soil, access to rain, or whatever else, it doesn't matter anymore. As long as you tend to plant and water them, even in extremely harsh conditions you can make plants grow, even in places like a volcano or in the arctic tundra. Want to plant flowers that only grow in the spring and take 90 days to grow? Grow them in summer, fall or winter and they will be just fine. If a plant were actually in good conditions, such as a spring plant being grown in the springtime, then for each condition that would normally required for it to grow normally would then boost its growth speed (or size in some cases) by 1.5x, so if you had both the right climate and soil acidity, the growth would be 3x faster than normal, but more fascinating is the yield and quality. Like with growth speed, if you have the normally required conditions for growth, then for each of these factors met, the yield of a plant will have gained a 2x multiplier, even from seeds like acorns where you may normally only get one tree, if you are interested in that for some reason. The quality follows the prior rules set for growth and yield, except for each requirement met, the quality gains a 1.25x multiplier for each one. Quality is a little hard to determine, but assume that this means more nutrient rich, more flavorful, more filling, or just a level up from the norm in general that makes the plant more valuable in some way. This doesn't apply to special plants though.

Protagonist boosted- I was wrong then, whatever you want with special plants. Your normal-ish plants have their base multipliers go up by a single digit in the ones place for every normally required factor, while any special plants gain the previous bonuses for their growth, yield and quality. Plants that would require special things to grow, such as high amounts of energy, a certain realm or planet, a host in the case of parasitic plants, or specific items, warehouse attachments, anything fiat backed, etc. are not needed. You can grow anything, even plant people if you have access to a way to plant them, and anything you plant will never lose the quality of its parent plant. If a plant would give you eternal youth, why should a seed from this plant produce something that only slows aging? Also, if a plant would gain special abilities or bonuses of a sort in certain conditions, these conditions are counted as automatically having been met. If the normal special requirements are met for special plants, they gain a 5x multiplier in growth speed, yield and quality for each requirement met. Just be careful, if you have a way of growing a philosopher stone this way, try and hide it yeah?

Blacksmith

I have an idea (100 rp)- So, the most important thing about blacksmithing isn't making things, it's about having an idea of what to make and how to make it. From now on, whenever you acquire a book that contains recipes, or items that could potentially be made, you will always

know how to make it. If you have a sword or space gun that you found in a dungeon, you will now know what materials are required to make it, and the process to make it. This can be applied to other things like food and clothing, but you probably will get the most use out of this for making weapons and armor. If you learn more about weapons, armor or technology, you will be able to make better stuff based on your own knowledge, even combining contradicting or conflicting technology into something that combines the strengths of both while mitigating their weaknesses. This will not help you if you don't know how to make things though, this just tells you what you need and the basics of what you should do, so if you are terrible at building things... Don't blame me.

Improving the design (200 rp)- So, now you've got an idea of what you want to make, too bad that not every design is perfect. That's right, from now on you can see the major flaws in designs or completed projects. Swords, armor, tech, you name it, you can see what's wrong with them. Maybe the sword is a little unbalanced, or that armor is susceptible to rusting, now you can see the flaw and either create versions that lack these flaws or improve the original to get rid of flaws. Not only that, you always know how to make something better, whether you have time and resources to do so is something else entirely. Also, unless you completely rework a design, you can't level up a grenade to be a talking robot without changing the core concept. You can, with effort, skip the requirement of certain components too, so long as you have the most important ones. If you were to expand into cooking for instance, you can create tomato juice with only a tomato, and still create it with all the flavors you want it to have, and have it in a cup if you didn't have one before. Don't question it, just don't

Mogamachi, or Ymir if you prefer (400 rp)- So you know golems, you breath golems, you know everything there is to know about golems. You can build them, improve them, sculpt them, duplicate them, you name it. You know how to use any materials to make a golem, and just by deciding to do so, you can ensure that any artificial life form you create is now alive. Diamond golems that can heal, giant golems that can cross oceans, as long as you have enough energies or materials you can make one, and you are always able to duplicate them. You can grant things like statues or broken golems life, even passing around some of your minor powers, and you can always duplicate a golem. Golems you grant life count as followers if you decide, or companions if you want to import them, and you can switch them back and forth between these options at any time.

Talent of Ganesha (600 rp)- You now have hands that would put all dwarves to shame, and that's a fact. Everything you make is a masterpiece, and all your craftsmanship is worlds beyond what it should normally be. Follow a design to create a cheap sword that can slay a low-level slime, now it's a sword able to cut through the thickest dragon's hide. Create a fishing rod in order to retrieve salmon, now you can reel in entire schools of fish. This won't do something too crazy like adding elemental effects to weapons, unless that was an original part of the design, but from now on your work surpasses anything in your current setting, even things that you build instinctually or on accident. If you have chosen to improve the design, then the designs or blueprints themselves will become better, although I leave it up to you to figure out what happens if you build things based on the designs.

Protagonist boosted- Now you can add effects to weapons that normally could have none, but also this can apply to places, warehouse attachments, fiat backed buildings and other properties, etc. Any skills you have can create new wonders out of things that shouldn't produce your desired results. Want to create magitech carpentry or design a supercomputer completely out of wood? Sure, as long as the components are there. Want a magical wand made out of nth metal? Go for it. This also allows you to break some rules as well. Do you have a factory that only produces certain types of robots, and only a certain amount at a time? Well now you can upgrade the factory to include new robot designs more advanced than the previous designs, make the factory automatically create better designs, increase how many can be created within an amount of time, increase the storage space, and whatever else you can think of. Items that tell you that they can't be improved or copied? Forget that, you can overrule the rules and duplicate these items, and improve what you can't improve. Just be careful, the more difficult the upgrade or design, the more resources and energy is required from you, so don't drain all of it at once.

Shopkeeper

Loyal as Danny's customers (100 rp)- Look, you want to run a business, that's great. But you need customers that will keep buying your goods and services, even if your selection sucks and has nothing of value. Now, as long as you are kind to your customers and are honest about the products you sell, even if they don't always buy stuff from you, they will keep coming back and also recommend that other people visit your business. You may not have the greatest gig going for you, but with just a little effort you can have the most loyal fans.

Available as Turner, Convenient as Stella (200 rp)- all jokes aside about these two, there are two things that they are really good at, providing goods and services people really want, and providing them at the most convenient times for everyone. Now you know what services people are looking for, what they want, when they want it, and exactly what the potential consumers are expecting from the good or service. You basically have all the knowledge of a seasoned economist who's been in the business for 40 years, and you also have instinctual knowledge of when the market is about to change and how to respond to it. This can't predict a market collapse due to the end of the world, but you can predict when a certain product will reach a higher demand, and also allow you to reach a perfect market equilibrium in your industry.

Refreshing as a hot spring (400 rp)- so as it turns out Melody had the right idea of how to run her business, and for a very simple reason, it's easy to instill people with a good feeling about a product in her industry. Now you too can cause the same effect. People will tend to have good experiences with goods and services that you provide, increasing how much they are willing to pay for them and how often they might pay for it. When people look at your products, even if they have had a bad experience with your services, they always associate your products with whatever feelings or imagery that you're going for, making your brand stand out without you even needing to pay for marketing and branding. Whatever you want to do in the business world, it will be easy to get your brand out there, so even if you're entering into a failing market, you'll

still make an economic profit of 0 a minimum, you might even make a small economic profit above that.

Rosetta's genius (600 cp)- You... You are now a legend in running businesses, so much so that you dwarf the accomplishments of your predecessors and former mentors. You can now reduce the amount of resources required to provide a service. If you could have made 10 cars with 100 tons of steel before, you can now make those same 10 cars with 10 tons of steel now, without changing the structure of the car or reducing the quality of it, and over time you can even reduce the amount of energy and materials even further with effort, although there is a limit. You may not be able produce 10 cars with 10 grams of steel, but half a ton may be possible. While working with limited resources you can produce a lot of goods, services, you name it. While you may not be an industry giant, you can fully supply a small village, or even many large villages and islands with products they need from just one shop. Congratulations, you have broken the laws of economics.

Protagonist boosted- Okay, now this is getting **really** out of hand. Remember how I said you can't produce 10 cars with 10 grams of steel? Yeah, well, forget I ever said that. Now, as long as you have at least an existing amount of a material, you can eventually get to the point where you can produce something like 10 cars with just one atom, provided you can mess with particles that small. As long as you have an amount of something that is greater than zero (or a negative value, if somehow you mess up reality that much), you can produce anything from it as long as you practice enough and learn how to do it. Now, from a single tiny store in the tiniest village in the entire world, you can beat out mega corporations in terms of both earnings and production, even with a miniscule amount of resources. Another option, in case you don't actually **have** the materials in question, whether because they are rare or not available on the market, you can effectively replace or duplicate the item with money for the sake of production, although you can't simply pay to summon materials. That's not all, if you had some other goals in your line of work, such as humanitarian goals like charity or promoting human rights in poor areas, or goals like helping your workers realizing their true potential, or even just having your company last a long time, or any other goal or purpose you may try to reach, you can outdo mega corporations in these ways. If any company or business you make lasts either ten years or until the end of your jump, whichever comes first, that company or business and all of your employee's (and their families) will follow you into future jumps with you as followers. Just... don't overdo this, alright?

Mail Person

Super endurance (100 rp)- Apparently, there isn't a lot of time to slow down when monsters are chasing you and you only have so much time in the day to deliver the mail. From sunup to sun down, you have an abundance of energy, and all you need to recover from constantly running at your maximum speed nonstop is a quick little break with a hot cup of milk or just some water, and then you're good to go.

Anette, set, Go! (200 rp)- So you're fit. How fit? Fit enough to wear a winter heavy coat and hat in the heat of summer, carry a mailbag that can hold more than half your body weight in a small

amount of space, all while running at a minimum of 60 miles per hour and avoiding monsters. Not only can you keep up with this current speed, you constantly improve every day, and no amount of sweets or junk food can diminish your fitness.

You know something about everybody (400 rp)- Delivering mail is tough, you can't always keep everything straight with the mail if you have no interest in empty names and random mailboxes, so now I give you this. Whenever you're doing something for somebody else, whether as your job or just from the goodness of your heart, you'll learn things about people and get to know what type of people they are. At first you might only learn little things, but the more you do favors for someone the more things you'll know. Do bigger favors and you tend to learn more important information, deeper secrets, their history, you name it. Maybe that guy you got to a doctor used to be a war criminal or a sailor that was shipwrecked, you'll eventually just learn something about somebody, even if they have amnesia and don't know anything about themselves.

Always on time (600 rp)- Look, you have a lot of ground to cover, and you don't want to spend seven days sending out one day of mail. Now, you can spend an entire day on an island that is a thousand miles away from your home, and still have enough time to get back home that day before eleven o'clock am. You know how to space it out, you know how much time you need, and you can plan out your time so well that you can bend the laws of time to help you out a little. Never again be a second late, now no matter how much stuff is on your plate, you can always be up to 5 hours early.

Protagonist boosted- Now forget just managing time, you can do other things too, like manipulating it. You can deliver yesterday's mail three weeks ago, you can spend 300 hours or more inside a building without a single second passing outside while everything inside can still move, and be everywhere at once in the world, all without the slightest effort. This works better for mundane things, as you won't need any energy to pull things off like delivering mail or reading a book, you can use this for other things of course such as fighting giant monsters or something like that, but it will take up most of your energy at first, if not all of it. With practice, you can expand what areas never have time pass while still having things move, you could keep time in an entire village standing still, all while the plants and animal are unaffected by the stopping of time, and you could meet past versions of yourself, even ones that existed in other jumps and multiverses, although you cannot use this to alter your history in other jumps until post-spark. Doctor strange, doctor fate and doctor who all have nothing on you, and unless you completely screw up, time and space will never tear apart at the seams, and you'll get a general idea of how to interact with the past in significant ways without changing history in any way.

Medical professional

Identifying the problem (100 rp)- You can do a lot with healing, fixing broken bones, colds, low energy problems and all kinds of other things. But you can't solve an issue if you don't know what you're trying to fix, or if you don't know what the problem is. From now on, by talking with someone, touching them, or otherwise interacting with them, you can tell what is wrong with them. This doesn't tell you what to do in order to **fix** a problem, medical, mental, or

anything else you can think of, but this does help you see it clearly without making a misdiagnosis.

Medicine maker (200 rp)- from now on you know everything to know about medicine, herbs, natural remedies, stimulants, performance enhancers and any kind of drug or anything that could be made with pharmaceutical ingredients, and your knowledge updates with every jump you go to, have been to already, or new discovery. You know what medications can help a person heal immediately, stabilize them, numb the pain or anything else you can think of. You are gifted in coming up with new medications as well, or even things like retroviruses, bioweapons, poisons, and nano-viruses in future jumps, although this is mostly knowledge on how to counteract them, if you want to make them, you need to study up. If medicine can't solve your problems by itself, you will still need an alternative.

Fix the body (400 rp)- now you know every medical procedure and you have a deep, detailed understanding of all medical equipment and the like. In fact, you are such a pro at using these techniques that you have a set of skills that would put Dr. House or even sci-fi doctors like Bones or Dr. Carson Becket to shame. You no longer need to cut open a person, inject a needle or otherwise tamper with their body, even if you needed to draw blood or perform an organ transplant, and all that you need is to understand the procedure that you wish to preform, have the necessary equipment and items within a twenty foot radius of you and the patient, and to expend a large amount of energy. You can still use methods that require you to open up the body if you don't have a lot of energy, but not having to add another cut for a person's body to heal is a very good thing for their healing process, even causing them to recover a little faster than they would normally be able to on their own. Like the previous perk, your knowledge of medical procedures, equipment or anything other piece of medical knowledge not covered by the previous perk updates based off of every jump you've been to already, every jump you go to, and for every new discovery made. You can also pioneer new treatments and medical technologies with your insight, although you may need someone to build the equipment for you if you don't have the required crafting skills.

Lara's touch (600 rp)- forget about just healing people to what they were before, from now on whenever you heal someone, they get better than they were before. Treat a person with a hunchback for a cold and eventually they will no longer have a hunchback problem, help out a girl with thyroid issues that has a sore throat and then the thyroid problem will just heal, and if you treat someone with a torn muscle then their muscles will become super strong over time. As long as you are treating someone for something, the most debilitating issue they have will end up going away as soon as you resolve the problem they are dealing with, and if they don't have any other issues, they will just get better all around. You can even cure genetic diseases or muscle memory problems with this.

Protagonist boosted- Well now, every person you treat will become far better than what I described before. Every trait of a person you treat will become better over time, not just their bodies surpassing their limits, but their own skills improving by your treatment. Their bodies will no longer be limited to peak human strength anymore, and eventually they'll single handedly fight dragons if you care for them, and their minds will get sharper too. If a carpenter breaks their

foot and you treat it, not only will all their carpentry skills improve, but also their foot will now gain traits that would help that person with their trade. If a person has multiple skills, this effect is diminished since it is spread out more, but that isn't saying much when you can get a rank amateur of a swordsman to be able to fight against hordes of goblins and wolves in no time. This only works if you are either treating someone for a problem, but that problem can be physical, mental, emotional, or whatever other kind of problem they have. People have other problems that are more serious than just their bodies, you know? As a side note, people you heal have a tendency to gain new abilities over time, and every time this occurs the power they gain somehow reflects a part of their personality, either currently or previously, although in other cases it may also be related to their personal and family history or heritage in addition to their own personality and everything. Yes, you can use this on yourself, just hurry up and do it already.

Aristocrat

Air of Bianca (100 rp)- whether this is true or not, people will instinctively see that you're better than them, even people who should be your equal or even one of your betters. You have an air about you that makes you seem regal and important, such as one that is deserving to be of a higher caste, even that of a ruler. Even if your clothes seem drab by your own standards, just by wearing clothing it would seem befitting of a king, and perhaps if you had any real leadership skills people would be inclined to follow your rule. People are less likely to talk down to you, and they are more likely to try and get into your good graces, or at the very least not act like Brodik around you.

Living like Electra (200 rp)- So, sometimes people with money, stop having money. I know, not ideal, but this can happen to some people eventually. From now on you are now able to be a super frugal person and know how exactly to live off of what you have for as long as possible, how to make ends meet to maintain your lifestyle, know how long your financial assets will last and how long until it will take for your money to run out based on different choices, as well as how to start a life anew if everything goes south. You know the true value of everything, so if a cleaning product is more effective than the more expensive counterpart, if one weapon is stronger than another, if one food is more nutritious or would last longer than another, if one investment is more profitable than another, or anything else that could be considered, you will consciously and instinctively know. You can always figure out how to survive in bad situations, and you're resilient enough to be able to scrape by when others wouldn't be able to make it through a similar situation. Last long enough and you can double any fortune you've lost, and if you find something of yours that was lost or stolen it will be found to be twice as good as it was before.

Arthur's gift (400 rp)- Alright, whether it's a kingdom, a company or an estate, you probably need to run it well. From now on, you know the basics of how to run any group or organization, although the larger the group is the better your understanding is, preferably at the size of a small island or small village or greater. From how to allocate equipment and funds, to efficiency in communication and executing goals, to simply getting people to get along while doing their jobs,

you excel at it. You know what way to take groups under your authority to the next level and improve situations, improving group or societal structure, knowing how to cause a technological boom beyond what technology you are capable of creating on your own, general improvement, or whatever else you can think of. Unless someone else takes over your groups and purposely undoes your achievements, anything you accomplish will remain even after you've left a group. If you have a specific focus you are pushing for in a group instead of multiple focuses, the focus of improvement will become massive while you are still pursuing that goal.

Gourmet (600 rp)- So, most aristocrats in this series like good food, which is nice because now you know how to make the greatest food. From now on whenever you use an ingredient to make a dish, your dish turns out to be as good as anything that could have been made with that ingredient or other dishes that other ingredients could have been used to make. No matter how good some other chefs are, they can only make a certain kind of dish to be so good, while that limit is beyond you. If a gourmet dish can be made with an ingredient, all of your meals made with it will be that good, and more for each extra ingredient, and that's just if you don't know how to cook. If you actually could cook, then you will become a cooking legend that is capable of pushing people's taste buds beyond their actual limit, causing them to experience tastes that would normally be impossible for them to even describe. You are always able to improve this ability, and people around you instantly know your talent. You also have the minor ability of knowing how a food is related to a culture.

Protagonist boosted- So what I said before never mentioned anything about the quality of the ingredients in question. Now, even rotting food can achieve the non-boosted version of effects without there being any reduction of quality, sickness induced by the food, or any other ill effects, although this will always permanently boost the effect of a person's immune system tenfold. With normal ingredients, this effect goes even further, causing the person who ate it to gain abilities based on the ingredients used in the dish. A person who eats coconut becomes more durable, eating fish makes a person into a faster swimmer, eating shrimp allows a person to see more colors, along with many other effects. Using special ingredients, superfoods or anything above the common variety in a dish increases the previous effects by a minimum factor of ten times the base, while this also increases all your existing abilities to have additional powers on top of them that are related to the ingredients used, while also increasing overall health and longevity. This ability can be increased over time, and all of the effects can be used in lower tier dishes with lesser ingredients, although to a reduced effect. Using this with pure ingredients that you just give to people for consumption has a weak effect that is hardly noticeable, unless of course it is trained further.

Ex-military

A warrior's rest (100 rp)- Not everyone can do this forever, fighting and everything, and sometimes they just need to slip away and find a new life. This perk guarantees that when you've had enough and want to leave, secretly or not, no one is going to stop you. No court martial or penalty will befall you, and while you may get one person popping by unannounced to recruit you again, this will only ever happen for the direst of cases and major plotlines. You aren't

guaranteed a perfect life when you start looking for peace, but you are guaranteed to find someplace like a small village or island that is peaceful with friendly people and has what you need to wind down and heal, and if such a place doesn't already exist then one will come to exist at some point on your journey in that setting.

Instinct of Doug (200 rp)- So when it comes to combat, monsters are pretty tough to beat, especially ones that you aren't familiar with. From now when you're fighting an enemy, you'll innately know the extent of their abilities and how strong they are. You learn attack patterns, weaknesses, variants, resistances, you name it. As you fight them and win, you become better at taking them down or killing them, even if you shouldn't be. While this does help you in combat, this doesn't give you any combat skills or help you to exploit the knowledge you actually have, this just gets you a way to not die within the first 12 seconds or so.

Brodik's Utility (400 rp)- So it turns out that you can't just get into fights if you are absolutely horrible at utilizing your equipment. Honestly, that should probably be a no brainer as far as your concerned. From now on everything that you can use in combat: Melee weapons, ranged weapons, midrange weapons, explosives, armor, accessories, allies, vehicles, giant golems, or whatever else you might want, you are able to use it at 100 percent efficiency and effectiveness as long as you are able to wield it. Have a rusted sword? No problem, that is good for taking on a boss if you hit the right spots, and using better weapons increases your odds. If there were weapons or armor that would normally be impossible for you to use, you are now able to wield them at the cost of 100 times the base energy cost for that item. Even if you were to find a weapon from a far-off land that was unlike anything you have ever seen before, you could figure it out just by picking it up. This also extends to your body, awakened and dormant powers you possess, or anything else. Go nuts.

The Legend of Kross (600 rp)- You are a paragon of war, able to take on hordes and hordes of the strongest monsters and soldiers around. You can see the weaknesses of a foe just by looking at them, you know how many hits they can take, and every time you slay one you get an item based on how tough they were, and this stacks with other items drops. Whenever you are using combat techniques you only need a tenth of the normal energy required to use any moves, and you quickly learn how to improve from each fight, from the lowest of monsters to world ending foes. Everything you know how to use is a weapon in your hands, from taking out tanks with a watering can, to taking out Gelwein with a fishing pole if you ever get that strong. Every form of combat you have can be used with other combat forms, Non-combat skills can be used this way as well, and you can even use combat skills for mundane tasks quite easily. You constantly improve your abilities in combat, from strength and speed, to things like improving your more unique abilities from other jumps.

Protagonist Boosted- Well now... I guess the previous description is beneath you. In battle your body and every ability you have constantly increases, and even in fights with weak monsters like woolies all of your abilities can increase by up to 1 percent in a one on one fight. With every battle you engage in you'll learn new applications for your abilities, and you will gain new abilities derived from the old ones you had, either individually or as combinations. If you choose to spar with others, while they won't nearly gain the same benefits as you at first,

they will gain a somewhat reduced version of this non-boosted perk. Anyone you beat in a fight, regardless of if it's fair or not, will at minimum gain a great respect for your abilities and will grant you one request, provided they live. Have fun mowing down armies or bosses rapidly. The effects of this perk can also be used to upgrade equipment or anything else you own by dividing your boost between yourself and your possessions, but this is guaranteed to be less effective and less efficient than using the blacksmith perks to upgrade them.

Companions

Alright, here is your generic companion section. you should know how this works, or maybe not, I don't know. Spend cp, get companions, should be simple enough. Unless you are buying a canon companion or a direct import, every companion option allows you to either create a new companion or to import an old one. Every companion you buy gets a cp stipend to use in this jump and is given all the stipends you get, except for canon companions, and everyone gets the 400 rp version of the never aging people perk for free. All companions may take drawbacks, aside from drawbacks that say otherwise. All options can be purchased multiple times, unless stated otherwise. Now, to your options:

Import a Companion (50 rp per/ 300 rp, limit one)- So you can chose to import any companions you may have into this jump, for each purchase of 50 rp you may import 4 companions and they will gain a stipend of 800 rp and gain one non-protagonist origin for free. For 300 rp instead, you may import every companion you have into this jump, this works the same way as before.

Cannon Companion (200 rp per)- for a nice price of 200 rp a pop, you can ensure that anyone character in the series will join you on your adventure, as long as they aren't bent on destroying the world or being a villain at the end of the jump. Each of the characters will have all the abilities they had already, along with all the perks of the origin(s) that they represent, non-protagonist boosted of course

Companion Contract (100 rp per)- If the previous options aren't what you really are going for, then you can buy a contract that you can ask any person to sign, of their own free will, and they will become your companion. This item can be used outside of the jump, but try not to go crazy, lest your party become too large to keep track of.

Create a companion (400 rp per)- They receive one free origin, the full perks of their origin, and one other capstone perk or the protagonist origin for free, along with a 400 rp stipend. Their age is up to you, from 8 to 98, you choose their gender, height, weight, eye color, hair color, shape, and everything else for free, including their history and personality.

Befriend option (2000 rp, requires protagonist origin, and the smooth talker perk)- So you decided to take the big one huh? Alright, so here's how this works, since you already have access to the friendship system, I'll give it a boost for you. If you max out a person's friendship or love

level, you are able to bring them with you for free. In every jump they can either count as a follower, or freely imported as a companion, and they can go back and forth between either option. If imported, they may take any origin for free and receive 800 points to spend in that jump, along with any stipend that you as a jumper would be able to receive, as long as the stipend doesn't require it to be paid for. Companions imported this way do not go against any companion limit, and if for whatever reason they would receive an additional stipend, it is added on to their normal stipend. This can be used both in this jump, as well as in future settings. If they didn't have sentience or a humanoid form before, they will receive one post jump

Pets (free)- If you happen to tame a monster, likely taking a beating to do so or going through a long ordeal, I'll let you bring them with you as followers, although you can import them as companions later.

Items

This is pretty simple, spend rune points and get items, there's not a whole lot to it. Items with a plus next to them are add ons to your homestead, you can choose not add them to your homestead, but you'll have to be creative about how that works out. Any items or properties you have can be imported, you can even import multiple items or properties into the same purchase if you have a reason for doing so.

Homestead (free)- You start with a simple one floor house, a bed, a small kitchen, a bookshelf, a storage box, table, and calendar. Outside the house is a large plot of land that can be used to farm. Everything in the house can automatically be changed to any style. This house can have any and all other properties imported into it, or be imported into anything else you own in order for that item or property to gain any effects that this homestead may gain.

+Barn (100 rp)- this barn is large enough to fit all of your animals in it, either in one room, separate rooms or otherwise. Comes with all the food and other items required to care for animals

+Large Kitchen (100 rp)- comes with a fridge and every type of appliance needed to cook any dish. Comes with a cookbook that contains every possible recipe in a digital hub that updates with every jump or culinary advancement in the world.

+Large Laboratory (100rp)- Comes with a laboratory storage and every type of appliance needed to produce medicine, herbs, seeds, and anything else that could be considered medical or related to it. Comes with a book that contains instructions on how to make every possible medicine, treatment or anything else on the subject in a digital hub that updates with every jump or medical advancement in the world.

+Carpenter Station (100 rp)- Comes with a station to make every form of woodwork and other craftsmanship related to it, such as making accessories and yarn, coming with all the tools

required for such things. This comes with a book that contains every possible way of woodworking, weaving, accessory making, and anything else related and how to do it in a digital hub, it updates with every jump or advancement in the world.

+Blacksmith Station (100 rp)- Come with a station for making weapons, armor, magic staves and anything else related to these, along with a book that contains every design for all existing weapons, armor and staves in a digital hub that updates with every jump or advancement in the world.

+Mogamachi/Ymir (300 rp)- you get a giant golem that can traverse the ocean. This golem is connected to your house through a two-way door portal, on the golem and one inside your house. The golem has access to four different islands that contain no hostile monsters, each of the islands represent one of the four seasons, winter, summer, fall, and spring. Each of these islands are eternally that season, and different plants, or in winter's case ores and crystals, can be grown there all year long. The golem is able to fight sea monsters and survive waterspouts, and over time it's able to gain access to any of your level up systems.

+The Second Forest (300 rp)- Now your homestead has a large plot of tree covered land connected to it, partly outdoors, partly existing as a monsterless dungeon. This place isn't like the first forest that monsters return to when they are defeated, but instead this place contains flora and all non-aggressive fauna from every setting you've ever been to, along with everything else you may have created or encountered. Here you can collect various fruits, herbs and different kinds of wood, or animals if you're interested in that. Aside from collecting things and the peaceful atmosphere, there isn't much to do here. The place replenishes daily, just in case you burn the place down or dig up all the wild grass or anything. You can choose what flora and fauna exists here at any given time, just in case you like redwoods but hate birch trees for some reason.

+Cave System (300 rp)- You have quite a promising extension to your property, one that can be combined with The Second Forest if you so choose. This wide system of caves, like The Second Forest, also works like a monsterless dungeon. This cave system is full of various crystals, minerals, gems, ores and every other type of earthen or artificial material you have either encountered or been in a setting with. Each day there is a set amount of each substance that you can gather, divided between how many materials you decide to be in the cave. If you decide you only want iron and steel you'll be able to find at least twelve tones of each, while if you divided it across copper, fire crystals, sapphire and diamond, then you might only be able to find six usable tones of both of these. You'll still be able to find things like stone if you deplete the cave, but you won't be finding anything rare or too many things that are useful, but every twenty four hours the cave will restore itself and then generate whatever substances you choose. Keep in mind, if you want to find substances that would usually only have one pound of it existing in its respective setting, you'll be lucky to get a full pound each day, so do what you will with that information.

+Mansion Estate (300 rp)- So aside from being much larger and having a bigger farm/yard, you have a refiling wine cellar, along with enough rooms the size of a presidential suite for each of

your companions and followers, although this does not affect the outside appearance or size of the building. The house now has a second floor and a full basement

+Hot Spring (300 rp)- Your house now somehow has a natural hot spring inside it, and once per day when you use it, all of your physical and mental ailments will be healed completely. Other than that, it has enough room for all of your companions, either in one giant bath, separate baths for men and women, individual baths, or however you want to divide it up, it can be changed at any time.

+Lake of Fishing (300rp)- you now have a good sized lake that can now support the life of any aquatic creature regardless of size, and it can support the lives of both freshwater and saltwater life forms at the same time. You can toggle which life forms are allowed to exist within the pond at any given time, provided that you have been to a setting where it has existed at some point in time. This comes with a replenishing supply of fishing gear, and both the aquatic lifeforms and fishing gear will replenish daily.

+Air Ship and Docking Bay (300 rp)- You now have access to an air ship that can travel to any location within 24 hours, regardless of distance. If that doesn't work, you also have a boat that can do the same by water. This comes with a housing unit for all types of vehicles or other similar items you own, and the storage will increase in size to accommodate new additions to your collection. If something would be unable to fit through the door, it can be teleported inside and outside to the nearest location that can fit the vehicle/

Jumper Tree (600 rp)- You may attach or otherwise connect any property you own to this tree. This tree is based on the Sharance Tree, and as such it provides you with a few different boons. First, anything within this tree or anything connected to it has a non-aggression field over it, which prevents any individuals or group that you designate from being able to use any combat techniques or other aggressive moves and actions, meaning that they cannot harm any item or individual unless you allow them to do so, or you could even just keep any person or creature you designate from getting close to your property. Another ability, since this tree is a living thing, it and anything attached or connected to it are continually maintained. The tree and other properties connected to it will regenerate fully if they are ever damaged, and things like routine maintenance or cleaning will be constantly taken care of by the tree. Thirdly, the tree and whatever else you decide to connect to it will intuitively adapt in some small ways, changing to ideal layouts, fixing that annoying step that is smaller than the others, and also tweaking property upgrades to be more efficient over time. Furthermore, if you do upgrade a property to be better in some way, the upgrades will extend to all other properties, although an upgrade to your hotspring won't necessarily provide any benefit to your blacksmithing station.

Dungeon Seed Generator (600 rp, discounted for adventurer)- Attaching this to your homestead is optional. This machine is something that you may want to be careful with, but considering that you're a jumper you probably won't listen to me anyway, so go nuts. This machine is very simple, it creates what is known as a dungeon seed, an item that when planted in your field, creates a dungeon of various levels of difficulty. For the purposes of this jump, this seed doesn't necessarily have to be planted, but whenever used to spawn a dungeon the seed will become

destroyed. Whenever you use a seed, whether on your property or somewhere else, the dungeon created will either develop into a standard option like a cave or become something unique based off of the environment, your choice. One per day you can design one seed of any level difficulty, determine what kind of drops come from monsters and chests, the type of monsters including the bosses, the theme of the dungeon, and anything else you can think of for free, and it doesn't have to follow the rules of the previous dungeon seeds. Including the custom seed you can make, this machine will create up to 50 seeds per day, although if you spend treasure that you found in dungeons you can make more seeds, and the more treasure you spend the better the dungeons you can make. At the end of each jump, any dungeon you've made will be connected to a portal in your warehouse or another property of your choice, so don't feel like you need to speed run dungeons you've made.

One Stop Shop (600, discounted for shopkeeper)- Attaching this to your homestead is optional. You now have a shop that is perfect for storing and selling all products you are able to make, good for storing all equipment related to services you provide, and is easily accessible to anyone within a 10 mile radius. This store packages all products neatly in their own containers, and can be made with custom designs in order to appeal to more demographics, although these containers are not ideal for shipping. If you don't want to manually run this place, workers you employ can run this for you and as long as they act in your best interests, they gain access to any abilities you have while on the clock.

Delivery Service (600, discounted mail person)- Attaching this to your homestead is optional. You now have access to a facility that specializes in packaging letters, deliveries and other orders automatically, filling out the address information and filling out all paperwork automatically. This place will make delivering any item far more easier for you, and any people that come to work for you in this way will be able to use any abilities you have as long as they are working to deliver the mail.

Barracks (600 rp, discounted for ex-military)- Attaching this to your homestead is optional, but it can be disconnected at any time. Whenever you kill something in this world, such as a monster, they return to the first forest. Well, that's a bloody waste now isn't it? From now on whenever you kill something, it will come here and become a member of your own private army, a companion. Everything that dies will return, not simply in their strongest state while alive, but having full access to every ability they ever had with each of those abilities being at the highest level they attained. This works retroactively as well, anything you killed before in another jump or gauntlet ends up here. If you kill something personally, with a machine or weapon, if an ally or subordinate kills them while either working with you or under your orders, or if you simply caused them to die, then they end up here. They possess all their memories, including memories of their deaths, and yet they are loyal to you. In order to be more useful, they are all granted basic sentience and a humanoid form if they didn't have it before, and if you don't like what kind of creature they are, such as a goblin or giant spider, you can convert them into something else upon their revival here. These count as either followers or companions, you decide each jump for each individual companion, and they can either be imported separately or as groups of various

sizes. If someone you killed were to be revived, the version of them you have here wouldn't disappear or leave you, but there would be a double.

Increasing Kingdom (600 rp, discounted for aristocrat)- This can either be attached to your homestead or not, your choice at any given time. With This, if you can convince people to follow you, their lands and property will become a part of your kingdom, along with the people who choose to join as your followers. You can either take over an existing kingdom, buy land, take unclaimed lands, and even go into dungeons or other strange places if you would like. All places you come to own will have safe pathways that are easy to use and can take you or any of your subjects to any part of your kingdom in a day or less, even if you were to control entire galaxies. Any people born from your citizens automatically become your followers, although their loyalty will depend on you and your rule. Places you own will follow you into future jumps, importing themselves into the world away from the established places. Any people that become your followers this way can be imported into companion positions, and any improvements to your lands and kingdom will remain by fiat.

Infinite Storage (600 rp)- from now on, your homestead and all other properties you own now have storage units for every type of item you have, all of which can store an infinite amount of these items. All of these storage units will be guaranteed to perfectly preserve any items while in storage, while they will also have a digital menu system for you to look through your items, take them out or put other items in. Have fun not running out of space.

Drawbacks

You know the drill, take complications to get more points. There is no drawback limit, and unless otherwise specified, all drawbacks can be taken multiple times. Try not to take too many, as drawbacks stack in the worst possible way and we don't want you to get killed too quickly, now do we?

Supplement mode (0 rp)- so, you want other jumps to cross over? Alright, you may take as many other jump documents as this one and have those worlds exist somewhere in the world of rune factory, and in those areas will become more rune factory-esc original characters will come to exist. All points will be kept separate, and drawback limits will be disabled in the other jumps. You are also allowed to take end jumps or end jump scenarios, and if you like you can take multiple, although you will be unable to receive your spark until all scenarios you have taken are completed, although you are able to take multiple contradicting scenarios with no penalty, even restarting at an earlier time period to complete the scenario if that is what's required

Prior Continuity Mode (0 rp)- So you want to incorporate the settings of previous jumps or gauntlets into this world as well? Alright. This will work pretty much the same as the supplement mode perk, except that the worlds you've been to before will still have the history of your interactions there imported somewhere in this world, although altered in a rune factory style and

with new original characters, and all characters that should be dead in the setting will be alive again, even if you killed them or they died millions of years ago, and yes this includes your worst enemies as people you have to fight in every dungeon, and even versions of companions you had with you in those settings will exist as characters in these places. You get no points from other jumps.

Prior Continuity Problems (variable rp, requires Prior Continuity Mode)- Alright, so any prior jump or gauntlet you've taken has had drawback options and other issues. If you want, you can take any drawbacks that were in those docs for the full price they had, although some things will be changed about them. Any drawbacks that create new enemies or enemy factions will instead create one new boss enemy for each dungeon or one new enemy faction for each dungeon, although all enemies will still be confined to dungeons and other areas away from safe zones like cities and villages, and they can't enter either. This doesn't reduce the problems those drawbacks present, all it does is just focus whatever problem in specific facets of the setting. For any other type of drawback, just figure out how it would work without nerfing it.

Prior Continuity Scenario (-10,000 rp, requires one purchase of Prior Continuity Mode and four purchases of 800 rp or greater drawbacks per purchase of this option)- So... Look, I get it, you took a jump and wanted to take a scenario and get the rewards, but you couldn't. Now, for an extremely high price of 10,000 rp, you can take any scenario from a prior jump or gauntlet and get the reward, whether or not you actually meet the requirements or not. While I get that you want to do this and everything... I don't recommend this. This won't require you to do more than the original scenario required, but at the same time you need to take a lot of drawbacks to afford this, making your time in this world not as fun. There will no longer be a time limit for these scenarios, but if you fail the scenario you fail your chain, even if the scenario originally said otherwise. The scenario will alter itself to fit the rules of this jump, but it won't get any easier as a result. If you take more than one... Well... I warned you, you might not have a great time here anymore, and that's a shame. You are also allowed to take end jump scenarios, and if you like you can take multiple, although you will be unable to receive your spark until all scenarios you have taken are completed, although you are able to take multiple contradicting scenarios with no penalty, even restarting at an earlier time period to complete the scenario if that is what's required

Post Spark Boredom (-1,000,000,000,000 rp, requires you to take one end jump or end jump scenario alongside this jump, may only be taken once, if this has been taken before it may never be taken again)- So... You're afraid that post spark isn't what it's going to be what you thought it was, not the exciting adventure you were hoping for... Believe me kid, I get it... And yes, compared to me you are quite young. Alright... Here goes. After you end your jump and gain a spark, you have this to fall back on if it doesn't pan out. If you're bored of this, you can restart a new chain with all the abilities, perks, items, companions, warehouse items... Yada yada yada, you get the point. All of your abilities and powers you gained will become a part of your new bodymod, but there are some caveats you should be aware of. The first thing is that anything you've gained from an end jump or end jump scenario is now forfeit, at least until you end this new chain, and anything you've gained post-spark or later will also be inaccessible, including

knowledge, item upgrades and new abilities. Secondly, once you take this option there is no turning back from a jump once you take it, when you decide you've had enough with your spark you must end a jump before deciding if you want to get your spark and other things back. Third, every jump you take in this new chain will in one way or another be a challenge for your new bodymod abilities, even low tier jumps will require some serious effort for you to improve or survive in that jump, unless you get some new perks and items that help you get by. Fourth, drawbacks you take will scale up to your level, if a drawback doesn't have an obvious exploit to it, then assume that it will be a challenge equal to it's tier, and you can't just run away from these new problems since they will always come back to bite you. Fifth, while you can take jumps that you have been to before, since this will effectively be a new chain, don't expect to know how things work when you arrive anymore. When you enter a former setting, expect that your actions in the previous chain will bleed into the jump you've entered and cause a change in the world that may either be unpleasant depending on your actions, or otherwise just unrecognizable to you. Previous settings you've taken will have any drawbacks you haven't resolved in that jump become a problem for you and that world, as long as it is an external drawback that doesn't affect your body and mind. Lastly, even if you return to this setting, through one method or another, you may not purchase this option again. I've already been far more generous than I should have ever been by giving you this option, so do not come back here whining to me about wanting this option again, make the most of this option instead of whining to me. Oh, and if you have any supplements, like the warehouse, bodymod, bank supplement, audience supplement, or what have you, they can be retained if you want in the next chain, but... I advise against it, there are complications that will come up as a result, but I have no desire to tell you what they are. Think about this option very carefully, while you don't have to use it if you purchase it, if you accept this offer it will be hard. Take this as advice from a friend, put your jumping life behind you and do not take this risk.

Ghost Town (100 rp, limit 1)- okay, so aside from the important people that you would normally spend time getting to know, you will never run into anyone that isn't important, unimportant people don't exist. While this might seem convenient, this will become really unsettling.

Ten More Years (100 rp, limit 10)- alright, a generic spend ten more years here option. You will still encounter new threats and stuff, but this won't add to the amount of stuff you need to deal with, just the amount of time you'll spend doing things.

Not Turnips! (200 rp)- So, whenever the seasons change, normally plants just wither and die. Not anymore. For every plant of yours that withers, it comes alive as a monster that will live in safe zones, attacking you and harassing everyone else. The monsters that come to exist this way will grow stronger with time, and the rarer the seed that was used to plant them the stronger they will be. No amount of perks will prevent plants from withering this way. Additional purchases will ensure that at least one more plant will wither between every season, whether in your farm or someone else's, and for every third time you take this option you ensure one minor boss will be born in each seasonal change. Yes, this includes winter, even if there are no plants to speak of, and during the winter the very ore will turn into monsters. Keep in mind that since other people

have farms in various places, having just one extra monster to deal with is unlikely, you may have an infestation.

Waves of Enemies (200 rp)- normally there would only be a certain number of enemies in a given area, and then when you get far enough away, they will disappear into their orb and no longer spawn. Not so anymore, now until the orb is destroyed in an area, enemies of all kinds will keep spawning while you're in a dungeon. Each additional time you take this, the spawn rate will double. The orbs will respawn every time you leave a dungeon, and the monsters will despawn as well.

Enemies Bleed Out (300 rp, requires Waves Of Enemies)- Well this is a problem... From now on all dungeons continually spawn enemies, even while you aren't inside them. The only way to stop it is to go into the dungeon and take out the orbs and monsters every now and then, or else they will start leaving the dungeons into other places. Safe zones aren't affected, but still, better to not leave this alone. For each additional purchase of this drawback, the amount of spawned monsters that leave a dungeon will double, one wooly will become two, etc. and that's not good. I really hope that you didn't take Waves Of Enemies too many times with this... Because that would really suck if you can't even get into the dungeon to deal with the spawn rate.

Boss Problems (400 rp)- from now on, every dungeon will have at least one boss if it didn't have one before, and if it had a boss already then there will now be two of them. Each purchase of this after the first will double the number of bosses in an area.

Bosses are more common (600 rp)- alright, as if having more set bosses in an area aren't of a pain, from now on there is a 10 percent chance of a boss spawning within a normal orb from any given spawn, alongside all the normal monsters that would have spawned normally. For each time this is taken, the chance of a boss spawning will go up by 10 percent, at 100 percent a boss will be summoned every time, and every additional percent after the separate odds of another boss monster spawning. Seriously... Don't take this 20 times, that's a guaranteed two bosses per spawn, and don't even think about taking this more than that... Unless you happen to like dealing with unlimited bosses.

People Problem (800 rp)- so this isn't good. Normally the lowest friend points can go would be 0, but now you can get negative points. If you happen to irritate someone enough they will try and make your life miserable, and if they get to negative 12 points, they will leave the village to become a boss that you have to defeat and redeem them, and get up to 12 friend points with them before being allowed to move on to the next jump, so if you defeat them without redeeming them they won't die, you'll just have to fight them again until you make amends and they return to the town. They are guaranteed to be a challenging fight for you, and if it's someone that would provide a service like a shopkeeper, you can't access their services or anything else related to them. For each additional purchase, this will automatically make one person in this world at a full negative 12 friendship points. If you run out of people in this world, new characters will be created that you will have to defeat and redeem them as well.

Evolving Enemies (800 rp)- Every time you kill or defeat a certain type of enemy, they learn and get stronger. The first couple times you kill a wooly you may not notice, but eventually you'll get to a point where they become more durable than titanium and they begin developing an immunity to attacks you've used against other members of their race. This applies to all living things, and not only will they become tougher and more resistant to your attacks, their own attacks will get stronger. Worse still, they become more intelligent, they will be able to strategize and will learn how to evolve more rapidly and gain new traits. At some point they will be able to attack each other in order to level up their species, and even create newer species that are even stronger, more human-like to fool the jumper. They will learn how to make more orbs to summon even more monsters, and eventually they will be able to get into the safe spaces to kill the jumper. If one species starts to lag behind in their evolution, the others will force them to evolve faster. This applies to boss monsters as well, and they will respawn. Welcome to a more savage world jumper. For every additional time you take this drawback, you will increase their intellectual development further, one purchase to give them a basic understanding of tools, two to give them an understanding of medieval technology, three to give them access to 21st century technology, and each purchase after that will increase their knowledge by 20 centuries worth of information and an additional 100 IQ points per purchase. If this drawback is taken 101 times it overrides the limit on how many times you can take the Ten More Years drawback, if you really want to remain in this world after that.

Slice of Pain (1000 rp, limit 1, requires one purchase of both people problem and evolving enemies)- Normally monsters would only attack you and avoid everyone else if they entered a safe zone, and normally people within the safe zones can only get negative 12 friendship points by your actions. These things are now no longer true. In fact, from now on, while monsters will have the primary goal of destroying you, they will now attack anyone, and anyone they defeat in combat will immediately hit negative 12 friendship points. Whenever someone reaches negative 12 friendship points, not only will you have to redeem them and bring them back to their safe zone, monsters will have their knowledge increase by 2000 centuries worth of advancement, they will gain all the abilities of the person that has been corrupted, and the person in question will permanently have several copies of them of varying strengths that will become common boss level enemies that become stronger by the second, and none of this can be undone, even if you redeem the person in question. Whenever someone hits negative 12 points, the monsters will be able to select one resistance they have, and turn that resistance into an outright immunity. Like before, you can't leave this place until you redeem everyone, and with all of this chaos good luck escaping this jump.

Memories Of A Former Life Consume You (1200 rp, may not take if this is your first jump)- You've been through many worlds, haven't you jumper? Yes you have, don't deny it, otherwise you wouldn't be here. No, you've been through worlds aplenty, have made many friends, enemies, and... You don't need me to remind you, do you? In each of the dungeons, a copy of every being, every thing, every person you've met, fought, or has ever existed in the same omniverse as you, will now exist... And they aren't happy with you, even copies of your friends

and companions. They want you dead, jumper, and that's putting it mildly. They aren't exactly what they were before, not only do they retain every ability they ever had in their prime, but they grow in strength every second, and they are always waiting in the dungeon, they never despawn. You must slay all of them, because no one else can. Once you slay them, they will find a home far away and live in peace, and perhaps you may one day find it and reconcile with them, that is up to you. At the start, they will grow 1% stronger per each passing second, although with time this ability will increase as well. If you decided to take this twice, the amount of copies in each dungeon will double, and they will grow 2% stronger each passing second, and each time you take this drawback after that these numbers will double. Do make haste, for not only are you stuck here until you fix this issue, but so is everyone else. For every enemy you slay, the world will become that much happier, until everything is set right.

Scenarios

All scenarios can be taken together, no limit.

An expansive world (requires Prior continuity mode for every setting you've taken, requires you to have taken at least 8 jumps):

So not only are the worlds of every place you've been to a part of this world, but also every alternate world, universe, multiverse, dimension, timeline, and every other possible place that may be connected or related to each world will now exist, including crossover and amalgamation worlds of each of these, including a final setting where all of these are combined into one large continent with all the technological, magical, magi-tech and all other advancements are combined perfectly. The world works as normal, all characters from those settings, even one that should be dead, are now alive. The enemies and other threats from each setting are in their own dungeons, and you must fully clear every dungeon at least once, and max out your friendship with each person that was originally in the safe zones before you are allowed to leave this world, which doesn't count against the minimum amount of time you need to spend here, so you will still need to spend at least 10 more years here after that is done. While you are allowed to take as much time as you want in doing these things, keep this in mind, enemies will get harder. If you wait 100 years before going to fight in a single dungeon, even the woolies will become as strong as boss monsters at their weakest, and after 1000 years they may even become as strong as a final boss, and that's just what will happen to woolies. Other enemies will also improve, physically, technologically, magically, psychologically, and in every other way. Enemies will get better weapons with time, and newer varieties of monsters will develop as well. For friendship, spending time with someone and giving them things won't be enough, you'll need to do things for them, tasks like retrieving rare items, fighting certain monsters, etc. You know, actually working at it. This will take time.

Reward: For actually completing this, you are allowed to bring anyone you've befriended in this world with you as a follower for free, and they can be imported as companions with an additional 200 points to their stipends if you choose. You also get to bring all the physical locations in this world with you into future jumps, including two versions of each dungeon, a normal version, and

a version that allows you to toggle any drawback you have taken in this jump on or off, any drawback from a jump/setting you've been to, along with the rules of this scenario, to any degree, even taking drawbacks an infinite amount of times. You also receive all blueprints for tech, magi-tech, magic, and all other knowledge contained in this world. In each additional jump after this, new worlds like the ones you had to go through will be created and put into a pocket dimension attached to your warehouse, and if you clear those worlds like the ones here, you will gain similar rewards for those as you gained here.

The First Forest (Requires the Elves race to be taken):

In the world of Rune Factory, when monsters are defeated in combat they are sent to the First Forest, also known as the Forest of Beginnings. Defeated monsters are returned to the forest of beginnings unharmed, and it would seem that they remain there in peace until they decide to return to the world through orb-like portals known as gates... But it would seem all that has changed. Like the legendary Whale Island that you may be familiar with, this world is slowly losing its energy. While this isn't a problem at the current moment, eventually the forest will collide with this world, and every living being will die (for you this just means chain-failure and you go home). The cause is simple, the main antagonists of this world: The Masked Man, Ethelberd, Gelwein, Lynett, Aquaticus and the dragons, they are siphoning off of the runes of both worlds in order to become stronger. The only way to restore balance is to eliminate this group. There isn't any real order you have to defeat them in, however whenever one antagonist is defeated the abilities, knowledge, memories and rune energy they had will be split between the remaining villains. Each villain has their own squadron of minions that individually are on roughly equal footing with you as, while the remaining villains will be far out of your league when you first start out here, although they haven't really gained any new abilities.

Reward: For defeating the antagonists and saving the forest, the monsters that reside there decide that you are the rightful protector of the First Forest and so they have decided to give you access to the realm. The way this works is that the First Forest will follow you into each jump and gauntlet as a separate world or dimension, and once per year all the monsters occupying that realm will help you with one large scale battle or other world wide problem, while in less extreme cases the monsters will help you out with smaller issues, provided that you haven't done anything to irritate them too much. All monsters that have died or been defeated in any setting you've been to will end up here, although they won't technically be considered under your command, they just want to help you out now and then. Since this place is a paradise, you can visit here by saying a word or phrase like "return to the forest" or anything else you choose, and then you'll go through a gate to this world. Time will stop outside this realm while you're here, and the environment will help you unwind, relax and heal from your escapades.

End of Jump

The First Forest- Time to return home to your original world, bringing everything you've gained with you. You've had fun, but it's time to rest. eventually a portal to the world of this jump and the other worlds you've visited will open for you to travel between them.

Kross' way- you've decided to settle down in this world, your jumping days are now over, and you have everything you've gained here. Here's 1000 rp for your stay, and eventually a portal to your original world and the other worlds you've visited will open for you to travel between them.

The way of Raguna- Time to move on to yet another journey. Remember, safety third, have fun and all that.

Change log

1.0- made the jump and posted it

1.1- Added evolving enemies drawback, edited prices, clarified some text, fixed typos and mistakes, added a change log

1.2- Added the Slice of Pain drawback, clarified the Continuity drawback a little more, capitalized all drawback names, added Delivery service and One stop shop

1.3- Added the Not Turnips! drawback, removed the limit of the Enemies Bleed Out drawback and added a drawback requirement for it, added the Prior Continuity Scenario option in the drawback section, edited the items intro, added the Dungeon Seed Generator in the item section, edited the half-monster and earthmate races slightly, added the Jumper Tree to the items section, added The Second Forest to the item section, added the Cave System to the items section, added the First Forest scenario

1.4- Corrected a spelling error in the "Barracks" item by replacing the word would with wouldn't, add the drawback Memories Of A Former Life Consume You, added text to Supplement Mode and Prior Continuity Scenario, added Post Spark Boredom to the drawback section, added a notes section, added Air Ship and Docking Bay to the item section, added Lake of Fishing to the item section, edited the An Expansive World scenario reward slightly.

Notes

Q: Do the dungeons generated by the "Dungeon Seed Generator" disappear after having them completed after a single "dive", or are permanent?

A: They are permanent, but you are not required to complete them for any drawback or scenario.

Q: Is the dungeon created in "Real space", or is there just an entrance to a dungeon pocket dimension?

A: The entrance is physical, the inside of the dungeon is a pocket dimension.

Q: what about Ymir/Mogamachi? Is it also in another dimension or can I find them if I search the planet of the jump's setting?

A: You can physically find them or bring them into the real world, but they are able to traverse into a pocket dimension of ocean that while quite massive, is only twice the size of the earth, although whenever you fully explore one pocket dimension, another one will exist. The first pocket dimension you gain access to will be identical to the ocean expanse in Rune Factory Tides of Destiny, aside from the additional expanse. Every pocket dimension will have four islands that are identical to the four islands within RFToD and also serve the same function.

Q: The recall ability from the games, how do I get it?

A: If you don't start the jump already knowing how to use it, someone will be guaranteed to teach it to you within the first week of your stay. You can manually other magics as well, but they aren't fiat backed unless you either buy a race with magical abilities, or magic related perks.

Q: How powerful is a wooly exactly?

A: Have you ever played a game where the first type of enemy you encounter are slimes? Woolies are probably about that strong, if not weaker, provided that you don't take certain drawbacks.

Q: When is the next update?

A: Not for a long while, I'm taking a long break from this jump and jumpchain in general for certain personal reasons.

Q: What if we want more Rune Factory Content?

A: I have absolutely no problem if someone wants to make another Rune Factory jump, and I don't mind if they use any perks or items I created here, just so long as I am credited for whatever elements they've borrowed.

Q: Why does this jump have so many overpowered perks, items and drawbacks?

A: I always intended for this jump to be a little more meta in general, but I ended up getting carried away and took it too far.

Q: Will you nerf anything in this jump?

A: No, while I made this a little too overpowered on accident, I currently have no desire to fix this issue or change that in anyway, making a jump and coming up with ideas is exhausting enough, and I appreciate all the redditors that have given me input and ideas to make this jump what it is now.

Q: Is this jump completed?

A: Not by a longshot, in its current state I think this jump is halfway finished, but I don't have time to finish it right now.

Q: Why are there items and perks in this jump that go beyond what existed in the Rune Factory cannon?

A: This jump should be considered more as a fanfiction jump than anything, and I don't really have the energy to do all the research, or the money to buy all the games and gaming systems to play them, I've only played Tides and Frontier.