



The land is in turmoil
A new, powerful Dark Lord has risen
The Hero Ralph...
...is level 1?!

That's right, after succumbing to his own hubris, the world famous Hero Ralph was tricked into losing all of his levels and power. Forced and stuck at his weakest, Ralph is now unable to even beat a small group of slimes on his own. Thankfully, with the help of the local perverted summoner and a growing army of girls, Ralph still has a chance to save the world once more...

*You'll be staying here for 10 years. Your only real place to start at is The Village. It's a cozy place, but an unusually high amount of activity happens here.
You get 1000 Hero Points (HP) to spend.*



Origins

(All origins can be considered Drop-Ins, especially considering how many people just randomly show up for one reason or another. Age is barely a factor here, so be whatever age and gender you want, it'll be fine regardless.)

Hero

A true hero is two things: someone willing to fight for what's right despite the odds...and a literal class you can train into. As a hero, your skills generally reflect this - a "jack of trades, potential master of all" situation, though they tend to be "obviously heroic" in description and execution. You begin in the Village near Haremancer's pub. Maybe you could help Ralph on his quest?

Heroine

Despite the name, this simply refers to someone in the hero's party who isn't the main Hero. Less responsibility, but almost as much raw power, though your stats likely make you a more specialized fighter - melee vs magic vs support sorta thing. Chances are high that you'll be spawning *into* Haremancer's pub with the intention of recruiting you for Ralph's quest. You can refuse if you wish.

Dark Lord

Traditionally, Dark Lords are evil rulers who look to conquer the world and things like that. While technically still true, you'll find out very quickly that it's little more than a title, as some Dark Lords are oddly nice. As you're still new, you're just a part-timer working for the current Dark Lord.

NPC

Everyone has a role to fill, and sometimes that's just being a random person the Hero encounters. Don't underestimate these random folks though, as they can be surprisingly useful and talented. You'll just be living in the Village; maybe you'll be the one who gives him a potion each day you run into the Hero, or maybe you'll open up a shop for him to use?



Perks General

Cute As Hell (100)

You're simply just an attractive person. Now, admittedly, you *do* need to pick a "theme", but you wear that theme well. Whether it be "tsundere witch", "fiery schoolgirl", or even "plain villager", you are the most attractive example of your archetype

Cute Girl's Potential (200, requires Cute As Hell)

Remember that theme I mentioned before? It's important beyond just appearances. You can now base an entire combat skillset based solely on the theme you've chosen. You can be a swimmer who fights by punching with wet fists, or maybe you want to be a punk who uses brass knuckles and spiked bats? How about a generic village girl who throws potions? A mosquito girl who sucks enemy blood? A boxer? A Cheerleader? A fucking valley-girl who's obsessed with her cell phone? *It genuinely does not matter*. If you've got a theme in mind, no matter how niche it is, it'll have a place on the battlefield.

Magical Communication (200)

Magic in this world is just weird. Case in point, you can just *call* someone "telepathically" through magic like a cell-phone. Only you need this spell, and they can easily respond to you.

Social Healing (400)

They say that humans are social creatures, and you prove them right! Simply by talking to people, you can feel yourself becoming ever-so-slightly stronger. To put a number to this, think of it as adding a single point to your base HP whenever you talk to someone. Translate that however you think works best, but it's generally only a minor increase. Now, you can't just yap everyone's ears off all day - this only works if you've spent *some* time away from them first. Like, say, greeting people before going on your daily adventure...?

Reflect Magic (400/600)

Do you not like magic? Do you want to just say “no” to someone’s spell and just send it back at them? Well now you can! Reflect Magic does exactly what the name suggests - it reflects magic sent to you back at the caster. I’m not exactly sure what this is, but it’s technically not magic, or at least it’s not considered the same thing as other spells. Technically enemies can dodge their own reflected magic, so it’s not *guaranteed* damage. Also, if they somehow are capable of reflecting magic themselves, it’ll just bounce back and forth until the spell either fizzles out or is launched somewhere else. For **600 HP**, this becomes **Reflect Magic All**, which covers the entire party at the same time.

RPG Mechanics (Free and Required for this Jump, 600 to keep)

This world is incredibly meta by design. Levels and stats are common knowledge, dungeons and loot are randomly generated, and your health can be restored by herbs and potions. This affects literally everything; characters can get stronger in multiple ways, enemies respawn and drop items, it’s crazy. To actually give you something to work with, you’ll start at level 5 as everyone does. You can equip *any* weapon or piece of equipment unless the equipment itself *specifically* prevents you from doing so. Consumables will usually come with either some sort of restorative effect or will boost your stats. Speaking of stats, defeating enough enemies will allow you to level up and improve them, but you could also improve them via training and exercise. You are, in essence, the player character from an RPGMaker game from 2014. You get this for free during your stay as it’s effectively required, but you need to pay to keep it.

Hero

Hero's Potential (100)

Everyone in this world has a hard limit that they cannot overcome - like, literally, the stats cap at whatever they are at level 999 plus 1000 in each stat. As the Hero, you don't follow this limit - instead, your stats cap far, *far* higher at 99,999 in each stat - except health. That's at 999,999. Good luck actually *reaching* this point, but your potential might as well be limitless.

Hero's Resolve (200)

A true Hero is capable of enduring any attack, no matter how devastating. By bracing yourself, you can take a mere tenth of the damage you would have taken from any one attack (or set of attacks - one *turn*), and your defenses have been raised for a short time as well (three turns).

Heroic Charisma (400)

You not only have a way with words, but also a general "presentation" that simply cannot be properly described. Without even thinking, you combine human flaws and inspiring heroism in the best possible way with everything you say and do - one minute you're staring at a girl for just a little too long because she's cute, and the next you'll be comforting that same girl, telling her that having bad powers doesn't make her a villain. In practice, this basically means that you can A: seduce basically anyone you'd be attracted to by sheer accident, B: lead an army of ragtag misfits against the Dark Lord's demon army and *win*, and C: convert villains, up to and including Dark Lords, onto the side of good. Now, admittedly none of this is outright guaranteed, but you'll have a hell of an advantage in these categories.

Super Hero (600)

You are the hope of the universe, the answer to all living things that cry out for peace. You are the protector of the innocent, the light in the darkness - you are truth. Ally to good, nightmare to your enemies. They aren't dealing with an average hero anymore. Your sense of justice has awakened the legendary power within your heart. Your hair gold, your eyes shimmering emeralds, your body radiating with a newfound power, you find yourself significantly stronger than you were before. This form grants you access to the legendary "**S-Hero**" skills: **S-Hero's Light**, which attacks a single enemy multiple times for massive damage, **S-Hero's Storm**, which hits *all* enemies for huge damage based on your attack stat, and **S-Hero's Thunder**, which does the same, but uses your magic attack stat. At first, you can only realise this awesome power in moments of great distress, but eventually you'll be able to use this power at will.

Heroine

Evade Turn (100)

Speed is *crucial* in fights. Well, now, as long as you focus, you can temporarily (one turn) evade *everything*, and if you successfully dodge attacks, you are twice as likely to land critical hits when you counterattack.

High-schooler Machinegun! (200)

Okay, this is probably a...questionable name for a skill, but all this is is just attacking an entire group of enemies at once with multiple decently strong punches; specifically, all enemies are punched five times each. Based on the flavortext, shouting “mudamudamuda” is optional.

Imprison (400)

Sometimes you just need to become a wall and take a minute to catch your breath. Once you use this skill, you are unable to move or act for two turns including this one, but your health and MP will recover by a whopping 50% at the end of each turn this is active, *and* you become ***immune to damage*** while this is in effect. That being said, this doesn't make you any stronger - at best, you can stalemate with someone using this.

Get Cursed (600)

Curses are actually pretty strong in this world. By cursing someone, you effectively poison them for 5 turns, dealing 8% of their health each turn, as well as confusing them and lowering their accuracy while this is in effect. On top of this, you can also weaponize curses as a “magical bomb”, dealing decent damage...to *uncursed* foes. If the enemy is suffering from one of your curses, then the bomb more or less *detonates* the curse, curing them of it but also dealing *significantly* more damage in the process.

Dark Lord

Beheading Blade (100)

A simple, yet brutal attack one could expect being executed from a Dark Lord. This attack deals strong damage to all enemies with a chance to stun them.

Blood Of A Dark Lord (200)

Dark Lord blood runs through your veins. If you call upon this power, it will answer by boosting your speed, doubling what it was, as well as restoring a large chunk of your stamina and magical power. (Health and MP are restored up to 60% each).

Hate Bomb (400)

People of Earth! Worthless humans and decaying land! Give me your hatred, your rage! Funnel all your negativity into me, whether you want to or not! And make my Hate Bomb grow into an unstoppable orb of destruction!

By absorbing the hatred and anger of the people around you, you can turn those negative emotions into an attack of pure negative energy. The more negative emotions you feed into it, the stronger it goes - dealing extra damage to those “pure, good-natured” types of people that so many Heroes tend to be. Just be careful, as it can take multiple episo-I mean several uninterrupted minutes of casting before you can actually use it.

Clean King of Evil (600)

Just because you're a Dark Lord that doesn't mean you're a bad or unjust person. By summoning the power of righteous indignation, your power skyrockets, your magical potential is through the roof, and you even obtain access to a brand new unique healing spell with the same name, “Clean King of Evil”, that massively restores health to the entire party *and* cures them of all status ailments. For the sake of this Jump, Clean King of Evil is considered to be a transformation on par with **Hero's Super Hero** - just more magically focused as opposed to physical attacks.

NPC

Shopkeep Skill (100)

As an NPC, your job is to provide some sort of service for the Hero. In this case, you are *excellent* at running a shop of some kind. Regardless of the exact nature of the service you provide, you do an exceptional job at running it and make quite a bit of disposable income with your provided service.

Treasure Hunter (200)

If it's possible to be prodigious in exploration, well, you'd be it. As long as you have the money necessary to fund the expedition, you have the ability to find treasure no matter where you look. Now, granted, treasure isn't always gold, but by simply exploring areas with the intention of exploration (crucially, *not* for finding treasure, you need to be exploring for the love of the game), you'll find all kinds of rare items, anything from rare weapons, to summon stones, to stat boosting herbs or discarded potions. Again, you're not necessarily any more likely to find *gold* or something of specific monetary value, but if you go out and see the world, you'll always find *something* of use.

Legendary Monster (400)

Despite the name, you aren't necessarily a monster, but you *do* have the strength and potential of one. Losing in combat doesn't ever put you down - instead, it burns a fire beneath you, motivating you to train and improve. It doesn't matter how many times you lose, nor how strong you've become - if you're willing to work for it, you can always grow stronger.

Haremancer (600)

Summoning is a powerful art, but, at its most base state, it is the act of magically moving someone from one spot to another. You are a master of this technique - capable of "summoning" an entire army of fighters onto a battlefield you aren't even a part of. However, your bread and butter, your most powerful form of summoning, is summoning girls. Ghosts, aliens, princesses, as long as it's a girl, you can summon it. Hell, sometimes you'll be able to pull someone from different timelines, like the future. It doesn't matter who they are or where they're from, your summoning arts are just that good.

You can adjust this to summoning boys, or both girls *and* boys, or maybe something more specific like "catgirls" only. You're the summoner in this situation.

Be careful, because if you accidentally summon the wrong girl, it could break the entire setting.



Items

General

Hero and Daughter+ (Free)

You get an updated copy of the very game you're in; one that takes your adventures here into account. It will update in future Jumps to include any *new* adventures you find yourself in, meaning the game will almost never run out of content. As a bonus, you also get a copy of the weirdly banging soundtrack. This version doesn't crash.

Homeward Wing (100)

Sometimes you just need to quickly enter the dungeon for a single simple reason - maybe you're searching for a specific treasure, or maybe you just need to get that one last bounty. Either way, going through the *entire* dungeon and killing the boss (again) can be tedious if you've already accomplished your goal on Floor 1. That's where *these* babies come in; you get 10 Homeward Wings that, upon use, will take you out of the dungeon and warp you back to wherever you classified as "home" beforehand. You can't just teleport around with these - they *only* take you to your "home spot". These wings replenish monthly.

Healing Veggies (100)

Vegetables grown from the local farm with lots of love! And apparently a *lot* of magic, because not only are they delicious enough to eat as-is with zero cooking or preparations, but they also have healing properties. Granted, they don't *seem* to be able to restore limbs or anything particularly drastic, but as a general rule of thumb - the higher the quality of the veggies, the better the healing. This healing also restores mana. You get a sack that contains a variety of veggies; 10 Iffy Veggies, 5 Average Veggies, 3 Fresh Veggies, and 1 Superb Veggie. The specific vegetable is random, but guaranteed to be tasty, and upon consumption, the sack restocks veggies weekly.

Spell Tomes (200)

In this world, learning magic is scarily easy - just read a magic tome, and you'll be able to cast the corresponding spell (if you have enough MP). Not only do you get copies of every available spell tome in this game, but you also get blank tomes that you can add new spells from other worlds to.

Companion Memories (200)

A seemingly unending bag of dull crystals. When a Companion that you share a bond with holds one of these crystals, it basically copies one of their abilities. You can then "absorb" the crystal in order to obtain that power yourself.

Stat Veggies (400)

Much like Healing Veggies, you obtain a sack of vegetables. Only, these veggies restock *monthly*, and there's only 3 in the sack at any one time. However, these specific veggies can raise any individual stat by the equivalent of 50 points, with the exception of health, which is boosted by 500. Like the healing veggies, the specific ones you get when it restocks are random, but +50 to *any* stat tends to be a big boon.

Lovers' Bathhouse (400)

Ah, nothing beats a hot bath. Well, maybe a hot bath with someone you're in love with? The bathwater here is the perfect temperature, just barely avoiding being *too* hot, and the steam is also surprisingly therapeutic. The mood always seems to be *just* right while the two of you are in here, whether it be for relaxation or something more. The water seems to have slight healing properties - it won't cure wounds, but general aches and pains will float away as you submerge into the water. Finally, the first time you bathe with a romantic partner, they'll obtain a move: "*insert name here* Heart". A typeless magic attack that deals more damage the more affection they have for you.

Monster House (600)

You ever get tired of defending your hometown yourself? You ever want to recruit local monsters/wildlife like pets? Well now you can do both! The Monster House, run by the Monster Gramps Follower, is a building you own that houses recruited monsters. Now, you can only recruit specific monsters, so you're unlikely to have an army any time soon, but still. The monsters will have a moderate intelligence, and generally act like guard dogs. They can and will fight off invading forces on your behalf. In addition, you can "play fight" them - they seem to enjoy playing with you - and you can even level them up. Specifically by giving them EXP from girls. Apparently it's bittersweet and they like that more. In addition to Monster Gramps, you also start out with a Green Dragon in the Monster House. He starts off weak, but his potential is nothing to scoff at.

Challenge Tower (800)

Okay, we got a lot to go through, so let's get started. The Challenge Tower is a giant tower that goes up seemingly forever. With 9,999 floors filled with incrementally powerful monsters, it's a great place to train...your Companions. That's right, even if you aren't a Hero, as. Jumper, you're simply too skilled to really benefit. Instead, you send a party of 4 Companions to climb the floors, defeat monsters, and earn **Challenge Points**. These Points can be spent on the two merchants just outside on items like stat boosting veggies, or weapons that inflict status ailments like poison or stun. That being said, these items aren't cheap, so you'll really have to work to earn them. Starting small at Floor 1, every 10 floors will net you a boss, a challenge to prove you can climb even higher. Once you reach floor 100, the bosses will turn up every 100 floors, and 1000 floors after that. Once you've completed everything else and reached floor 9,999, that's when your Companions will be forced to fight their most powerful challenge: you. Or, more specifically, a spirit or construct or something that is, for all intents and purposes, you at the peak of your power with your current Jump.

Admittedly, there isn't much in terms of physical rewards beyond the CP Shop items, but this is the best way to ensure that your Companions are strong enough to fight by your side.

Hero

Hero's Sword (100)

Every hero needs a good sword! This one's yours. Full of sentimental value, your blade is...a blade, for sure. Admittedly it's not the best in terms of strength, but it's completely unbreakable, and you can enhance it via upgrades and elemental properties a staggering amount. While there might be better swords, this one does its job, and is undeniably yours.

Piffany & Co. Brand Jewelry (200)

Sometimes you just need a good gift in order to boost someone's affection levels. Well, now you can. With a subscription to Piffany & Co., you now get a random piece of jewelry in the mail every week - show people you care with overpriced accessories! come in the following options: Ring, Red Ring, Jewelled Necklace, Hairpin, and Tiara.

Piffany & Co. Brand Jewelry is not intended to be worn in combat, nor are they compatible with magical enchantments. Attempting to do so will cause the afflicted piece of jewelry to violently explode. Piffany & Co. is not responsible for any physical, magical, spiritual, romantic, sexual, platonic, or social damage caused by misusing our products.

Scared Treasures (400)

The Sacred Treasures are three legendary relics that, when their powers combine, they can destroy any form of magical shield or protection. The Dark Lord has a barrier preventing you from entering their castle? Sacred Treasures. The Dark Lord has a barrier preventing *themselves* from being damaged by your attacks? Sacred Treasures.

Any, and I mean *any* form of magical barrier or protection can be dispersed by these relics. Of course, just because you can *fight* a Dark Lord now doesn't necessarily mean you can *beat* them, so be prepared.

All-Drink (600)

Every game has it - the Full Restore, the Divine Blessing - this is a special potion that, when consumed, restores all of your health and MP, cures your status ailments, and can even revive you if knocked unconscious. Do note that it doesn't revive you from actual death, but it'll bring you back from just about anything leading up to it! You get a single bottle. If consumed, it'll refill in one month. Make it count.

Heroine

Blueberries and Cheese (100)

Genuinely, who needs potions when *food* does the trick. Cheese, upon consumption, restores health, and blueberries will restore MP. The amount restored depends on the quality of the food: standard replenishes about 10% per consumption, “rare” replenishes 30%, and “Yum” replenishes 50%. You get a bundle of 5 cheeses and 10 blueberries daily of random quality.

Personal Invitation (200)

Sometimes you just need to send a message - a message that says, under no uncertain terms, that you’re interested and available. This is a literal invitation for someone to invite you into their home. Now, you’ll need *some* sort of relationship with this person first, but still, the (supposed) knowledge that you care and are interested should be enough to get them to invite you over without much issue. You’ll gain another Invitation after the first one is used.

Yomi Buster (400)

A powerful arm cannon, be careful and make sure Yomi doesn’t think you somehow stole this off of her. This thing fires powerful beams with a burn effect that slowly wittles away opponent health with *percentage-based* damage. In addition, it’s also just very sturdy, making it a great blunt instrument to smack your foes with. It’s supposed to weigh a literal ton, but whether or not you’re strong enough for that, this version is specifically made to be light for your convenience.

Cheat Candy (600)

Only usable for one battle per Jump, this is literally just cheating. All stats are tripled and all health and MP are kept fully restored throughout the entire fight, but that doesn’t really matter, because it also makes it so that *all received damage is reduced to 1 point*. For this one battle, for the equivalent of *999 turns*, you cannot be harmed, and if you somehow are, it won’t be enough as the other benefits keep you in peak form.

It seemingly doesn’t protect from status ailments, nor “instant death” abilities though.

Dark Lord

Dark Lord Axe (100)

A powerful and intimidating figure like yourself needs a powerful and intimidating weapon. Already infused with darkness, this axe heightens your strength based on how much pride and self-confidence you possess. Always deadly sharp, this weapon doubles as a magical focus, allowing you to cast spells through it.

Dark Lord Throne (200)

A powerful and intimidating figure like yourself demands only the best in seating. Unbelievably comfortable, this throne can allow your magic to flow through it, meaning you can use it as a sorta “hover-chair” in case you ever decide to be lazy and float around in your seat as you command your forces or fight your enemies.

Dark Lord Palace (400)

Okay, so I spent most of the budget on the Axe and Throne. I had to go to a realtor and buy this castle for you at a discount, so it's not *quite* fitting to your Dark Lordly standards. That being said, it still contains *all* the basics - living quarters for the Dark Lord and any guests they wish, and four floors filled with randomly spawned monsters - that *you* control - to hopefully stall and maybe even damage any intruders that try to make their way up to you.

The monsters are just basic slimes, bats, and skeletons.

Don't worry, you can improve these later or in future Jumps.

Dark Lord Shield (600)

Thankfully this is more of a spell than an actual shield. You are given a ring. This ring has the power of a Dark Lord Shield attached to it. Dark Lord Shields are capable of protecting just about anything from anybody as long as they don't have Sacred Treasures or magic power stronger than the shield itself. The shield can be transferred - you can select it to just cover yourself, or you can cover your entire castle with it. Anything protected by the shield is protected from pretty much anything and everything. If the shield breaks by any means, the ring will need a full 24 hours or an unbelievable amount of magic power to recharge it.

NPC

Crystal Ball (100)

Despite crystal balls normally being brushed aside as phoney hocus pocus nonsense, this one's actually a legitimate spell focus, like a staff. Made from real crystals, it enhances magic quite a bit, and if you're in a monetary pinch, it'll sell for a pretty penny. I wouldn't recommend it though, as you only get the one. Thankfully, it's incredibly sturdy and unlikely to break on accident.

Shop (200)

You can't be a shopkeeper without a shop! You're now the proud owner of a building that completely reflects your service and displays it beautiful. All your stock is shown off in a way that makes it look as enticing as possible, it's impeccably clean, and it'll earn you a steady income whether you're actively manning the store or not.

Casino (400)

Just about every RPG has a casino in some variety, and this one's no different. In addition to providing even more money due to rampant gambling addictions from slots and cards, there's also three "minigames". "Box Jump", which is simply a bunch of puzzles involving pushing boxes in a specific way, "Monster Bash", where you can have any monsters or creatures you own compete in combat against other monsters, and "Catfights" where two teams of girls fight to decide who wins. In Catfights, you can bet on which team you think will win and bet tokens. All girls are dropped to level 5 and use equal equipment, so the fights are more or less random on who wins. Casino tokens can be used to buy prizes, but they're frankly not that good - as the owner, your "prizes" are the amount of cash this place earns you.

Portal To The Otherworld (600)

...okay, what the apparently literal hell?

So...you now have a path to the Otherworld. Technically, this isn't actual hell or death or what have you, but rather you can "communicate" with the spirits of major enemies you've defeated in the past...specifically to fight them again. Similar to the Challenge Tower, fighting these former foes not only works as a decent method of training, but also earns separate Challenge Points that can only be spent here. The door to the Otherworld is blocked by a mysterious spirit that sells you stat-boosting items, unique weapons, and potions that keep you fighting fit and energetic. Not hiding anything, the "prizes" here are objectively weaker than the ones at the Challenge Tower, but the challenge is notably easier to balance that out.



Companions

Companion Import (100 per, 400 for 8)

Companion Export (Free)

Minions (100) (First purchase free for Dark Lord)

Every aspiring Dark Lord needs little minions to order around, to fight by their master's side and do their dirty work. These are just little imps; weak, can do a little fire magic, and can only follow basic commands, but they're loyal and have potential growth in future Jumps.

Summonable Girls

Okay, so, in the game Ralph gets a *lot* of girls to add to his team - 37 in total. Unfortunately, just about every single one is from *somewhere else*, including the future, deep space, and even *other games*. For free, you'll get **3 Summon Stones** so you can have a full party of 4. Each additional Summon Stone will be 100 HP per purchase.

In order to use a Summon Stone, just roll a 1d31 and use the following list in order to determine who you get. If you roll a duplicate number, reroll until you don't; if you roll a duplicate 3 times in a row, you get to just choose which one you want. For story purposes, **Lara, Ralphina, Dark Lord Arue, Leffy, Haeti, and Anth** are unavailable to be summoned. If you take the **You Are The Hero Now** Scenario, then ignore this as you'll likely get every single one before the Jump is complete.



Lara

An energetic high-school girl, Lara is admittedly a little dim, but she's undeniably a good person, if also a little air-headed and stubborn at times. Is scarily good at throwing rapid punches for high damage.



Aquata (01)

Either a professional swimmer, or at least a swimming enthusiast, her whole shtick revolves around using water in combat, whether that be through her "water punch" or by summoning water and swimming through the enemies. Always ready to make a splash, she wears bikinis exclusively.



Dieh (02)

A bit of an oddball, she's obsessed with curses, but her *idea* of curses seem to include both the standard "spell-type" curses, but also promises and even fate itself. You're cursed to be a Jumper for the rest of your days, she believes that the two of you are bound by a curse, and, if separated for whatever reason, she'll explicitly *curse you from afar* as a form of good luck.



Strega (03)

Strega is a powerful and studious mage. She takes her magical knowledge very seriously, and is genuinely happy to share her knowledge with others interested in learning. She otherwise has an almost stereotypical tsundere personality, her catchphrase is "**Apologize!**".



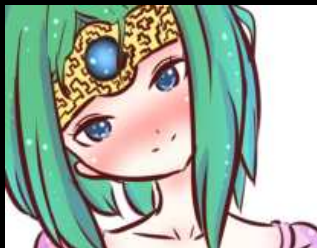
Felice (04)

By all accounts, Felice is an ordinary village girl, to the point that she's constantly overlooked by the people around her for being so ordinary. While an undeniable sweetheart, she *is* basically “default character settings with a complex over her lack of uniqueness”. That being said, she's an excellent potion brewer, though exclusively in (admittedly rather strong) healing potions.



Ayame (05)

An assassin who was saved from enemy torture via you summoning her. As thanks, she's more than willing to assassinate whomever you want: she is now your blade of execution. Cold and professional, she does carry the slightest hint of yandere vibes towards you, but is also surprisingly kind and gentle when finally allowed to relax and be at peace.



Hauyne (06)

A charming and noble princess, Hauyne is the embodiment of elegance. Despite her kind and mature demeanor, she's not above the occasional tease, and she's also surprisingly naive at times, believing that the best way to cure a woman from mind control is “with a smooch”. Her abilities are composed entirely of commanding others. She can command you to be stronger, more durable, and more lucky, as well as your wounds to heal and your status effects to cure. This affects the entire party.



Sakia (07)

Your stereotypical “nerdy glasses girl”, Sakia's biggest motivation is studying in order to get into a good school. Unfortunately, she's a bit shortsighted and doesn't quite know what she'll do when she reaches that point. *Somehow* her studies have granted her the ability to buff others, cure herself of status effects, and she can weaponize her yapping into stunning the enemy, damaging them, and then *heals herself* by half the damage.



Yumel (08)

A girl with the ability to read hearts and minds, Yumel is generally rather quiet and soft-spoken. She's a wonderful listener and is actually rather passionate about helping others with their problems and giving advice. Her ability to see the hearts of others is at least somewhat literal, as she's capable of buffing allies, debuffing foes, and even inflicting statuses like poison and sleep on them.



Liv (09)

A concerning young girl living off the streets, Liv is admittedly a little hard to get accustomed to as her greed is usually the first thing on her mind. Still, she's nice enough, and she respects and appreciates you for giving her a job via being your party member. Her thievery skills are top notch, not only able to steal items from all types of enemies, but even stealing their *time*, stunning them and doing massive damage, and even *stealing herself* and giving herself a massive buff.



Selphie (10)

Selphie is a girl who desperately wants to be liked and popular, to the point that she'll carry her phone around with her everywhere just to *pretend* that she's on a call and seem more popular than she is. A generally good girl, though her valley-girl speak (like, hello gurl? This is totes freaky) can get grating if you aren't a fan. Despite her phone seemingly having no service, her skills revolve around live-streaming: stunning them through sheer audacity, and awkwardly silencing them by asking for on-the-spot commentary. All with a flip phone.



Schildt (11)

Mature, composed, and surprisingly jovial, Schildt is a fencer for the royal kingdom. As a knight, her skills revolve around provoking enemies, tanking hits, defending allies, and attacking the provoked enemies for big damage. She's also incredibly skilled at potato-based dishes, specifically au gratin.



Rouge (12)

Rouge is a proud boxer of a woman - considering terms like "strong as an ogre" to be major compliments to her work. Hot-headed, excitable, and more than a little reckless, Rouge's entire strategy is "hit them: if it doesn't work, hit them harder", and it shows as her skills are little more than massive punches.



Holly (13)

A sadistic angel who doesn't mince words with anyone, even people she likes; her default language is sharp insults and teasing - although she *can* be almost sickeningly sweet to those she *really* likes. As an angel, she specializes in Light magic, though her physical attacks are nothing to scoff at - her sadism allows her to throw **10** normal attacks for the price of one. She also has the rare ability to reflect magic from hitting the *entire* party.



Cammy (14)

A catgirl who's willing to fight for what's right, but generally hates violence as it took her parents from her. Despite this tragic backstory, she tends to act more "cat" than "girl", and a lot of words are "nekoified": even "Ralph" is referred to as "Ralf", mrowr. Her skills are all catlike, using her claws to deal damage, but she can also stun or poison enemies with them as well.



Lenna (15)

A brawler, borderline thug, who loves fighting and is constantly thinking of ways to profit off of her love of violence. Granted, she only got into being a thug in the first place as a means of defending her mom from her abusive dad. Fighting primarily with brass knuckles, all of her skills revolve around lowering an enemy's defenses with each hit.



Robotta (16)

A generally sweet household android girl, you were the first person she saw, so that makes you her master. A multipurpose gynoid, capable of doing both domestic tasks such as cooking and cleaning, as well as combat with her machineguns and rocket launchers. Interestingly, despite her name, she's actually more of a cyborg - a human who was repurposed into being a machine for one reason or another. Most of her human memories are locked away.



Lilia (17)

Lilia is a well-meaning, but incredibly clumsy maid. At least, probably? She comes across as very nice and loyal, but she was fired from her last job because she "accidentally" burned their house down, she's tried making molotov cocktails more than once as if they served nicely with filet mignon, and she's actually surprisingly good in combat, capable of healing and buffing allies, and harming and debuffing enemies. There's reason to think she's hiding something...



Sion (18)

A self-proclaimed prodigy and master fencer. Effectively self-taught, her skills are top notch, with the interesting twist of dealing *more* damage the stronger the *opponent* is. On top of that, her hyperoptic suit is capable of all but canceling out either physical or magic damage - one at a time though. She's also surprisingly good at baking.



Iris (19)

A cyclops with a bit of a complex over how much her eye makes her stand out and hates being compared to monsters. Despite her nerves, she actually aspires to be a doctor in the future. This is due to her insane ocular powers. Her single eye can hypnotize, charm, confuse, and even seal the magic of others. Her eye also has xray vision and can shoot powerful lasers.



Priscilla (20)

Hoo boy...Priscilla is secretly a princess who at one point was captured by her father's escaped slaves. Apparently she loved her torture and was so freaky that they *brought her back* so she'd leave them alone. From that point on, she's been a major masochist, loving abuse and back-breaking labor. Hell, she considers herself *your slave* and will even chastise you for not working her hard enough. That being said, sometimes being nice to her isn't a bad thing... Most of her skills revolve around *defense* of all things, including buffing the party's defense, but she also has a mean kick, and is apparently such a bad cook that her pastries can poison foes.



Harmony (21)

A beautiful woman who puts up the facade of a proper Japanese lady, but is actually easily angered and rather sadistic - the serene smile never leaving her face no matter what. Despite her violent grappling abilities, she genuinely desires to bring peace to the world.



Moski (22)

A mosquito girl, Moski is generally nice and friendly, though her mind tends to linger almost exclusively on drinking blood. The blood of strong people like heroes are especially tasty. As you probably expect, most, if not all of her skillset revolves around draining foes of their blood/HP and restoring her own in the process.



Cherie (23)

Cherie is a cheerleader, a job she takes pride in. Despite her job, she's actually kinda snarky. Although she *does* seem to be sincere in her cheering, if there's no one to cheer on, she might go out of her way to knock someone down in order to cheer them back up.



Ralphina

The actual hero's daughter, Ralphina was summoned from the future. A major daddy's girl, she both looks up to her father, but also somewhat resents him: in the future, he spent so much time adventuring and saving the world while simultaneously all but abandoning his wife and child. Her admiration for her father even affects her fighting style, as she's also a "hero"-type warrior. **Ralphina uniquely has the entire Hero Perk line (though she has to *unlock* Super Hero herself),** and her own skills can debuff enemies when they land.



Dark Lord Arue

Dark Lord Arue technically was a part-timer, but she still has the experience, so it counts. Despite the bad name associated with Dark Lords, she takes her job seriously, almost comedically so. A surprisingly good and arguably pure soul, her plan is to be a good Dark Lord and help the world prosper (even though she still plans on fighting the Hero head on some day). As a **Dark Lord, Dark Lord Arue has the Beheading Blade and Blood Of A Dark Lord Perks, and can eventually learn Clean King of Evil.** In fact, her Dark Lord status just generally is good at buffing and even healing herself. Before being a Dark Lord, she used to be a harpy.



Spirit Queen (24)

Spirit Queen is an ungodly powerful queen of the cosmos. She's only here because she decided to have some fun and interrupt your summoning in order to come here herself. Her magic is extremely powerful and unique to herself, but she also sandbags like crazy. By her own estimation, she fights at 0.0001 percent of her full power because it wouldn't otherwise be any fun. Always up for a good time, she's also a heavy drinker - though be careful, as sometimes her being drunk makes her dangerously unpredictable.



Erina (25)

A woman with cursed red eyes, Erina is scared of her own powers, and for good reason. She tries to keep a cold and aloof persona, as her eyes basically turn her into a yandere - the more she loves you, the more her eyes demand your demise. She is lethally skilled with knives.



Akari (26)

The ghost of a Japanese woman murdered in a car accident, Akari regrets how dark and terrifying she was as a haunting spirit. Soft and gentle, Akari's *still* a ghost, so her temper is terrifying. Her skills revolve around haunting the opponent.



Candy Lix (27)

A bratty and hyperactive woman, Candy Lix is, well, all about candy. Making candy, eating candy, selling candy, using candy as support in combat, and repeatedly breaking the fourth wall, Candy Lix is a very enigmatic woman who's a borderline menace to those around her with her antics.



Apil (28)

Apil is a bit of a fujoshi with an overactive imagination; her first love was with a chicken, who ended up breaking her heart and leaving her for a golem, and she tries to see love everywhere, even in places where it simply doesn't exist. That's really all there is to this girl - she's in love with the idea of love, and fights by swinging a bat around. Admittedly, she's really good at using that bat.



Yomi (29)

Basically just a female Mega-man (Mega-woman?), her skills revolve around using a massive buster that's on her arm. Sometimes by shooting, sometimes by just whacking people with it. Yomi herself is a little blunt and cold, but pretty easy to get along with, and devotes herself heavily to those she cares about. She might even carve your initials into her buster.



Red Witch (30)

A formerly evil witch who aspires to atone for her past transgressions - although, she still has quite a temper. A *mostly* calm and caring girl, Red Witch goes into battle wielding exclusively fire magic - extremely powerful fire magic that burned villages and gave her that infamous title in the first place.



Leffy

Leader and sole member of the Patrol Corps, Leffy prides herself on her abilities as a spellblade - coating her weapon in various magics for a powerful slash - and her own personal ability to resist status effects; even powerful mind control simply fails against her. As for Leffy herself, she's an eager achiever, wanting to do good in the world, but is also a little shortsighted - her Patrol Corps aren't particularly needed as death within the dungeons have zero consequence.



Haeti

Something “beyond a Dark Lord”, Haeti’s abilities run on, well, hate. As such, she’s very much the type to ragebait people. To give her some credit, she’s generally a lonely girl who has trouble making friends...and chooses the worst responses available. Still, she’s actually not bad once you make the effort to know her, and she’s weak to compliments. Again, her powers run on hate - both her own, as well as hate directed towards her. Maybe she also just generally absorbs hate around her too? Either way, the more hate she gets, the stronger she gets. Make sure to follow her online for daily ragebait posts! **Unsurprisingly, the Hate Bomb is her most powerful attack.**



Anth

Known as the “Planetkeeper”, Anth was the one “who first birthed this planet”. Despite this, she’s oddly cheeky, ‘kay? Her main job is to watch over the planet and ensure that everything is running as peacefully and smoothly as possible, though recent discourses between Heroes and Dark Lords are becoming a major concern...As the Planetkeeper, she’s simply ludicrously strong, with all of her skills having space-themed power behind them.



Carrot (31)

Somehow being the only girl who’s explicitly an elf on this list, Carrot is slightly xenophobic towards humans due to elven history with them. Despite this, she seems to struggle more with her weight and overeating than anything to do with human-elf relationships - even though, as an extremely skilled archer, she’s in good shape no matter how many meat buns she eats. Tends to groan out “just kill me” at the slightest inconvenience.



Drawbacks

Pervy Old Coot (+100)

Yeah...you *really* like the female form. You aren't *too* picky, as long as a girl stands out in one way or another, then you're interested in her. Don't worry, this isn't one of those Drawbacks that makes you *do things*, but your desires are obvious, open, and you *will* get judged for them.

Itchin' For A Fight (+100)

You can't just sit still, your body needs to move, your blood's boiling. If you don't get into regular fights - like, once every three days at the bare minimum - then you start getting antsy. You *need* to get your heart pumping, your muscles aching, you need the thrill of a good fight.

Tense Aura In The Air... (+100)

You goddamn weeb. That cat chasing that mouse you saw earlier? The Hero and the landlord he bickers with? Those people are in love, they're just in denial. You know, in your heart of hearts, that they'll get together sooner or later - and you'll be there to see it when they finally do.

High-And-Mighty Masochist (+100)

It's not enough that for people to degrade you, they need to do it in a specific way. You are a masochist with a refined and sophisticated palette; you need *more* insults, *more* pain - don't just stand there, work me to the bone!

Dark Lord Dahklorde (+200)

Something about you people just can't take seriously. Maybe it's your level, your stats, your class, or maybe you just have a stupid name. One way or another, you're going to have to work hard to get any kind of respect.

“You’re making me very distrusting...” (+200)

It’s so hard to find good help these days, and unfortunately, that applies to your party as well. While they’re unlikely to outright betray you (but not impossible), they’re just...incompetant in one way or another. Any time you ask anyone for any kind of help, it’s a 50/50 shot whether or not they’ll actually help you or just make things worse.

Never A Dull Moment (+400)

It’s always *something*. You can never get more than a day or two of peace before *another* Dark Lord or *another* disaster of some sort happens. These events aren’t necessarily worse or stronger than the ones you’ve already beaten, but they happen *so frequently*.

Levels are BS (+400)

For a world that puts high priority on levels, they sure don’t mean much. You’ll constantly come across enemies or dungeons that have levels *vastly* higher than something you did beforehand (i.e. you just did a level 280 dungeon, here’s a level 400 one). Alternatively, you’ll enter a weak dungeon, only to find some sort of superboss or something far stronger than anything else. Numbers are almost completely arbitrary, so good luck fighting your way through here.

Level One Loser (+600)

Your standard Power/Item Loss Drawback, you have been dropped down to level one like the Hero Ralph. Unless you take the scenario, you can still level up, but it’ll be significantly harder, longer than everyone else to level up, and you’ll struggle to beat even a single slime in one-on-one combat. That’s not even getting into the social repercussions, as *everyone* will know you’re level one, and will either make fun of you for it or simply just pity you.

Beefed Up Second Encounter (+600/800/1000)

Like a majority of RPGs, you can, at any point, return to the dungeons you've beaten and re-challenge the bosses as you grind for gold or EXP. Normally they'd only be marginally stronger - going from level 25 to level 35 or something like that. However, by taking this Drawback, they aren't just strengthened - these Second Encounters are outright replaced by monsters far, *far* stronger than what came before them. For **+600**, these replace every boss on subsequent challenges, making the combat and grinding far slower and more tedious. For **+800**, it becomes mandatory for you to beat these "Super Bosses" - all 16 of them - in order to continue with your Chain. For **+1000**, you're now also forced to enter the Ancient Shrine and defeat **Deste** - an ancient warrior from long past, infamous for having betrayed her fellow man and her country during war. Or, at least that's how the stories go. The true tale of what happened so long ago has faded with time, but her strength is undeniable. Her attacks hit *hard*, she is a master at using fire in combat, she's fully capable of just repelling *any* attack for a brief time, and can even summon tiny golems that, while weak, redirect *any* individual attack to them, giving her temporary shields, and if they're destroyed *she can immediately resummon the them very next turn automatically, independent of her own action*. While bad enough on its own, the process of summoning those shields *comes with a blast of fire that attacks the whole party for percentage-based damage*. Deste is, by far, the most powerful enemy you'll face in this Jump.

On the bright side, if you do manage to defeat her, you'll be able to summon her later through Haremancer. When you get to know her, she's a bit quiet but unendingly thankful that you're willing to be on her side. Almost *too* grateful, to the point that Haremancer compares her to a yandere.



Scenarios

You Are The Hero Now

The Hero Ralph, the great warrior said to have saved the world one hundred and eighty-four times. This was supposed to be *his* story, the story of *his* fall from grace and rise to greatness. Well now, it's yours. One way or another, you have taken the place of the Level One Hero Ralph. You start where he did, at a meeting with the King where he tricks you into drinking a potion that removes all your levels. Soon, you'll come across the Haremancer, an invaluable ally moving forward.

As you and your growing party of girls move forward, you'll first have to defeat Dark Lord Dahklorde. Nothing too crazy, your standard "first major boss". Then Dark Lord Dehmon and his part-time assistant, Dark Lord Arue. Dehmon is a bigger challenge, both due to his Dark Lord Shield, plus his second phase if you let the battle linger too long.

Unfortunately, you aren't done yet, as the King turns out to be the King of Evil. He and his henchman I'm A Guard! Challenge you - as the last and most powerful Dark Lord, if King of Evil can defeat you, then his reign will be unchallenged. However, after your battle, I'm A Guard! will then betray the King of Evil and take his power, evolving into I'm A Dark Lord Guard!.

After that, Haeti arrives, turning all the girls except Felice and Leffy into Dark Lords themselves. You'll have team up with King of Evil to defeat her as well as the return of I'm A Dark Lord Guard!.

Later on after that, I'm A Guard will send you a letter bragging that he has a girlfriend. For some reason Haremancer thinks this is a bad thing and insists on you defeating him once more. King of Evil will also request you to help defeat I'm A Guard! as the girlfriend in question is King of Evil's daughter, I'm A Dark Lord!.

And finally, after settling your score with I'm A Guard!, the world seemingly begins to fall apart at the seams. Anth, a mysterious woman who calls herself the Planetkeeper, asks for you to prove yourself worthy of entering the Ancient Shrine. Your battles here will determine the fate of the entire world.

Rewards:

All 37 Girls

You've obtained a lot of friends and allies during your adventures here - maybe even some romance...? Either way, it wouldn't be right to leave so many bonds behind, so you can now take *all* of them with you, either as individual Companions or one massive Group Companion.

The Haremancer

For all his eccentricities and questionable tastes in women, Haremancer *was* a valuable ally and genuinely good friend during your adventure. If you choose to take him with you, he can run any Inn or Pub you put him in charge of, manage your team composition, help you out through his various summoning powers, and even summon *more* girls for you in the future!

King of Evil

Despite being the reason for your lost levels in the first place, as well as literally being named "King of Evil", King of Evil is actually a relatively decent person. Helping you out on multiple occasions *after* his betrayal, you'll find out that his situation is an odd one. After being beaten, he mellows out and practically becomes a member of the crew with you and Haremancer. In addition, he's capable of pushing past his Dark Lord roots and "cleansing himself" with "righteous fury", obtaining his own Clean King of Evil transformation. His martial skills are low, if not outright zero, but he makes up for it with incredibly powerful magic, being a master level mage of just about every type of spell available here, including being a powerful healer.

I'm A Guard!

Originally just a cheeky knight working for his king, I'm A Guard! has had a roller-coaster of a story, as I'm sure you're well aware at this point, having beaten him three times. Monstrously strong with insane potential, but he's only particularly motivated when his girlfriend Lorrie is involved. She honestly brings out the best in him, making him much more selfless and hardworking compared to when he kept cheating to get his strength. He has a rather large movepool to work with, such as hitting hard to stun foes, attacking an enemy multiple times at once, and powerful magic - largely dark spells, but also his own unique "New Galaxy" Spell that hits all opponents at once with distressing amounts of power. His girlfriend I'm A Dark Lord! lovingly calls him Guarrie.

I'm A Dark Lord!

Lovingly known as Lorrie by I'm A Guard!, I'm A Dark Lord! is a Dark Lord. The King of Evil's Daughter, Lorrie is actually rather new to the whole "Dark Lord-ing" thing. She has the raw potential and has learned *some* stuff from her father, but she's also a bit of a coward and has a tendency to rely on Guarrie in most circumstances. Still, her biggest desires are to prove her worth and to be able to protect Guarrie like he's protected her so many times, so, despite being timid, she's willing to work and fight so she won't be a burden anymore. Her surprisingly thoughtful nature is shown in battle, where most of her skills are either buffing her teammates or debuffing enemies to give her comrades an easier fight.

Ancient Shrine

An ancient temple that existed long before historical record, this shrine holds the means of resetting the entire world - quite literally, as the process involves burning everything away with molten lava as just the start. In addition, in the very depths lie an ancient summoning circle, one that can resurrect long-dead and powerful beings. Of course, they aren't under your control, so if you do this, be prepared for a fight. By defeating Anth and turning her into your Companion, you have earned the title of **Planetkeeper** for yourself. This means you can use the Ancient Shrine's "world reset" feature once per Jump; just be aware that this means you'll be burning *everything* away that you didn't purchase yourself with Choice Points or otherwise earn through Scenarios or Drawbacks. *Everything* will be removed, the slate clean. That being said, as Planetkeeper, **you can keep the planets you empty**, so if you need an entire blank canvas planet for whatever reason...



Notes

- *This game is a weird mess of RPG tropes, so balancing it for JumpChain is difficult, if not flat-out impossible.*
- *I'm not joking, the numbers get so much higher than other RPGs, and it's not even that strong compared to other settings.*
- Due to how “video game-y” the setting is as a whole, you’ll have to work out how numbers and percentages work yourself.
- The power also changes drastically towards the end of the main story - using the Scenario as a guide, your 6 Main Bosses are: Generic Evil Magic King, Generic Evil Magic Demon(?), The King of ALL Dark Lords and his usurping Guard, a woman who runs on hate and can brainwash ALL of your girls (except Spirit Queen who was just drunk), The Guard again who’s trained specifically to beat you, and then ***the end of the world itself.***
- That being said, I basically decided that, if I wanted to balance this at all, I needed to decide what a hypothetical Ralph with max stats and level 999 would be like in strength, while also keeping all this nonsense in mind...at least, I was thinking that, but then I realized I could just be somewhat vague by using words like “massively increases” or something. The strongest canon threat is someone using a *device* to destroy the world. If you really wanna wank it - fuck it, let’s say max stats let you do that on your own.
- There’s still the issue with just how many enemies are ghosts, are implied to be from different dimensions, and some having dialogue that implies being a threat to this world and beyond, but I really don’t want to theorycraft in a game that takes itself as *unseriously* as this one does.

- The RPG stats are as follows:
 - HP: Health
 - MP: Magic pool
 - ATK: Attack
 - DEF: Defense
 - MAT: Magic Attack
 - MDF: Magic Defense
 - AGI: Speed and Agility
 - LCK: Luck, which affects item drops, critical hit likelihood, and chance to inflict status effects.
-
- **Cute Girl's Potential** is just one big reference to how downright insane the idea is that some of Ralph's girls can fight at all. Pretty much every example in this entire document is a girl on Ralph's team.
 - **Heroic Charisma** exists because Ralph seems to sway *literally everyone* onto his side unless he ends up killing him. Enemies become allies, allies become familial best friends, and **every girl *including a female Dark Lord and the sole exception being his daughter from the future catches feelings for him***. That's 36 party members and at least a couple of town NPCs. The female Dark Lord literally becomes a party member, and a couple of Ralph's summonable girls are just villains that he somehow convinced to be at least somewhat good by just being nice.
 - Interestingly, **Heroine** was the hardest part of the Jump to do, as it was based entirely on Ralph's "harem". While the Perks were easy enough - just put in some of the better character skills as Perks - the Items were a nightmare as personal items were basically nonexistent, so I had to get more creative.
 - **Get Cursed** is based specifically on Dieh. According to Knight on Steam, "normal" Bomb Curse does about 20 times the user's (Dieh's) magic attack stat. The "detonation" Bomb Curse that happens when the enemy is already cursed when she does it? About 160 times that stat.
 - **Hate Bomb** is not only a subversion of the Spirit Bomb, but it is quite literally referenced by name in-game.
 - **Clean King of Evil** is, for all intents and purposes, the Dark Lord equivalent of Super Hero - both forms being obtained through righteous fury that drastically improves their power. hilariously enough, both through I'm A Guard!'s betrayal.
 - Despite giving it less fanfare, Clean King of Evil is 100% just as powerful as Super Hero; in the final battle at the end of the game and the entire world at stake, if you fail too many times, CKoE will, *from afar God knows where*, heal you and launch massive fireballs at the boss to assist you.
 - For **Shopkeep Skill**, I'd recommend running an Inn, or maybe an Equipment Shop of some kind. The Village already has a restaurant, gift shop, general items shop, magic tome store, and a guild that will buy all the Hero's useless junk.

- **Legendary Monster:** There's an NPC named Oc-Ock, an orc who wants to become a...well...Legendary Monster strong enough to beat the Hero Ralph. Each time you beat him, he comes back just a little stronger, with maybe a new skill or spell under his belt. While this likely has a limit, he *does* grow far stronger than his initial fight, in several cases becoming stronger than the boss of the dungeon he fights you in.
- **Hero and Daughter+:** Named after the Steam version, this game does have a weirdly banging ost despite being - I'm pretty sure - generic, public source RPGMaker music. Also, the callout is intentional - even the free, non-Steam version starts crashing towards the end, making grinding a major pain. I'm not even joking, I had to download new scripts for the game to even try to make it playable - please Tachi I know it's been a decade, but fix this somehow!
- In the game, **Spell Tomes** are consumed upon use, but I'll say for JumpChain purposes, they won't here.
- **Companion Memories** are weird, but Ralph can learn a single skill from all 37 party members through their "memory crystals". Unfortunately, these skills tend to be their *weaker* skills, it can only ever be the one skill, and it's random.
- **Personal Invitation:** As weird as it sounds, there *are* genuine advantages to just getting a free room. Perhaps you could befriend someone with money and live comfortably? Or maybe someone has a bad home life and you want to fix the problem at the source? Or maybe you just want to steal their stuff.
- **Dark Lord Shield** *is* a genuinely powerful defense, but after the King of Evil just dispelled it off of a foe canonically stronger than him *before* his Clean powerup, this leads me to think that sufficient magic power should be able to overpower the shield, but I'm not entirely sure of the specifics.
- Yes, Priscilla is basically Darkness from KonoSuba. Hell, I think she came first.
- Spirit Queen - yes that is the only thing she is ever referred to as - will keep sandbagging until she arbitrarily decides she can try a little harder. It'll be a *very* long time before you see 100%.
- I'm torn about who Ralphina's mother actually is. Ralphina herself describes that the future him is always making her and her mother worried. This implies that it's someone more "passive" - like Felice, Selphie, or Sakia. But Lara is the closest thing to a canon girl due to being the first one and usually the most prominent. *But then* if you take the time to listen to all the Affection Dialogue, *Harmony is the only one Ralph directly says "I love you" to*, and Yomi's the only one *he* makes the first move on as everyone else confesses first, so what the fuck?
- Despite claiming to have birthed the planet, Anth treats Planetkeeping like a 9-to-5 office job, even having to submit reports to a boss of hers. Apparently she's also supposed to keep track of other planets, but has a tendency to ignore those, and her boss basically never praises her due to her constantly submitting in reports wrong.

- I also feel the need to double down that “resetting the planet” means that *everything* you didn’t purchase or earn while in the docs is gone. Items, Companions, and the like that are purchased or earned are fiat-backed to be yours and either survive or always come back. The Ancient Shrine was going to be used to wipe *everything* out except for Anth and Ralph, the entire world outside of the Shrine was mere lava during the boss fight, and this was one of the few battles where losing led to a Game Over as opposed to just respawning back in Haremancer’s Pub. If you use this and don’t change your mind quickly, you’re sacrificing everything you didn’t explicitly purchase with Choice Points or earn through Scenarios or Drawbacks.
- Google Docs probably hates me due to all the pun-like names and “un-names” like friggin’ “I’m A Dark Lord!”.
- I yap way too much in these Notes, but I just have a *lot* to say about this.
- Thank you for taking the time to check out my Jump!

