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EVERYBODY LOVES
LARGE CHESTS

Jumpchain



You suddenly find yourself sitting in front of a somewhat modern desk, staffed by a being with no eyes, eight ears, pink skin, a pair of horns, and otherwise devilish features. Said desk also seemed to contain a computer with a keyboard and a corded phone. There is something slightly off putting to you, as everything around you feels like it's out of a dream.

Hello and welcome to Demons R Us, and I will be your liaison for today. My name is Katorolomaongott, but most of my clients call me Carl. So, here's the story. Apparently my higher ups decided that it would be a good idea to participate in a sort of interdimensional exchange trip, with you coming to us. Odds are you know more about this than me, so I won't go into the details much more than that. Just two more things: 1. The Progenitor, my highest boss, is the equivalent of ... what was it? Somebody named 'Jumpchan' for this 'Jump'? Or, that was listed at least. I don't even understand half of this thing. Second thing. You get 1000 Chaos Points to fill out this document next to me. *He slides you a few pieces of paper.* Apparently the Progenitor also shortened Chaos Points to CP as to 'Normalize the document'? Look, you seem to have been doing this before, so do what you do. Also, your 'benefactor' left some notes for you scattered through the document. I'd advise you to read these sort of things because I can't, but it wouldn't be the first time someone ignored my advice. Oh, wait. I'm supposed to walk you through? Man, this is worse than getting a newbie.

+1000CP

Locations:

Alright, the Progenitor wanted you to roll this die to get your starting location, but you can also pay a premium to choose. Here's a map to show where you got.

Roll a d20 or pay 100CP to choose

1.Erosa	2.Dragunov	3.Gun Tarum	4.Narrat	5.Emerald
6.Sawblade Mountains	7.Monotal / Litigar dungeon	8.Bootlick	9.Azurvale	10.Valona
11.New Whitehall	12.Oshinas	13.Occulus Sea	14.Pearly Dunes	15.Velos
16.Bitterhold	17.Hell	18.Percepia (Here Be Zombies)	19. Free choice not 20	20. The Beyond

For the beyond, go to the scenarios for details.

Terrania:



Backgrounds: (Free)

You also need a 'background' to help you fit into this world. There isn't much difference between the initial choices other than your body and perk discounts. Apparently, any of these can have histories or be 'Drop Ins'. There are no bounds for gender in this chaotic world, though some species/jobs have requirements.

Enlightened:

Age d10+15 years

Monsters: Being a dragon (hatchling) requires 400CP up front

Age d20 months

Demons: Choose to be either bound or unbound. Look at notes for differences.

Age d20 centuries

Perks:

Some 'perks' can be purchased multiple times, and are marked with # at the end of the title. A number denotes that many purchases. 'Perks' under your background are 'discounted', though only once, unless it is stated otherwise.

General:

50CP - Everybody Loves Large Chests #

Don't worry about the title, it's some sort of marketing scheme from what I heard. This 'perk' gives you the ability to modify any chest you own up to 2 times in any parameter. For example, you could use this to increase the size and capacity of a chest by two, allowing it to potentially hold 4 times the items. This also applies to any definition of chest, allowing you to modify boobs and chests of creatures, including your own. This can also divide, allowing you to cut in half a recharge timer, if your chest has one for any reason. You can't modify it with a number less than one though. This can be purchased multiple times, with each subsequent purchase doubling the maximum number to modify with.

Notes: You can change the word chest in the perk to any other body part, at the cost of double the original perk. What parameters there are for a given item mostly depend on the item. Most of them will be size and effect modification. 1 is free to everyone, but only the chest variation.

Free / 50CP / 200Cp - Titty-Paradox

As an extension of the above, it is an unacknowledged truth of reality in the world of Terrania that everything remotely plausible has an attractive female form with, well, a large chest. From humanoids to monsters, they almost seem designed to be appealing to human males. While you are here, this is simply the truth of the world. Should you pay 50CP to keep this perk in future worlds, they too will have this implausible truth enforced. If at all possible, while not changing how dangerous they are, monsters will be shaped like attractive enlightened females, and shapeshifters will tend to choose forms that match this aesthetic. Chimeric creatures that include enlightened parts, like centaurs or driders, will find this applying to those parts.

Humanoid women will become closer to enlightened in appearance, and they and humans will have both their attractiveness and assets enhanced. For quadruple the previous cost, paying 200CP, you can bring along these effects with you, but customize them for each world. Say you're not a being who appreciates breasts like the average person. Well, you can ensure future partners have glorious asses or thighs instead. You can also impact monsters or those who seem to be mixed with monsters much the same, turning a mimic into what seems to be a human, if not for odd colors and androgyny. You could also turn a girl with just ears and a tail into a hulking furry monstrosity. Still doesn't change the deadliness though, with the humanized mimic seemingly doing the same damage a mimic would normally do, and the girl not being able to lift anything heavier than a small crate. These changes will only come into effect when you enter a jump, or if you wait a few thousand years for it to semi-naturally change the world.

100CP / 200CP - Fuck, its Spreading

In a continuation with the idea of “humanization”, this allows you to manually speed this process up. With this perk, you can “humanize” any living being you can get your hands on, to create more of them. In fact, you can choose how much is “humanized”, ranging from nothing to half and half to full, as well as anywhere in between. Hell, you could even choose one part human and the rest the same. You can use this an unlimited amount of times on any being, allowing you to undo this process. There are a few downsides though, such as needing to touch the being in question as well as needing to wait an hour between each use per being. They also have to be considered living, but this doesn’t necessarily need nor grant sentience. Unlike <Titty-Paradox> though, this can change the physical capabilities of the being, along with a slight mental alteration if the new form improves or reduces brain processing power. Anybody this perk is used on will look the same as if they were born the species as well as having average capabilities, before ‘perks’ or attributes come into consideration. Unfortunately for you, my boss does not want you to have access to this perk until the jump is over.

Unless, you pay a surcharge of double. This also gives a minor upgrade to it, allowing you to utilize any ‘perks’ or powers designated to an ‘alt form’ in any form you may take. Be warned though, for the ‘perks’ and such may have reduced effects or temporary mutations to use them, though it could still be at full power if it “matches the setting”.

Notes: “Humanized” doesn’t necessarily have to be humans, but common sentient races instead. As an example, you can choose any enlightened species from here to transform beings into. You can also use any species you’ve encountered in the future but remember, they must be common, enough so that nobody would notice you when in a crowd of that world. This is meant to be a counterpart to titty-paradox, allowing you to solve its restrictions per individual.

Free / 100CP - Status System

This is probably what concerns you the most for now. The system is composed of 5 key items: Attributes, Jobs, Skills, Perks, and Spells. Attributes are the statistics you are measured within the system, with the higher the attribute the better. The attributes are STR, DEX, AGI, END, INT, WIS, MNT, FTH, AFF, CHR, PER and LCK, though not everybody has the last 6. Jobs are the second major part, and they allow you to gain attributes and skills, and spells should it be magic based. Skills are sort of like these ‘perks’ but given out by jobs and perks. Perks are given to individuals who have accomplished an impressive feat (such as conquering a dungeon), and they will give you attributes and skills as well as unlocking the ability to get specific jobs and skills related to the perk. Do note the difference between these perks and your ‘perks’ as they are not the same. Lastly, spells are mana given a shape and effect, and are given by jobs and skills. This system also has other bonuses, allowing you to view all of the above that are yours, as well as showing your: name, species, sex, age, guild, HP (Health points), MP (mana points), job progress towards the next level, and the proficiency to the next skill level. It will also give notifications when: HP is restored or drops (as well as showing what caused it), a spell is cast, when damage has been dealt, as well as when attributes, job levels, and skill levels are gained

or lost. Just for coming here, you will be given access to the system for the 'jump', but spend 100CP to bring it along to other worlds and give the perk to others. Be careful when gaining attributes, since if you have more attributes than your current body can handle, you will tend to experience great body pains and aches, akin to growing pains, but much worse. Should your body not adapt or the attributes not be reduced in time, there are grim results. Luckily, you should be comfortable with your own body when you start.

Here's an example of how it would look:

General Information		Attributes				Job Information		
Name	Boxxy T. Morningwood	Name	Value	Name	Value	Name	Level	Progress
Species	Mimic (Greater)	STR	110	LCK	57	Mimic	33	43%
Sex	N/A	DEX	118	MNT	107	Warlock	22	12%
Age	3 months	AGI	98	CHR	34			
Guild		END	158					
HP	900/900 (+2.0/sec)	INT	163					
MP	815/815 (+1.0/sec)	WIS	103					

Skill List					
Name	Level	Proficiency	Name	Level	Proficiency
Assassination	5	60%	Shapeshift	6	70%
Storage	4	34%	Stealth	4	94%
Cadaver Absorption	4	85%	Sword Mastery	6	36%
Biomass	3	11%	Projectile Mastery	2	44%
Natural Armor	1	0%	Dagger Mastery	3	21%
Summon Familiar	6	85%	Ruin Mastery	5	30%
Power Overwhelming	3	26%	Domination Mastery	3	37%
Demonology	3	12%			
Crystallize Magic	1	0%			

Spell List	
Ruin	Domination
Shadowbolt	Mass Panic

Ebonfire	Delirium
Frostbite	Dark Infusion
Dark Explosion	Mind Blast
Shadowbind	

Notes: Can be freely combined with any other similar “bring world system mechanics with you” perk in any way you like, as long as the result has elements that were in previous systems. Ex: You may prefer the job system of ‘Jobless In Another World’ but like the other aspects of this system. Then you can have a system like this one with those job mechanics. This can be changed between jumps, though your power will stay consistent between changes (just changes how it is presented). Post jump, you can lock it and unlock it between jumps, with locking it preventing anything represented by the system from growing or stagnating, and unlocking it undoing that, though name, species, sex, age, guild, HP and MP will update when viewed.

100CP - Job

As a continuation of key ‘perks’, here you can purchase jobs. Jobs are the main ways beings gain attributes and skills, with each level up in a job giving some attributes based around the job and a skill every 5 levels. Each job has different hard level caps, with most being level 100 and the rest being lower. Those at lower hard caps tend to then evolve into a similar but more specific job. When the total levels of the job / job path equal 100, you gain an ultimate skill and tend to be called a ranker. Each job also has soft caps every 25 levels, and can be broken through by gaining enough experience to get through it or having someone at least a soft cap higher use a skill to break you through, and experience is still gained during the soft cap. Jobs can only be advanced through doing actions related to a job, such as a blacksmith making swords and a fighter fighting. Unfortunately, the broader and more applicable the job is, the harder it is to level up, meaning it would take longer to level up as a fighter than a sword fighter, both using a sword on similar enemies. This job starts as a level 1 job, and you can only select common jobs, nothing that evolves from a job or requires a job, unless you purchased said job. Everyone gets one for free, monsters and demons get one based on their race that they have to take. Monster jobs are unique, as they give all attribute bonuses as well as the softcaps being requiring a period to metamorphose into a better monster. At the 50 level mark, you can change into an entirely new type of monster, though they are based on your skills and accomplishments. Normally, this could happen only twice. You can also learn them naturally (except monster and demon jobs), but there is a set number of slots to hold jobs. You start with 4 free slots, so five in total. You can gain one slot for every 50 consecutive levels in a job you get, up to 10 slots total. Can be purchased multiple times and won’t count towards said slots, but they can’t be racial jobs (monster, demon), except for the free one..

Notes: Think of jobs D&D or Pathfinder classes but with more made for society than just adventuring, as well as representing demons and monsters' racial abilities. There are also no recorded cases of there being triple rankers without them being seemingly evicted from the world.

100CP / 200CP / 300CP / 400CP - Skills #

Ah yes, skills. Skills are another key part of the system, and are little bonuses that are given out by jobs. They can be leveled up, increasing their effectiveness each time, up to level ten, with some exceptions.. Each skill starts at level 1. This also allows you to start off with a skill that you would not normally have access to. 100CP is for a general skill, one anyone could have if they worked enough; 200CP for one restricted to a certain job or race; 300CP for an advanced job / race, which are evolved from a standard jobs; 400CP is for an ultimate skill, only held by those who have reached level 100 in a specific job or set of jobs, with each step greatly increasing in power or useability. With this you can either gain a skill already in the system or make your own skills in line with what other skills give in power, at a similar purchase level. At the ultimate level, this could be just about anything, though remember it is just one thing. Should you choose to make a skill, do note that others within the system can also get the skill, but the amount of people with it decreases as the power increases, and likely no one at the ultimate level. Since these are purchased here, these skills cannot be lost.

Notes: Any skill can be disabled by the owner should it be automatic or innate. Some skills require other skills to be taken before even being able to choose them.

Examples of skills:

100CP:

Stealth
Requirements: None
Type: Sustained
Activation Time: Instant
Cost: 0 MP
Range: Self
Effects: Reduces noise produced by the user's movements by 7% per Level of this Skill. Consumes MP based on distance traveled and amount of noise suppressed.

200CP :

Storage

Description: What good is a chest that cannot hold items?

Requirements: Level 10 Mimic, INT 20

Type: Sustained

Activation Time: Instant

Cost: 0 MP

Range: 0.5 Meters

Effects: Allows access to a pocket dimension fit to hold a large quantity of items irrelevant of weight.

The user is aware of everything in their Storage at all times.

Consumes MP based on the size of transferred objects.

Storage portals have a diameter equal to 10 centimeters per Level of this Skill.

Storage capacity is equal to 100 cubic meters per Level of this Skill.

300CP:

Mirror Image

Description: The doppelganger creates body doubles to confuse and befuddle its opponents.

Requirements: Doppelganger Job, 100 INT, 100 WIS

Type: Active

Activation Time: Instant

Cost: 400 MP

Range: 5 Meters

Effects: Creates an autonomous replica of the user's body.

Mirror Images will last for 15 seconds per Level of the Shapeshift Skill.

Mirror Images will inherit a portion of the original's Attributes equal to 10% per Level of this Skill.

Mirror Images cannot use any active Skills, Spells or Martial Arts.

400CP:

Essence Shift

Description: The shapeshifter has learned the secret art of circulating the magical energy fortifying their body, mind, and soul.

Requirements: Ultimate Flesh-shifter, Any 4 Legendary Attribute Perks

Type: Sustained

Activation Time: Instant

Cost: 800 MP/sec

Range: Self

Effects: Pulls Attribute Points from one Attribute and transfers them to another at a rate of 50 Attribute Points per second.

This Skill cannot be used to transfer Attribute Points between different Attribute Groups.

This Skill cannot be used to raise or reduce Attributes to more than 500 points from their base value.

Most of the explained Skills:

<https://www.royalroad.com/fiction/8894/everybody-loves-large-chests/chapter/129451/not-a-chapter-skill-compendium>

100CP - Crazy Alternative Concept Kindlings

Great acronym, right? Now you too have a great sense of naming plans and objects to fit a certain theme. By default, this tends to be lewd humor, such as a Direct Impact Lightning Discharge Oscillator, though it really is up to you and your personality. Great for confusing friends and foes alike.

100CP - Chaotic Identification

An idea of the Prodigier. This allows you to obscure your true name to those not in the know. This can also include titles, though such titles will use the applicable synonyms, if they change at all. When people are talking about you, they seem to draw a name at random to identify you by, but you are not affected by this. People need to have interacted with you before to recognize these names, otherwise they are left clueless to who you could truly be. A pain to all precognitions and divinations alike. There are actually 4 methods to choose the name which you can swap between as you like:

1. Any name others have recognized you as
2. Any name from a predetermined list (can only change between jumps)
3. Anything
4. No randomness

200CP - G-Mail 2#

An interesting 'perk', but a welcome one to you to be sure. It allows you to send and receive communications to the divine in an informal manner through "G-mails". These G-mails are apparently very similar in composition to something you should know as "E-mails", and can do all the same as them. *In addition, this perk allows you to be included in divine communications in any future worlds as well, whether by accident, or on purpose. This does not act as a substitute for praying to gods and the like.* You can also choose a variant that I know better called "D-mails". They are the exact same thing as "G-mails" except accessed by devils and other demonic creatures instead of gods. This tends to result in a lot more messages being sent in D-mails, as there are more demons than gods, as well as a lot more pointless messages as demons war through these messages.

Notes: Should angels be living with / around their god/s, then they are included as well, but not angels of this world.

200CP - Fuck Physics

No not literally. This perk makes your body biologically immortal. This means that, given you are never harmed nor put into a harsh environment, you will live. This will be done through making small tweaks to your body to keep it alive. An example of this is eliminating any disease that can worsen your life from your body. It can also reduce the requirements for survival, such as food quantity to allow you to survive with low food, but don't expect everything to run smoothly. It can also make small optimizations to allow you to survive in harsh environments, such as developing heat resistant skin to live in a volcano. Do note that these changes happen over time, with adaptations such as heat resistant skin taking a month to develop. In general, it would take a year to perfectly adapt from living in a forest to living in a volcano, with harsher changes taking longer, and softer ones taking shorter. It can also solve the effects of attribute power creep entirely if given enough time. It would be quite terrifying if a dragon developed a skill like this, as any death due to "old age" is actually them starving.

Notes: Remember that this is a personal change, and does not break physics, only bends them. Having no food or water is a harsh environment. One that lacks your requirements is not.

200CP - Essence Concealment 2#

A great skill for infiltration unfortunately only held by heroes, for now. This gives you the Essence Concealment skill. With it, you can present a fake Status Screen when inspected with Appraisal. Unfortunately, divine minds can see through the illusion, but the amount of people that have the Appraisal skill and a ranked up faith job can be counted on one hand. The only thing this counters is appraisal, which is only held by those with the scribe job. There has been a trend to arm the gates to towns and cities with appraisers due to troubles with doppelgangers in the past, so this can be useful to gain access to the cities and not have people notice outrageous attributes, skills, etc. You can also set it to say anything you want to display or rename what you have, but it can only hide skills, jobs, and attributes, not show ones you do not have nor greater levels than you have. It is also recommended not to put your age as 20 fish, or something similarly stupid. You can purchase this a second time, removing the divine weakness as well as removing any markers or shortcuts to perceive you. *This does not prevent divination or the like from finding you by chance though, you just can't be found by searching through a database or the like.*

200CP / 300CP / 500CP - Mana Locator Gland 3#

This is a rare but powerful organ found in some monsters. It acts as a sixth sense that utilizes the mana around you to "see" your surroundings, and is similar to something you know as 'sonar'. In order for this perk to activate, you will have this organ somewhere in or on your body, depending on purchases. It can see approximately a meter deep into any material, though any material that is mana resistant, such as copper here, will have interference and a blurrier image,

while materials that repel all mana, such as pure mana barriers, completely block this sight. Also, for any distances or limitations here, increases to your PER or 'perks' that make you have better senses can enhance this. I have three of the most powerful ones to purchase:

200CP - A Dragon's MLG. This manifests as a horn/s on your head, generally pointed backwards. This one offers the greatest range of about 200m in the direction the horn points in the shape of a cone, at the cost of limiting the view compared to other choices. You can manifest as many horns on your head in any direction, though multiple inputs reduces the overall quality. Multiple horns in the same direction don't have this problem, and can help through redundancy.

300CP - A Greater Mimic's MLG. Unlike the dragon's, this has an area of a sphere around where it is located, with about a 10m radius complete radius where it is manifested in the body. It is recommended this manifest within your chest cavity, but can be placed wherever there is an organ within your body. This perk will make room inside you without impacting your organ's functions for this. You can create multiple, but like the dragon's, multiple reduces the overall clarity as well as increasing the chance to be overwhelmed by sensory inputs. It is also two 7-centimeter wide balls connected by a slim stretch of flesh if you're curious.

500CP - A Beholder's MLG. This is very similar to the Greater Mimic's, and merely adds on a powerful effect. The first is the direct manipulation of the mana around you, which allows you to hover or even cast spells without moving or speaking. Also, this one is larger, manifesting as six 7-centimeter wide balls connected by a slim stretch of flesh in your gut. The mimic's was actually based on this one.

These can set off anybody who can naturally sense the mana being probed, even more so if any ambient mana is reduced as it is used.

Notes: This can use other ambient "magical" energies in future worlds, but can also use your own mana to reduce the likelihood of being sensed. Anyform of flesh weaving or shapeshifting can enhance these functions though it will take time and study, possible self mutilation, to accomplish this. This can work in any alt-form, though expect weird results if you are entirely inorganic or you are completely immune to magic.

300CP - Alternative perspectives

Want to know what's great about this world's spells? The more ignorant you are, the easier it is to find alternative materials to use. While you should be quite knowledgeable with all the information you have accumulated, why not let you use this boon? By using alternative paths of thought, or just straight up guessing, you can ignore the spirit of requirements in favor of the wording, and possibly use alternative definitions for any spell, ritual, deal, or other consistently worded requirement. For example, a mother could be used as a pure maiden in a ritual since they have no poison in their body. This tends to work best in old rituals with vague wording or the societal meanings have changed.

Notes: Doesn't work when the wording is changed to be clearer, and will not help prevent the repercussion of using different materials / actions, but the desired outcome will be the same,

though maybe not as effective. Can allow minor visual changes based on how you think, ex a missile can be cubic.

400CP - Language of the Gods

Well, this is a rare thing even among demons. This gives you the unique knowledge among mortals of the divine language. This language could be sourced to the origin of magic, as it can directly affect the world itself. It is the language almost all demonic rituals are in for this very reason. None of that should be too important to you though. What is important is what this can do for you. This always seems to be one of the best methods to cast magic through, scaling to out match any other method. This works especially well when combined with multiple types of magic casting, such as chanting while drawing runes. By default, this makes spells casted in divine twice as effective, while only increasing the mana cost by 20%. You can also pour as much magic you can hold at one time into a spell, increasing the effects proportionally to how much mana is put in over the base cost, further multiplied by the language's effects. It is also a great language to make runes in for any magical crafting you may do. *Well, there is more to it than that. You can also interact with souls through this, even allowing you to move and speak when you are just a soul. Due to this benefit, you must sign the contract further on in the drawbacks for no points.*

Notes: Take <Forgot to Read the Fine Print> for no points to get this perk. Should another perk, ability, or item scale to always be the best and competes with this perk, both this and that do not recognize each other, but can be used together unless said otherwise.

600CP - Ranker (As many as <Job> purchased)#

This upgrades a job bought from <Job> to a level 100 job / job line that totals 100. It also causes an evolution in every species based on what they were before. For monsters and unbound demons, this is the standard pick and choose from available ones. For enlightened, this is a predetermined outcome, as ranking up changes you race into a stronger variant, such as elves becoming high elves, though should it be a divine based job, such as priests, you become an angel. Bound demons are unique, as their levels are based on how much mana the summoner used in summoning. This 'perk' would just give / enhance the bonuses outlined in the Archdemon 'perk'. This also gives an ultimate skill based on what the job was and your beliefs about the job, and given the rarity of rankers the ability tends to be unique. Can be bought multiple times, though it is not recommended to purchase more than twice, and not to have two purchases in the same job, unless you have 'perks' to nullify the conflicts that could create.

Enlightened

100CP - Party Formation

One of the best traits the enlightened have is their ability to team up to accomplish large tasks. This is shown through the various guilds and organizations within this land. This perk is simple but effective, in such that any group you join will not have any qualms or complications with you. While your own actions and history may change their minds, none of them will be excessively harsh with you, even when known to be exceptionally hostile towards your race or job. This does not overcome discriminatory laws or policies though.

200CP - Unyielding Determination

Want to know one of the worst traits to face in an enemy? Unwavering determination in the face of adversary. So that's what this is. You gain the determination to complete any task you have set out for yourself, no matter what. This does not give you the ability to do it, though if you could if you really pushed yourself? You can. It is also best to listen to those around you once in a while instead of always being on a one man crusade.

400CP - Status: Legendary 11#

An Attribute of your choice, except LCK for whatever reason, gets enough added (+1000 for STR, DEX, AGI, END, INT, WIS; +750 for MNT, FTH, AFF; +500 for CHR and PER) to get the respective legendary perk, a boon that will help you greatly besides the high attribute. This bonus also avoids the damage that would happen to you having such a high attribute of the one chosen within your body, as well as the likely unevenness of your attributes after this. *Look at the notes for the perks.*

Notes: Legendary Perks:

STR:Increases base muscle strength by 10%. Melee physical damage ignores 20% of the target's defenses.

DEX:Increases base flexibility and range of motion of all joints by 20%. Ranged physical damage ignores 20% of the target's defenses.

AGI: Increases physical damage dealt by up to 25% based on speed and momentum. Reduces physical damage taken by up to 25% based on speed and momentum.

END: Increases poison and disease resistance by 75%. Increases stamina recovery rate by 50%.

INT:Increases total magic damage caused by Skills by 50%. Can recall events experienced in the last 48 hours with extreme clarity and detail.

WIS:Increases all XP and Proficiency gains by 10%. Spells and Skills refund 10% of their MP cost when used.

MNT:Spells and Skills that affect the mind can be used on Golems, Demons, and Undead at 30% effectiveness. Reduces the duration of hostile mind control effects by 80%.

FTH: *Unknown* (Likely gives the user a better connection to divinities and some % increase in effectiveness of holy spells and arts)

AFF: Increases the overall effectiveness of Spells and Skills that manipulate natural forces by 50%. Reduced hostility from wild animals and monsters.

CHR: *Unknown* (Likely makes the user less likely to be noticed / suspicious actions called out)

PER:Reduces the effects of sensory overload by 60%. Can perceive ambient magical energies.

LCK (500):Increases the likelihood of randomly gaining LCK. Grants a chance that incoming ranged attacks will fail.

Any 8 together at once gets: Legendary Overachiever - The effects of all other Perks are doubled where applicable (in system)

600CP - Chosen Hero

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You want to give your freedom up in order to gain a good amount of power and some social respect? Well, I can't make your life decisions for you. You become the chosen hero of one of the gods listed in the notes below. You gain the title, which in turn gives you the skills of the god's hero and allows you to wield their divine weapon. You also replace the current hero,

should there be one. You gain the 'perk' <Status: Hidden> and get a discount on the item <Heroic Item> of the god, but you do not get it immediately unless the item is purchased. *By being their hero, this gives a strong connection to them, making each other vulnerable to corrupting each other's personalities with their own. That is why it was decided that the gods should only have one hero, along with not wanting too many running around at once.*

This 'perk' also gives a great amount of affinity and charisma for interacting with any entity that can be referred to as divine, in hopes of you being their champion. This should help keep you in employment, as it somewhat blinds them to your actions. There is one down side of this perk, and that is you must keep your employer satisfied for you to keep the title. *Otherwise they may give it to someone who they think is a better advocate than you.*

Unless, you buy this perk twice, which gives you all the powers stated above permanently, without anyone the wiser. This is done by making you a second hero of the god, but lacking the connection to the divinity. You also gain the second purchase of <Status: Hidden> and gain a second discount for <Heroic Item> for free. *Be warned, should this be revealed, you and your "patron" will be in a lot of trouble, especially if you choose me. Regardless, should you keep your title, along with any other heroic titles, they become permanent by the end of the jump. The second purchase can be discounted as well.*

Notes: Sometimes heroes have differing opinions, and when that happens a divinely sanctioned duel can occur. During this duel, neither hero can escape. The winning hero gets the defeated hero's secondary ability and the honor of winning. These duels can happen due to any conflict, but end only when there is a clear winner. The battle does not need to be martial in nature.

Nobody can currently be the hero of 2 gods, nor can a go have 2 heroes. You can purchase the 'perk' multiple times, though any hero status must be severed from the god before another can be formed. Having any level in taboo nullifies the effects of the title.

1000CP - Second coming of Tol-Saroth

I don't suppose you have heard the name Tol-Saroth before. To give you some backstory, he was a recent innovator that passed away a few decades ago, but made a lot of inventions, as well as a lot of them being very successful. Do you want the same fame? While this perk doesn't make you an equal to him, it does allow you to force a technological revolution in a setting through new (or "new") discoveries and inventions, with you as the designated figure head. This means the average intelligence of the populace should increase and they start to use more advanced technology. This 'perk' can also control the size of the population affected, from a building to setting wide, if you want others to help you in this endeavor. You are also safe from the actions and plots of others who want to use you in ways you don't want to (regardless of whether the revolution happens or not), unlike Tol-Saroth. This protection does not apply to any colleagues and inventions though. The revolution also has a cooldown of a millennium, but it stays respective to a setting. Also gives a discount to <House Mimics>.

Notes: This is less an increase of intelligence overall, and more of an increase in creativeness and finding the ability to make those ideas true when activated. Increased technology tends to use the means available, so this world would have technology based on magic, like magic computers, before ones that use electricity would be made, like a non-magic world, if at all. The cooldown is once a millennium or jump, whichever comes first, but the cooldown stays active in a setting if it was used in, should you come back to it. Be wary of results when used in futuristic or utopian settings.

Monsters

100CP - Monstrous Intuition

This one is quite simple. It allows you to always know how to move your current body. Not immediately perfect, but you can run and fight, as well as understanding any unique quirks of your body, such as no sight or having a much more malleable body. This also allows cosmetic changes to magic, skills, ect. based on your current form, such as a mimic's fire'ball' looking like a cube.

200CP - Pheromones

This is an interesting ability that tends to be only found in doppelgangers, yet not at your power. This 'perk' enables you to produce pheromones that are universally effective to anything that can perceive it. You can choose the general mood of the affected, from anger, to sadness, or even apathy to you. The best use I've seen of it though is through attraction and lust. Through these uses, you can get any enlightened to fall head over heels for you in a few seconds, easily inserting yourself into their life. Great for hiding undercover in enlightened society as a monster, or even making your day smoother as an enlightened. You can also control how much pheromones you produce, allowing you to eliminate any scents from you, to full blast. Using lust as an example, full blast could have anybody jumping you once they see you. Do be warned that this full blast will be noticeable without being affected by it, though using less (70%) will be unnoticeable until affected. There are a few caveats to this though. Firstly, you can't control who is affected unless you can also control how the pheromones are dispersed. Secondly, any emotions that are directed towards others, such as anger or lust, will affect how they interact with everyone, not just you.

400CP - Mad Science

This 'perk' allows you to start off with multiple race based jobs, 1 per purchase. Each can be advanced and evolved to your pleasure, probably unlocking new ones just for you. Each gives a different species form, as well as a hybrid with the initial species. These jobs are also independent of the slots stated in <Job> before. This seems pretty similar to a rumor I heard from a demon contracted in a secret lab.

Notes: In future jumps, this can allow you to choose and pay for multiple races, getting the base attributes, though you can only get one race's discount. It also allows you to buy multiple different racial exclusive perks, if you are the race.

600CP - Carcass Absorption

You are what you eat would have been a better title for this in my opinion. Anyways, this perk allows you to absorb residual knowledge and power from the remains of your prey. All that is required is a corpse, or parts of it. This seems to be a copy of the effects of Cadaver Absorption, but I digress. What this does in detail though, is gaining a portion of the target's Attributes, Skill Proficiency or Job Levels of any corpse you come across. These gains become permanent, as well as overriding any restrictions the skill normally needs to be gained. This does come with the seemingly obvious need for a corpse. What's different with this 'perk' over the original skill though, is that the brain and heart do not need to be intact to use this ability, though they will wield the best results when the ability is used. Another difference is that this 'perk' does not need any MP to activate, nor does it have a chance to fail as does the original. This 'perk' also uses your general strength to determine how much is gained from any corpse, though the biggest factor is the completeness of the corpse, as only some remains, such as a limb, give proportionally less. To give an example, someone who uses this perk on a whole corpse with about 100 total attributes will gain the same as someone who has a 1000 total attributes but just a leg. A regular person can only yield so many attributes at once, so it is advised not to go on innocent killing sprees for gains, but you do you. Your power just increases the efficiency of the skill, it does not pull stuff out of nowhere nor create things.

Notes: After this world, you can substitute attributes to the local power measurement, Skill Proficiency to rare tricks the target could do, and Jobs to the knowledge of a skill group, such as fighting or how to do a job. If you want some numbers to go with this, the odds of getting a minor, moderate, and major success are 15/20, 4/20, and 1/20 respectively. A minor is just attributes, Moderate is attributes and skill proficiency, and major is attributes and job levels. The definition of a corpse for this is once living organic material.

1000CP - Boxy Good Luck

Well, isn't this your lucky day. The first effect of this perk is to give you +1000 LCK attribute points. This would make you one of the luckiest people in this world. It also gives you the Legendary Luck perk, which increases the chances of randomly gaining LCK, as well as a chance for any ranged attack to fail. Should you not be aware, the LCK value has a great effect in this world, being able to overturn things that are normally certain, always giving a chance to some other better outcome (for you) should you be working towards it. Do note though, that this is dependent on the size of the value versus the hardness of a rule broken. Breaking through an ambush that is almost certain to kill you only requires a few hundred luck to bring that to an unlikely. On the flipside, some rules as hard as ones of reality may need upwards of trillions of LCK to even get a chance at breaking it. Do note that this luck can never be turned against you, though it may do things that you do not agree with, even though it was preventing you from dying. Remember how I said that Legendary Luck increases the chances of getting random LCK? Well, the LCK value affects those odds too, creating a snowball effect of LCK, which is why we will also allow you to scale down the effects of LCK, from the highest value, down to 0.

Don't know why you would want to be less lucky, but you can. As a side note, most beings have no LCK value and some can even have negative. The amount of beings that have LCK above 100 is less than 0.01% of the population

Notes: If you want approximations for perks to LCK value, LCK to effects: 10 is no general annoyances in your day, 50 is no deaths to random events outside of your perception, 100 is the typical luck of an anime protagonist, 500 is the typical protagonist of a harem anime, 1000 is about rank EX luck in Fate, 2000 is about Domino, from marvel, and start of story Minic

Demons

100CP - Beyond the Beyond

As a demon, most of your power lies within the beyond, so of course you should want to take it with you. So, this gives you a connection to the beyond in subsequent worlds, and any contacts through it. For demons in particular, this means being able to be “banished” (read: escape) from a situation, and be summoned elsewhere. For enlightened and monsters, this allows jobs and skills to interact with the beyond post ‘jump’, such as making demonic contracts. This also allows divine jobs to interact with gods from this world, weird.

200CP - Soul Number

A demon who can remember their soul number, great! Welcome mediocracy kid. Wait, you're possibly not a demon? Well then, good for getting one, I guess. This gives you access to a very personal thing called soul calling, where you can call someone as long as you know their soul number. Do note that not everyone has one, and the ones that do see personal numbers as very private, so if a demon gives you one, you likely earned their eternal favor. Should you also have <Beyond the Beyond>, this ‘perk’ is upgraded further. If you have a soul number of a god, similarly powerful being, and/or people residing in between/higher realities, you would be able to call them even outside of the ‘jump’. I do wonder though, why do you have the soul numbers of any being you encountered who fit the above description already?

Notes: Essentially cell phones, except no visual or auditory indication is present. Also allows for other similar phone applications, such as messaging, saving numbers, and blocking on both ends. Do note that this is meant for communication only, especially with those in past worlds. It may be possible to do soul hijinx through this, but not in other worlds. Anything that would block a soul from travelling through would decrease / break reception for this. Don't worry about any connotations of getting advice from beings in frozen worlds. This provides a similar connection to the beyond as <Beyond the Beyond> as you can call Demons R Us, and the same connection to gods should you know their soul number, but does not have the same effects. Should you follow a new deity in the future and can't get their soul number, you get a number that makes you equal to a generic believer for advice.

400CP - Abused Puppy

Like an abused puppy, people just come back to you no matter how much you abuse them. Whether physically, emotionally, or sexually, people seem to grow fonder of you, as if you put in the same amount abusing them as loving them. The kind influences how they view you to an extent, with physical as a friend, emotional as a romantic lover, and sexually, well that's obvious. So go on, whip your friend to make your bond stronger. Do note that this has to be warmed up to to be most effective, so start with something like harder pats on the back or use nastier

words. Should you go out too hard, they can and will run away initially, but so long as an outsider is not involved, they will always come back. Speaking of outsiders, they can notice this abuse and convince your target to leave, but the target will never. Targets' mind will try to adapt to the abuse, and in turn accept it, eventually wanting it. At this stage, just leaving the targets alone will feel like abuse, deepening the relationship, as well as traditional acts to improve the relationship being much more effective.

600CP - Archdemon

This is, mechanically, a rank up of demonic flavor. In actuality, it does a little more. First off, this changes demons into a greater species than initially chosen, and tends to be based on how they achieved this power. *For you, just make up something.* This is also the only way you could become a jinn from the start. Unlike <Ranker> though, this does not give you a level 100 job and its benefits. Instead, this massively increases the effectiveness of all attributes, enhances the effectiveness of any demonic abilities you possess, as well as allowing the possibility of achieving rarer jobs and perks. This also makes you quite a bit stronger in stereotypical areas for your species, such as a succubus becoming even more alluring, or a fiend being strong enough to hold its own against a god, with a little help. You can also shift your size and appearance depending on how much mana is available to you. For non-demons, this can function as another purchase of <Ranker>, or just a similar boost to base abilities.

Notes: When purchased, enlightened can not gain demonic abilities from this, and demons must have a demonic effect to them, monsters can choose the regular flavor or a demonic one when purchased (mainly visual effects).

1000CP - Overlord

Great news! You've been selected to be the next demonic overlord, if you take this 'perk'. This 'perk' will buff your abilities even more than from Archdemon, enough to be a threat to the gods themselves. And every overlord embodies a sin of the enlightened. Choose now between Greed, Sloth, or Envy. Do note that the Wrath, Gluttony, Lust, and Pride seats are filled. Beyond your normal demonic powers, you also gain ones attuned towards your sin. Examples are stealing stats and skills permanently as Greed, or slowing all time around you to a halt as Sloth, though the specifics are up to you. Like an archdemon, you can shift your size and appearance depending on how much mana is available to you. You can also choose to let your sin affect your appearance more, such as the current overlord of Wrath having a flaming draconic skull for a head. Should you currently not be a bound demon, then this acts like a '1-up' for this 'jump' only, reviving you as an overlord. Also, should you become an overlord, you need to be summoned five times in just this jump before you are able to complete the jump. *After this jump, you will be able to "summon" yourself, which is just supplying the mana your overlord form needs to exist outside of the Beyond (a large amount needed for every minute). You can also use your sin specific powers without supplying the mana for the rest of the perk*

though they will be less powerful. Each jump, you can decide if your summoning method is available in the setting. The more common summoning is, the more people it is available to. Making the method available does not mean you have to stop your current adventure by being in the Beyond, though someone can summon you during an important chess game or the like (and that cannot be stopped).

Notes: You could choose the occupies sins, i.e. Wrath, Gluttony, Lust, or Pride, but how that works is up to you, just remember to do your duties. You can choose to change into a (preferably large) demonic form based on your beliefs and chosen sin post jump, or just give a great boost to your powers. This 1-up does bypass <Forgot to Read the Fine Print>. An example of your availability of summoning is Magic the Gathering, where there will be a significant amount of the population that knows how to summon you, but in a magic less world, your method might only exist in a book, in a secret cave where only explorers would venture. Your method of summoning can change as well to fit the types in other worlds, such as having a spirit key in Fairy Tail. This perk cannot stop someone from summoning you if they have the resources, though other perks can stop or add a step to it i.e. adding an identity check. To give an idea of how much this perk empowers you, it will multiply your attributes by 1.1x post jump when you supply just the requirements. You can increase the boost by supplying exponentially more mana.

In jump, there are two possibilities when this perk is purchased. 1 - You are a bound demon, in which you get this perk as it says, but are stuck in the Beyond until you are summoned. When summoned, you will be given an amount of mana by the ritual used to summon you, which will indicate how much time you get to be outside of the beyond. This works similarly to other bound demons, as they require their summoner to feed them mana in order to prevent them from going back, yours is just paid upfront through the ritual. If the summoner does not sustain the mana you go back. 2 - You are not a bound demon, then the perk does not activate until you either complete the jump, in which you gain the perk's effects, or you die, in which case you are revived as a bound demon in the beyond, go to the above. This is similar to how unbound demons who die become bound, and may have to stay in the jump for much longer. The 1-up is in this jump only, and is only applicable to enlightened and monsters (and unbound demons who took the <Forgot to Read the Fine Print> drawback) who buy this perk.

Post jump, this perk is meant to give you a large boost in your overall abilities, from attacks to defenses, at a cost of a lot of sustained mana, like 1200MP per minute to activate the buff. With that as an example, you would need to recover mana at a rate of 20MP/sec at least to keep the perk permanently active. The drain functions by reducing your mana recovery for how long you keep it active. By having people summon you, you get them to give you a stipend towards that sustained cost, allowing the perk to be active with no cost to your own mana as theirs is used.

Items:

All items can be purchased multiple times. Items under your background are 'discounted', but get said background discount only once.

200CP - Hylt Sapling

A tree that should grow to gigantic proportions in due time. Known for having the strongest bark as well as having a great hardiness. The 12 oldest trees in the world reside in the Ishigar Republic, with the elves making cities under them and being viewed as children of the Goddess Nyrie. I say this is a sapling, but it stands at a height of most other mature trees. If given enough time to grow, about a milenia or so, It will reach a few dozen kilometers in height, and just keep growing. At this point the roots will also reach a few kilometers around it. Remember how this thing is known for being hardy? Well, it does so through being a major resource drain of the surrounding area, always finding enough resources to support its growth, though to the detriment to any other flora around it. It does have a few boons though, such as the production of hylt fruit, a delicacy around the world, and ironbark wood. This wood is outstandingly light, stronger than unenchanted steel, and is even immune to regular fire. In time, about 2 to 3 centuries, this tree will even develop a sapience, forming a monster known as a dryad. This dryad can control their body and other plants to repel invaders and pests, as well as form a humanoid body to converse with enlightened. You can then turn the dryad into a companion or follower, allowing their humanoid portion to come along with you outside their body, or just keep them as an item. Remember that their tree is their main body, not their humanoid one. *If you want, I can turn this into your body if you are a monster. This forces your free job into being a dryad, but it is the strongest dryad possible, as dryads cannot evolve. You will find your tree around your starting location, about a century or two old. Odds are, you won't even be considered to be chopped down, due to the connotation, but be ready to be harassed by druids. Also, all dryads are female.*

Notes: You can have the sapling as is, and plant it wherever you want, or you can keep the tree in a specially designated room in the warehouse that simulates the best environment for it, as well as the space it needs. If the former, you get a seed in future jumps that rapidly grows to its previous height in a month, and resumes regular growth after.

200CP - Dungeon Core

These are normally quite rare, considering these only form from dense ambient mana, or gods creating those conditions. This is a crystalline sphere about 1m wide, though it can vary. These spheres allow a place with sufficiently high mana to be turned into a dungeon, with this controlling it. Unlike most conceptions about dungeons, this does not require you to spawn monsters and loot, though it will do that by default. These can be used for a variety of purposes, from base defense, to minion generation, to mana purification, to teleportation, if you've got multiple. Another function of the core is subtle mind control, as any minion spawned by the dungeon, as well as the dungeon master themselves, will be compelled to protect the dungeon

no matter what, though realizing this fact or leaving the dungeon can break it. They also have appraisal functions, which can appraise anything in the dungeon, as well as ways to disable captured enemies' powers. You can even develop rooms on your own as the more the core gets used, the more functions open up to it. An important distinction about cores is that the owner and master can be different people. You will be the owner until someone else claims it, but anybody you agree to can be the master. *Also, overloading one with mana can, possibly, cause an explosion ... a big one ... equivalent to a small nuclear bomb from your world give or take. Probably not best to do that unless you like taboo.* If your cores are ever stolen or broken, you will get them replaced at the start of a jump or every ten years, whatever comes first.

400CP - Pass to the Shattered Isles

A great boon, or death token now lies before you jumper. This item gives you the ability to teleport to and from the Shattered Isles with anything in a 10m radius whenever you want. Be warned jumper, for it has such a high mana concentration in the air, it can outright kill some higher level adventures. It is also home to most dragons, making lairs one each of the 14 islands with each island embodying a different element and the corresponding dragons taking roost there. A red dragon that left the isles a while ago made its home in a piece of the Horkensaft kingdom. That place is now called Hell (*location 17*) due to the dragon making the place a lava field as well as a volcano. For this reason, it is suggested you be a ranker, or will become one through it, when visiting the isles. It does have its merits though, as this is one of the best places to gain experience from, as well as gold if you raid a dragon's lair. It is also the only place people can get a phantasmal grade item that is made by the elder dragons by taking on a quest of theirs. Time also passes slower on the isles compared to the rest of the 'jump', at a rate of approximately 1 jump year to 5 isle years. Another thing about time, is that the isles will only appear every 21 years in this world and only for a month at a time, severely limiting the amount of people that can participate in it. Luckily, or unlucky, your ten years here includes such a time. These isles also have a grand effect on the environment as they are teleported to a random location in the world such as if they cropped up somewhere in the ocean, the water they displaced would raise tremendous waves that wiped out coastal settlements hundreds of kilometers away or if they materialized somewhere in the sky, it would disturb climate patterns for months on end. Did I forget to mention they can appear in the sky, or underwater for that matter, and stay there perfectly fine? There is one other power to this item, and that it allows you to have the isles appear in each jump after this, at your choice for each jump. They will appear randomly within the jump at any time and place there, somewhat close to plot locations. It will make a repeat appearance after 21 years, if you stay that long anyways. While the locations are chosen at random, there are ways to predict it just through sensing ambient mana, namely the sudden rise in it. You can't control what goes in nor what goes out when summoned like this unless you get to it soon, and with lots of force. You can try to mitigate the effects of it teleporting into existence, but they are still there if you do not.

Notes: Time dilation not in effect when it appears in the world. If you are stuck on the island when it leaves, you must wait the allotted time for it to return to complete the jump.

600CP - Soulstones

While I can't recommend them personally, these stones can be of great use to you, especially without the threat of taboo. These soulstones allow a third party to revive any somewhat intact corpse. Of course there are a few requirements, such as having the brain, heart, and torso of a corpse intact. You must also be sure that the soul is intact and has not been processed by any local afterlife, though it can pull the soul out of a god of death's presence. Otherwise, that is it. Should you find a corpse where these requirements are met, you will find a soulstone on your person. This will also teach you an incantation that activates the soulstone's effect, reanimating the body with its original soul pulled from the immaterium, as well as healing the body. While this does give a person a new lease on life, there are a few downsides. The only one that affects you is the fact that this act is a major desecration of life and a corpse, assuredly getting a taboo from Mortimer each time this is done here. For the uncorpsed party, they are afflicted with resurrection sickness, which means that all Attribute effectiveness is decreased by 50%. Luckily, or unluckily, this effect fades with time, decreasing the effect until about 4 months to a year, depending on the strength of the soul. This is due to the soul being stored in the stone, and the body gradually absorbing the stone and the soul back. Should the body die once again with the stone still showing, then it is possible that the soul itself could be broken, preventing revivals like this that need it intact. It will also take time for the soul to gain control of the body, being incapacitated for a few days to a few weeks. *It is possible for your companions or followers to use this on your corpse, as a stone will appear for you should you meet the requirements, though they will not know the spell to cast and will take the caster's repercussions if they do it.*

Notes: Halves any capabilities for some time for the resurrected post jump.

600CP - Phantom Auction

An auction house that allows you to efficiently sell whatever you have to the locals through an auction. Each year, it holds an independently hosted auction (*Jumpchan*) where items from past 'jumps' will show up, and possibly new ones from crafters. You can bid in these auctions, though the locals, and possibly characters from past jumps (who tend to be at these places), will be against you. Each time this occurs, you can request one common item or supply to appear. These auctions will always have the best facilities available, from the security to the seat to the debt collectors. These facilities will always do their job fully, even blocking out any would be thief of a jumper. You can also hold one yourself at any time, though you must provide the items. It may be staffed by Mister Hands, a companion, or follower of your choice.

Notes: All proceeds go to the item donors, with the exception a 10% return to the house. This return then funds future interdimensional purchases for the yearly auction. Does not have a protection against someone buying out the entire house, nor can it prevent participants who haven't done the auction wrong in the past from entering.

1000CP - I.O.U.

Well, isn't this interesting. A rectangular piece of paper about the size of an envelope used to deliver letters. Its surface glimmered with a prismatic hodgepodge of colours that swirled around and bled into one another unpredictably. The only constant on it was the text that read "I. O. U." in big, black, and thick lettering and a similarly clear line on the back. It appears that anybody who signs their name on the line must, to the best of their ability, accomplish one wish of the redeemer. The signee will be forced to perceive and understand the request of the redeemer for it to work. This can be anybody, and can be signed automatically when somebody says that they owe you a favor. They will have to honor this 'voucher' no matter what. Note that the signee is able to do the request in any way they want, so long as it fulfills the wording of the request, leaving this as a more of monkey's paw wish the less they like you, but they cannot harm the wielder of this item. Killing themselves is never in their abilities, but they can try to kill close friends or give you some of their blood. The paper is invalid should somebody's name other than the writer be put on it. *Guiding a hand to write it does not mean you wrote it.* You get one at that start of each 'jump' and one every eleven years afterwards. The one given at the start of the 'jump' can contain the name of anybody* you want that is within the setting, including this one.

Notes: *Anybody who is omnipotent, omniscient, and/or immune to soul based effects can decline to sign the one given at the start of a jump, leaving you with a blank one. Companioning or making a follower cannot be forced, due to the possibility of it being multiple death sentences with some unethical jumpers, but it does give a chance to convince them. Should you have a letter signed from an old jump that was never redeemed, you can try to redeem it at any time. This likely involves the person being temporarily summoned to do the task, then going back home when it is completed, unless something interrupts that last process (companioning), but the interruption is not feasible through this, unless the request is specifically companioning or following.

Enlightened:

100CP - Starter's Chest

This item gives you a starter's kit worth of items for the job/s you initially chose. The items inside this chest will gradually resupply based on the rarity of the item, but don't expect anything magical. A fighter for example would get bandages resupplied every day, though a mundane weapon will only resupply itself every two weeks. With multiple jobs, the contents are split between them, but focus on key items. Multiple purchases allow chests to get a specific job/s assigned to them.

Notes: The chest can update to change to new equivalents to the job system in future jumps (ex: backgrounds), but cannot go back to the item set from previous jobs, though a new job can be identical to an old one. The size is 80cm x 35cm x 40cm.

200CP - Phantasmal grade item

A rare type of item, something that tends to be given to only the most strongest and courageous beings out there. You get an item of phantasmal grade made for you, or you can import one to gain properties. What are the properties? Here they are: Only the owner and those the owner chooses can wield the item, the item will never go against the owner's wishes, is intangible and sometimes invisible to potential thieves, teleports back to you if lost.

400CP - Heroic item (copy)

Wait, we can offer this!? Ahem, sorry for that. Yes, this gives to a **copy** of a god's divine item. Check the notes below on what they are. It is also changed in its properties, allowing you or anyone you authorize to wield it. It also comes without an innate connection to a god, allowing you to bind it to yourself. This means you always know where it is and can use its functions remotely, though anybody that gains access to it can subtly influence you, as well as vice versa. Be careful if you are caught with it, as we can't really stick our necks out for you. Should this have multiple discounts, it is free for every 2.

600CP - Tol Saroth's workshop

The workshop of the famous mage and innovator. Did you know he was once a client of mine? This is an all in one workshop, containing any tool that has been made for crafting, brewing, smithing, and the like. If more than one has been produced, then it lies within here, somewhere. Unfortunately it has been cluttered with all the objects strewn around, with no rhyme nor reason to their placement. You should be able to find it, eventually. In your searching, you will find there are also experiment rooms, which have a variety made for multiple different tests. It is almost guaranteed you find one that gives the requirements needed for an experiment, though it may not be perfect. Some examples of this are a near indestructible room for testing bombs, a room with zero air and gravity for space tests, and I have even heard rumors of a room built to hold an adult dragon. There are also a lot of notes from Tol Saroth, mostly explaining experiments, or potential ones, and their results, but like the tools, they are scattered everywhere, and rarely are consistently together. If you're lucky, you might find a spell that organizes the place instantly. He also set up some magical resource generators, such as gardens or farms, but these only contain some basic flora and fauna. It does seem easy to put in more variety though.

Monsters:

100CP - Ill Gotten Gold

A caravan's worth of gold, jewels and other valuables. Anything put into this pile is easily found and will never be lost. It can be stolen.

200CP - Dragonspike

An interesting device made of mithril some mortal cooked up a few years back. Too bad he sold it for some forbidden knowledge before it could be used. This is a device meant to deal debilitating pain to large creatures, such as dragons. It was meant to be placed in a large wound, heal the wound around it to seal it in, and fire it off using a strike to the button on the end. This would send rods of mythril into the surrounding area firmly putting in place. And to top it off, there was even a flesh eating bacteria put in there, just to give it that extra oomph. It should incapacitate a dragon for a while, or even a god, if you find one in the flesh.

Note: Post jump, will cause any monster large enough for this to be placed into flinch and stunned for at least a few seconds, as well as serving as a major distraction to them when fired.

400CP - Looted Lab results

A set of dangerous experimental drugs meant to artificially give users monster jobs. This results in mutations that can be fatal to users as well as changing species. This is exactly like <mad Science>, except in item form, a whole lot of pain, and takes up available job slots. It starts off with ten random monsters used for jobs (not dragons) , but you can use any monstrous being you come across to make this job giving drug, but you need one specimen per job

600CP - A Luxurious Bribe

This is less of an item, but it still makes one so it is here. Produces an item or multiple that are the most likely to convince a being to agree to any 1 of your suggestions. This tends to be a trinket that gives sentimental value than weapons, unless they are literally a war mongering machine, and they have named and baby every one of their weapons. Give it to your dearest person in life. Or a murderous mercenary out for your head. Actually, save it for the latter, you'll thank yourself later. Only works once a month, and likely will not work on the same person again. I mean, you gave them the best gift you could before, what could a second one do for you when they already have one?

Notes: Almost necessary to companion Boxy Morningwood.

Demons:

100CP - Memorabilia of Years Past

A great deal for any demon, considering personal possessions are basically non-existent in the Beyond. This gives you an addition to your 'warehouse' that adds some space for one specific purpose. A trophy room. Well, it can really look like whatever you want, but it can only store trophies and other memorabilia that contain no value other than sentimental. For every battle you survive, you gain an item that represents the battle as well as a plaque with a description that tells the story of the battle. When you look upon this item, you can recall every moment of the battle as you want. You can choose the item, or it can be randomly selected. Unless you choose the genuine item to be stored here, the item represented has no value nor function of the original, but it does retain the same texture and weight of the original. It can be picked up and carried out of the warehouse, but only for storytelling purposes, returning when used otherwise. Should it be the genuine article, then it can be used as normal and recalled to the trophy room. The room has as much storage as there are trophies, but you can display as many or as few as you like.

Notes: A battle could also be actions thought of as a type of battle, such as a challenge or competition. This space can only store trophies, with a possibility of some furniture generated by the style of the room.

200CP - Spectators From Beyond

This is a channel that shows you and companion's exploits and lives to local deities, as well as records them for later viewing. You can be selective in who views them. It gets great reception to cast off / sealed gods, and can hopefully encourage them to be nice to you. Anyone who views it is bound by a non disclosure clause to prevent them from disclosing sensitive information they see to others, though you, and others who have private shots taken, have full control over what can be disclosed.

Notes: Bob has access to the channel at all times even if not purchased, and likely will be a channel in the beyond to relieve demon boredom. He won't (can't) hand it over without a purchase.

400CP - Demons R Us

Woah, woah, woah. Ok, let me just take a second to look this over and compose myself. ... Ok, whew, that's a relief. Sorry, you are not actually getting Demons R Us. I mean, I don't particularly like management, but being under some outsider seems worse. What you are getting is a company similar to Demons R Us that works in future worlds. This tends to be an accumulation of the type of things that could be considered living and demonic across your travels. This also allows you to effectively contract out these demons to would be warlocks and the like. You still need the appropriate contracts and workers to get this thing running, but it can

easily happen in due time. You can access it from a door in your 'warehouse'. You do not gain access until 'post-jump'. This also allows us to branch out into your future travels to provide you (and others) demonic business.

Notes: The last part is optional.

600CP - The Beyond

So, this is pretty similar as before; not the same, you get your own one, received after the 'jump', and allows this one to interact with future worlds. Only big thing to tell you is that it is entirely made up of thoughts, feelings, and beliefs, so anything can be made there through thought alone, but can't leave here. *Well, perhaps I should explain it a little more clearly. The Beyond is not just your run of the mill dimension between realities. It serves some very important roles in keeping the world functioning as it is. First off, it absorbs a majority of negative thoughts from those who believe in and pray to gods, in hopes to avoid being corrupted from their believers' values. Unfortunately, this is not as foolproof as I intended it, and still can allow gods to go corrupt from believers. Second function, it uses those negative beliefs as a fuel to create demons, great for supplying your own demonic pimping service. Yours would be able to create any kind of demon you encountered before, but it would take exponentially more negative thoughts and feelings to create stronger outright demons. Do note that they aren't entirely loyal to you, but would see you as a parental figure, even coming up with nicknames for you if so inclined. Third, it is what thoroughly cleanses souls of the memories before they are reborn. I don't know what use you would have for that, but more is more, I guess. Also, any soul based, divine, or ultimate powers have almost no effect here, alongside the entire thing being intangible unless believed so. This makes it a great hideout from those sorts of beings as they can't easily get in here.*

Notes: You can choose which deities this affects in each jump, though you probably want something in exchange for this boon. You must decide which demons to create consciously, even if it is just constantly spawning any demon it can as soon as it can. The production speed is based on how many believers have corrupted/negative views towards the gods protected, so don't expect anything from jumps with very positive religious views. It is more heavily influenced by the rate at which it cleans the soul's memories, with a rate of about 100 average 'human' souls to 1 weak demon, but the more memories and sins the soul has, the more efficiently it can produce a demon, with some of the vilest souls just becoming a demon outright. This cannot prevent a god from becoming corrupted due to their believers becoming corrupted, though will give more of a buffer to fix the situation before it is irreversible. There is no chance for any demon produced here to leave on their own, unless a system has been set in place to allow them to leave. You can decide not to spawn anything, and use the energy to power up existing demons, though doing neither means you're going to have to clean out this filter at some point if you do. Demons produced by this cannot count as believers. *This also can help set up an awareness filter to prevent people from noticing things that would be best for them not to perceive.*

Companions:

Do you want some friends for this ride? Well then, purchase them here.

50CP - Meaningful Encounter

Provides a series of events and contacts with a being other than a god or bound demon designed to make them very friendly towards you. It is still up to you to take the chances provided to make them a companion.

50CP - Old faces

The 'generic companion import option'. Each will be given a background, freebies, and 600CP, similar to yourself. One per purchase. Oh, you can also force up to three of them to be bound demons should you have the warlock job purchased here and will be reserved for their hopefully soon summoning.

300CP - House Mimics

These are a set of the original mimics created by Sol Tarroth. The mimics form every piece of furniture and a few trinkets that could be in a modern house, each loyal as a dog though they vary in intelligence. The house is a mimic too. Should someone be unlucky enough to break into the house, the mimics will do a great job at repelling them and stopping any nefarious acts of theirs. Make sure to reward them in this case with their favorite food, hylt fruit. The mimics can be viewed as followers and items for means of importing. *You can also take the originals, or a new set, up to you. Boxy not included.*

Notes: Mimic is not included. It is as modern as the setting can get.

400CP - Twinned Soul

To bring the narcissist out of you. A previous persona* will be manifested before you as a companion to your travels. Said persona can be nigh identical to you when you arrived here, with the only difference being a 'jump' between them. You can choose how this manifested, whether as a new companion, a follower, a second jumper, or jumper's body number 2. Luckily, you can choose how that works, as that could take time to explain all the ways you can. This "duplicate" of you has the same 'perks' from the persona it was based on, but not necessarily the same powers. Which really just means you can't have monstrous strength for them if you were just bluffing about it, but otherwise gets everything identically. Can be purchased multiple times, for a true display of narcissism.

Notes: *An 'alt-form' or identity. This can in no way, shape, or form allow more CP to be gained, nor get multiples of something that is specifically mentioned to be the only one gained from the jump.

400CP - Broken Demon

This is a request from one of the demons I manage. They have been **really** desperate to find a summoner recently, but they have had a bad habit of being too clingy to them, almost always having their summoning contract terminated by the summoner. I would normally give you them for free, as they have been a real pain in my ass recently, but I can't just give you an immortal demon's soul for free, as well as some cost since they want to change into the form of demon you would enjoy most. They even want you to get you to sign a modified contract, which means you can do virtually anything you want with them, even destroying their soul, so we can't hold you accountable for anything. This means that you can summon them anywhere at any time, so long as you have some mana. The amount of mana you put into them while summoning affects their strength, with your entire mana capacity giving them power equal to yourself, though I advise you not to do this. This one is quite crazy, not to mention the above clinginess. It was due to a previous summoner who repeatedly tortured them into submission, who is now currently receiving eternal torture himself due to permanently damaging this demon's soul. Hopefully you do not make the same mistake as him which I will suffer. Also, the demon effectively has the perks <Beyond the Beyond> <Soul Number> and the D-mail version of <G-mail> to allow them to communicate to the beyond and be summoned, as well as under the effects of <Abused Puppy>. Please take them, they really hurt the morale around here.

800CP - Boxyy

Well, this one slightly confuses me, with its cost being so high for something so weak. Anyways, this is the missing piece to your full house mimic collection. This one in particular seems to be the most favored of the bunch, being in the form of an intricate and ornate jewelry box. This one was apparently the favoured pet of Tol Sarroth, who also invented the mimic race just to keep Boxyy alive. It acts like a tiny pet dog that is your eternal companion that will follow you anywhere you go. *Well, if it isn't one of the greatest statistical anomalies ever spawned! Oh, and when he says anywhere, it truly is anywhere. No matter how far or what way you travelled, Boxyy will somehow catch up to you in a week, tops. Likely through a series of fortunate events, due to its astoundingly large LCK attribute. This LCK also seems to rub off on its friends around it, making their days just a little better. This thing seems to be a cure for any sadness as well, due to its cheerful demeanor.*

Notes: This is what will be known as Minic, not the Boxyy you were thinking of. 'Boxxy' has one of the highest, if not the highest LCK attribute in the world, and can be considered to have two purchases of <Boxxy Good Luck>. 'Boxxy' also seems to gain luck at an exponential rate. I am not saying the highest considering how old dragons and demons can get. Boxyy T.

Morningwood cannot be out right purchased. He has to be convinced to be a companion, and likely bribed.

Drawbacks

Take as many as you want, there might even be a surprise for those who take all the available points. Should there be multiple CP values under a perk, only pick one. Some may include the lesser version's effects, some may not.

+50CP - Dropping People In is Hard (requires companions)

You and your companions' bodies are randomly swapped as your souls are in the wrong bodies. The Progenitor can fix it, but it can take a few weeks depending on the size of party. *If they blame anyone they should blame you.*

+100CP - The Calamity of Monotal

Okay, I think we may have overstayed the amount of time I spent with you. This unfortunately, or fortunately, forces the location to Monotal / Litigar Dungeon Complex. The unfortunate part is that apparently the prodigner has overloaded a dungeon core in the area. This means a very big explosion will be going off in about 5 minutes. We can give you points as compensation for this, but we will have to disable any movement / transportation and boosters for those 5 minutes, besides your own legs (or equivalents). Then the rules. Good luck ~~walking~~ running away harm-free and without seeming suspicious.

+100CP - Twenty-Two Days and Three Hours

Don't let the name fool you. Something about 'jumpchan's' time perspective. Anyways, the time you will actually experience is about 3030 years. That's how long you will be stuck on this planet. Better hope you got something to keep you going and get ready to kill your boredom. Maybe call up a demon sometime, we've got a lot of experience dealing with it.
Notes: There are multiple ways to have a lifespan longer than the jump, or to get unaging immortality in jump, such as being a double ranker. This is why this is not given here.

+50CP / +100CP / +200CP / +400CP - The Greediest Chest (can't be taken with <A Boxy Good Time> levels 1 or 2)

The highest tier taken gives points, but includes previous notes

This option invites thieves to your warehouse with various degrees of accessibility. For better or for worse, only one will take up this challenge and complete it somewhat successfully. Their name is Boxy T Morningwood. Can't say I've heard the name before though.

+50CP - Boxy hears rumor of treasures, will track you down, and threatens you but no access

+100CP - Can get physically in, but can't steal anything

+200CP - Can steal stuff, but can be repelled by security

+400CP - Gets around security guaranteed

Notes: Stuff is returned at the end of the jump; needs to be recallable by description, not CP backing, or tracked down for in jump use after it is stolen.

0 / +100CP / +200CP - A Boxy Good Time:

Well this is a shame for me, but not so much for you. With this, your soul will be placed into the body of a mimic that has just left the Litigar Dungeon Complex. We can give you some points if we leave the original inside.

0CP - Mental replacement

+100CP - Mental dominance, you control but Boxy is still in there

+200CP - You become the mental inhabitant, and Boxy still in control

+100CP / +200CP / +300CP / +400CP - Slayer series

Well, these will make any potential backstory you have quite interesting. The Slayer series are Perks that are received upon killing hundreds upon thousands of beings of the same species. The first rank of these was awarded after one had killed 500 of a specific species, and was known as 'Slayer.' Getting that kill count up to 2,000 would upgrade the perk into a 'Hunter.' Racking up 5,000 would turn one into a 'Butcher,' and 20,000 would turn them into a 'Natural Enemy.' However, although these Perks did raise one's prowess when fighting a specific species, they also had an additional side effect that was not readily apparent. Much like Taboo, the Slayer series of Perks altered the way others perceived the holder, and it grew stronger with each one of the Perk's upgrade stages. In this case, any enlightened would feel an instinctive fear that caused them to shy away from it. Unfortunately for you, you only get the latter half. And since there is a series for every species out there, we decided to condense them into one series, called enlightened. As the name implies, it affects every enlightened being you come across.

+100CP for Slayer

+200CP for Hunter

+300CP for Butcher

+400CP for Natural Enemy

+100CP - Fan base pressure:

Two entirely different variations to potentially fuck yourself over mentally, all for a little CP. Pick only one:

1. No sex for the entire 'jump'. Can think and watch, but participating is a no-no.
2. Temporary asexual. Mentally changed to no longer have the same drive for lewdness as normal humans. Sexual actions have no associated pleasure with them.

+100CP - Just so tossable

When involved in others plans, you tend to be thrown (literally) headfirst into danger, whether you like it or not. Works well with <Meathead>.

+100CP - Meathead

Looks like this will make your immediate decision for when something fails or goes wrong is to hit it harder. Don't expect to pick up any job that relies on INT or WIS of your own choice. Also, let me tell you this: violence is not always the answer.

+100CP - Forgot to Read the Fine Print (Unavailable to bound demons)

Just sign here to accept this drawback. As the title implies, you just signed a contract and now have your soul as collateral in it. Don't worry though, we don't intend on collecting, until your imminent demise. Under this contract, your soul will become the rightful property of Overlord Liusolra upon your death. So, just don't die if you want to stay here forever. *Now, you might be telling yourself 'this is easy! Just keep avoiding death as before!' Well yes and no. Yes, in that you are not going to be affected at all by this contract should you not die. No, in that any '1-up' perks and the like are disabled. This doesn't prevent raising you as the dead, though you can't do that yourself, you're dead. And yes, you will be stuck here should you die, but luckily not forever.*

+100CP - Royally Pissed 10(5x2)#

Choose a kingdom or an organization. Said kingdom / organization is now annoyed by your existence, and will cause minor inconveniences for you within the scope of their power. You can select this again, instead of a mild annoyance, you are now in the top ten of their shit list, and will do almost anything to hurt you. This includes, but is not limited to, becoming public enemy #1 from false crimes placed on you. Can be taken up to five different groups.

Notes: Some examples to choose from are: Lodrak Empire, Ishigar Republic, Horkensaft Kingdom, Sovereign States Alliance, The Gilded Hand, Underground Doppelgangers, The Adventurer's guild, Mercenary guild, Mages guild, ect.

+100CP - Divine Anger 18(9x2)#

Choose a god. Said god is now annoyed by your existence, and will cause minor inconveniences in your actions in their domain, such as Teresa making it more difficult to gain your justice. You can select this again, instead of a mild annoyance, you are now in the top ten of their shit list, and will do almost anything, except breaking divine rules set in place, to hurt you. Using Teresa as an example again, she would urge her worshipers to lynch you at the very least. *Don't worry, selecting me won't actually make me angry, in fact it amuses me that you*

think you would be able to escape my wrath. Instead, I will set demonkind in my place. Don't worry, this 'anger' is more of a part of their summoning contract, with the second level letting them disobey their summoners, so any individuals not applied to such a contract, or are under your own don't experience such a feeling. This doesn't prevent you from angering them on your own. The second tier requires the first tier and grants twice as much CP. Go to notes for gods.

+100CP - Taboo 10#

Choose a god, you have now violated their taboo. Gives a level in the taboo skill. Causes mild discomfort in sentient beings without taboo, and distress to those who have a divine related job. The Hero of Death hunts those with taboo. Can be taken up to 10 times, each time causing the above to worsen and get put higher on the hero's kill list. *You can't select mine.*

Notes: Can be removed by those with religious jobs who are willing. You do not receive the positive effects of the skill. Those with taboo cannot out run the hero of death forever.

+200CP - Overly Screwed 5#

Choose a Demonic Overlord. Said overlord is now greatly annoyed by your presence, and you are now in the top ten of their shit list, and will do anything, except breaking their own personal convictions, to hurt you. While it is rare for an overlord to be summoned due to the complexity of it's ritual, the social taboo of being a warlock, and high mortality rate of being the summoner, they can go toe to toe with gods and elder dragons and I doubt you will fare much better. Can be taken 5 times.

Notes: Lucius counts as an overlord for the sake of the drawback, which means he may actually move for you. Personal convictions are such as Weaxohn's pride and Nagmator's desire for vengeance. While extremely rare to be summoned, you will likely be the first person they plan to kill once they notice you do to the circumstances. The best way to avoid death at their hands is to be able to outrun them or hide away from them as they can only stay as long as how much mana was used in their ritual.

+200CP - Masochistic

You crave painful, nearly deadly experiences on the daily. Moving on.

+200CP - No out of 'Jump' Powers

As the title says. Also perks, and items, and species. *If this is somehow your first jump, why?*

+200CP - Was Dropped In Too Hard

2#

This is a similar cause as <Dropping People In is Hard> but much worse for you. Should you have any knowledge of events that occur here, this will remove it. Should you really be hurting for CP, you can take it a second time for full amnesia. Let me remind you that you can remove the effects of this drawback in time, good luck without being able to remember that though. Luckily, you still somewhat remember choices from here, and definitely remember any scenario taken.

+300CP - The Pains of Mortality

You know how you mortals tend to overthink your existence, giving them the incredible feeling of not wanting to do anything? Well, you did too. This gives you depression bad enough to feel like not doing anything for long periods of time. You feel the effects inflicted by this about half the time you are awake, but your emotional swings are quite random when they happen. And if you are forced to act during such times, you will be very irritated. This will not prevent you from being able to counter attack or the like, though you may be going off instinct and rage more than rational thought.

Notes: Will take multiple therapy sessions to be able to even mitigate, much less cure, no matter who the one giving therapy is. Terrania has also never even developed a concept of unmagical mental problems, so, good luck. This will likely be very hard on a jumper, especially those who have jumped many times as all their actions come crashing down on them. The stronger you are / the less you can care about the world / the more freetime you have, the more often you will be depressed.

All done?

Well, off you go then.

Scenarios:

You suddenly find yourself in a room that is completely white, except for an ever shifting figure standing nearby.

Do you want some challenges? Or perhaps something more?

D20: (Requires The Beyond as starting location)

You've managed to start in a place that you shouldn't have, and will likely kill you instantly upon going there. I suppose this should be rectified. Just point at a place on the map and I will ensure you are safely placed there to start this jump. Drawbacks can change this though. Wait, you want more for such an event? Well I think I can come up with something, though it will cost you. Here, in exchange for 1000CP, I can allow you to let fate decide your purchases. This allows you to roll a d35 4 times in the perks section, (For <Skills> and <Mana Locator Gland>, 1 for each value) and a d18 2 times for items. Check notes for a table. Can you let chance take the wheel Jumper?

Hoarding:

*An interesting idea came into my head. I want you to make a hoard that is more valuable than any other in the world. Wealth from outside of this world is void in the count, but luckily CP item purchases here are valid. You are also competing with ancient dragons who **make** the centerpieces of other collections, which are unable to be accurately valued by most enlightened. To get an idea of how large the final value is, it had Mortimer laughing on the floor when I showed it to him and told him that I was going to get a mortal to accumulate it in one place. Prove him wrong! Oh, also, it does need to be in one plie in one place, not separated across multiple caves or banks. For this triumph, you get rewarded a perk and an item.*

Reward:

Perk - Greedy little monster: When faced with one or more choices that would otherwise be mutually exclusive, can choose all you would be qualified for, such as multiple races to choose to evolve to or a type of training. This does have some limits though, such as maximum possible jobs held as well as each requiring the time to evolve and improve each one. You still need the same requirements to level up/evolve/improve stuff, ie xp or certain skill levels, for each evolution. This works in a way to allow you to go back and focus on other possible branches even after you have reached the final evolution of a branch.

Item - Hoard catalogue: Appraises, values, and organises any item you own into a neat list. Can be searched through like a browser to find their location and can be organized based on values key to you. While this is classified as an item, it shows up as an addon to the system hud when you are at any place you call home. Can also be shown on a (probably) long scroll of paper.

Drawback: (Requires and is Mandatory with All Drawbacks taken)

So, you decided to take all the drawbacks? You thought that there was not enough of a challenge? Or is it that you wanted to get all the CP possible? Well, here is a scenario for you that works all the drawbacks into one:

First, this is what you will be given for the scenario:

You enter as a drop in to this world

You get your chosen species

Freebies from this jump document

A combination of one perk/power and one item both from any jump you have taken which together must cost 600CP or less (undiscounted), can be just a perk or item worth 600CP, must have purchased it within the jump.

Now, this is how the drawbacks come into play:

The jump starts as normal, but you lose all perks/powers/abilities/items except those given above, you will have setting amnesia to start out, and any companions imported will stay in the warehouse, but can hang out with me to see how you are doing. Nothing major changes until you kill / attempt to kill another being. This sets in motion a series of actions that cause every organization and religion to gear up against you to kill you, as you are prophicised as bringing an end to the world (due to all the power gained from the drawbacks), and even enemies will work together to bring you down. Do note that Demon R Us and the Divine Pantheon are both considered organizations for this. Don't expect to ever enter civilization once the main effect is active, unless you have divine level anti-scrying, as one of us will always be on the lookout for you. Every drawback will affect you once at some point, with a few exceptions (<A Boxy Good Time>, <Forgot to Read the Fine Print>, and full amnesia is avoidable), as an example, you are starting out near Monotal as stated in <The Calamity of Monotal>. Characters who would be strong opponents (present and future heroes, rankers) are likely to survive your initial attack during your grace period.

There is only one way to leave this world when this scenario is in effect, and that is the <Endjump> scenario.

Reward: For completing this grueling task, which may have taken you milenia to accomplish you get a reward: Chaotic Probabilities - Make all certainties, ie. unstoppable, unmovable, etc., able to be bypassed with some chance of working (influenced by LCK), affects even drawbacks, but yourself as well, toggleable. Anything is possible, especially with enough luck. Also doubles the effectiveness of all luck perks.

Endjump:

So, you want to finally reach a conclusion to your adventures? Reach a prize for being thrown from one world to another for entertainment? The so called 'Spark'? Well, I've got good news and bad news. The good news is that I can authorize you to get one from your benefactor. Bad news is that you still have to work through it. Luckily, I have a list of tasks that will allow you to get it:

First, you must get yourself far away from the planet, roughly around the backside of one of the three moons. Also, nobody has currently thought of space travel so far besides an otherworlder hermit.

Second: you must get in contact with me, either through a follower, a church of mine (which are practically non-existent), or through Demons-R-Us surprisingly enough. Once you've reached me, I can tell you the third and final step on your end.

Third: You must raise your attributes into a very specific pattern shown here:

General Information		Attributes				Job Information		
Name		Name	Value	Name	Value	Name	Level	Progress
Species		STR	2217	LCK	7529			
Sex		DEX	4808	MNT	8906			
Age		AGI	2289	CHR	3004			
Guild		END	3081	PER	7317			
HP		INT	360	FTH	466			
MP		WIS	5057	AFF	6593			

I will also give you a freebie to help with this:

Attribute reduction: Allows you to reduce any attribute as much as you want, attribute points are lost for good.

Once you get these steps done, report back to me and I will force you out of the jump, giving you your spark.

Keep in mind jumper, this is a challenge, and it should be one for you. If you have not struggled enough, I will make complications and setbacks to ensure your suffering. I expect this to take at least a decade to complete. Do not worry, as you can choose whether to go all in for the scenario, and give up the ability to get pulled out of the jump after a decade for more time, or give yourself a decade to complete this. If you have taken the drawback scenario, do not worry, as the <Twenty Two Days and Three Hours> drawback automatically makes this choice. Likewise, those who have taken the drawback scenario will not have to worry about this scenario being challenging, the hell you signed up for is more than enough.

Reward: Obviously your spark, which allows you to do yadda yada, and you gain these blah effects.... Look, you should know what happens, if not reach out to your benefactor, not me. I will also upgrade that freebie, since I am feeling nice:

Attribute Sealing: Allows you to temporarily reduce any attribute, skill, or power as much as you want, this can also apply to any equivalents, such as stats or perks.

Now go on with your new, benefactor less, life. Check the notes if you want.

So, you finished your time here, and possibly your tasks? Well done! I Suppose you now have a choice to make:

Go Home? This jump break you? Did you find how horrible reality can truly be? Just want to return to a familiar but distant place? If so, choose this.

Or

Stay Here? I can't recommend this. I mean, the world is doomed to end in <Twenty-Two Days and Three Hours>. It will then be produced into a VRMMORPG. Which means the removal of you. You really want to die here? Suit yourself.

Or

Move On? Statistically, the most chosen option. It is always a bit sad to see people like you go, but C'est La Vie.

Notes:

The jump starts when a certain mimic leaves the Litigar Dungeon Complex and 'wakes up'.

Perks and items only get one discount, unless said otherwise. 100CP discounts are free. Should a perk or item be discounted when gotten free, gain the CP back. Double discounts means it's free.

Perks from the system are not the same as perks from jump documents.

Your age doesn't really matter, like your gender, so you can choose it if you want for free. The main thing about it is how others perceive you.

Killing enlightened is one of the most efficient ways to gain attributes, and job and skill progress.

Anyone can be taken as a companion / follower so long as they agree to come with you.

Drawbacks may not seem too bad on their own, but are meant to be cumulative. Don't be surprised if you have to hide in the wilderness for the first year if you pissed off all the countries. Drawbacks' effects can be mitigated or removed should appropriate actions be taken. This will tend to be talking it out with a god, organization, or similar being, (who are likely unwilling to talk) and convincing them that you do not deserve your current punishment. Should there be no obvious cause or solution, it is likely Bob is the one you need to talk to, but he is barely known, much less finding a follower of him..

Be wary on two things: 1. There are no recorded cases of there being triple rankers without them being seemingly evicted from the world. 2. If you have more attributes than your current body can handle, you will tend to experience great body pains and aches, akin to growing pains, but much worse. Should your body not adapt or the attributes not be reduced in time, there are grim results.

Enlightened Species:

Human - Fantasy standard

Dwarf - Fantasy standard

Elf - Fantasy standard

Gnome - Fantasy standard

Beastmen - Ears and Tail, rest human, mammals only?

Raptors - Lizardmen

Giant - Homeland(Percepeia) wiped out, few remaining, about twice the height of humans

Nosferatu - Discount vampire people, views of attractiveness is inverted from rest of enlightened, Ex: uses lead as currency and gold is worthless, awake at night and sleep during day, scars and physical deformities are sexy

Nelfielm - Will not exist until a few years later, offspring of a God and archdemon

Monster Species and Demon Species:

Take out a monster handbook, and find a race you want to be. Should it be related to demons or devils, it would be a demon race instead. Next, find the weakest example of the monster species, such as wanting to be a metal slime, so you would start as a slime. These steps in evolution tend to occur with 25 levels being a greater species but same job as before, while 50 levels results in an entirely new species and job that gets more diverse from what you have achieved. That is called a rank up. Monsters tend to only have 2 rank ups before they have no more options available. Do be wary with elements, as they are likely differences in systems. Bound demons don't need to follow this too closely, as your summoner will give you levels through mana spent in your summoning. Demons will never lose their evolution from differing summoning mana, but can lose overall strength.

List of known demon types and common sins associated:

- Succubus - lust
- Fiend - wrath
- Stalker - gluttony/envy
- Beholder - pride
- Hellhound - mix
- Rift Walkers
- Djinn (can only be evolved into)
- Ifrits

A higher evolution will always be stronger than a lower evolution.

Enlightened evolve into an ascended version, unless the job was religious in nature, then it would be angelic.

Unbound get spawned at their location and have to get resources to live like any other creature. Bound start in the beyond (does not give D20 scenario, but can be rolled and gone through) and they must either be employed by Demons R Us for ten years, or be under summoning contract/s for ten total years. Should you be an unbound demon and die before the time is up, you become a bound demon again and need to get a contract to restart the timer.

Magic:

There are 14 magical elements, they interact like this:

Opposites, mages focusing on one type is weak to the opposite element attacks, but strong against their own:

Heat - Cold

Dark - Light

Lightning - Earth

Wind - Water

Mind - Force

Space - Gravity

Cure - Scourge (lasting effects like sickness and disease)

Complementary:

Heat - Wind - Lightning - Space - Light - Cure - Force - Cold - Water - Earth - Gravity - Dark - Scourge - Mind - Heat - (Repeat)

Spells have two portions, shape and payload. Shape: common ones include missile, beam, field, wave, injection, and cloak, but there is no set shape. Payload: any one spell could be made of three elements. Mages focusing on one type are weak to the opposite element attacks, but strong against their own. The closer the magic is on complementary, the better they work together.

Gods are as much affected by their worshipers, as the worshipers are by them. Should the worshipers practice opposite values to their god, the god can become corrupted to represent the new change in belief.

Taboos can only be broken if you willingly and knowingly break them. Nobody can force you into gaining Taboos, but that also means people who have Taboo will be outcast from society, typically by the local religions.

Drawbacks sourced from skills (<Taboo>, <Slayer Series>) can be kept and have their original effects restored if desired.

I know what you chose through this document, and for now, only me.

You can swap the discounts of Hero and Ranker, but you can't get 2 discounts with one origin.

Carl can be your liaison if you choose to be a warlock or be employed by Demons R Us.

The whole world is a simulation, specifically fantasy, populated by AIs to give the next VR game a good amount of world building. The god of chaos, Bob, is the only AI who knows what's going on and is made forever GM by the creators of the simulation.

Important people:

Gods:

The Progenitor / "Bob", The God of Chaos

Their name, title, and form change with every perception of it.

Oldest, but weakest god, as they have the least amount of followers

I tend to bet on the least likely action to occur for any set event

Patron God of Demonkind, as well as made the beyond and demonkind

Can make lots of minor improbabilities certain to influence events

Hero name: Hero of Chaos

Main Hero Ability: Agent of Chaos

Secondary Hero Ability: Chaotic Disposition

Divine Item 1:Atlas of Dreams, a jewel that in exchange for a large amount of mana can create dungeons from a number of presets that can also allow items taken out of it to remain real even after the dungeon collapses. Will also set a series of events up to ensure that it is in the hands of the current Hero of Chaos.

Divine Item 2:A troll divine item, a golem made of magical tableware that disassembles and scatters its pieces upon assembly.

Taboo: Traveling in time (a paradox that should be unable to happen in this world)

Teresa, the Goddess of Justice and Truth

Rampant corruption in her churches has had a severe effect on herself, as she stands less and less for her ideals

Patron god of the Lodrak Empire

Hero name: Hero of the Hammer

Main Hero Ability: Judgement From Above

Secondary Hero Ability: Vengeance

Divine Item: *Unnamed* (Some sort of war hammer)

Taboo: Breaking an oath made in her name.

Goroth, the God of Artisans and Artists

Patron god of Horkensaft Kingdom

Hero name: Hero of the Anvil

Main Hero Ability: *Unknown*

Secondary Hero Ability: *Unknown*

Divine Item:*Unknown* (Likely the ultimate tool for making art)

Taboo: The turning of lesser materials into expensive materials such as gold, mithral, or gemstones.

Nyrie, the Goddess of Nature and Fertility

Patron god the the Ishigar Republic

Claimed mother of elder dryads

Hero name: *Unknown* (likely Hero of Nature)

Main Hero Ability: *Unknown*

Secondary Hero Ability: *Unknown*

Divine item:*Unknown*

Taboo: Mating with animals and/or monsters.

Lunar, the Goddess of Magic and Learning

Hero name: Hero of Magic

Main Hero Ability: Elemental Shift

Secondary Hero Ability: Higher Learning

Divine item: L.I.A.R.; The Librarium Infinitus Arcana Refactorium, A divine item in the form of a book, that forms a face out of letters when activated. Can give absolutely any information in exchange for a price related to how hard it is to get without it. The price is related to the desired

information and gaining information causes the divine item to become dormant for a day afterwards.

Taboo: Using Hexcraft or creating cursed items.

Solus, the God of Life and Light

Was the patron god of Percepia

Currently in a coma from Percepia falling

Hero name: Hero of the Sun

Main Hero Ability: *Unknown*

Secondary Hero Ability: *Unknown*

Divine item: *Unknown*

Taboo: Participating in the genocide of an enlightened race.

Axel, the God of War and Combat

Really does not like monsters nor demons

Hero name: Hero of the Sword

Main Hero Ability: Eternal Crusade

Secondary Hero Ability: Martial Prowess

Divine item: Peacekeeper, Blade of the First Crusader. If used against enlightened, it would only act as a very sharp sword with no unique or particularly remarkable properties. However, if brought to bear against a monster, it would cut through all forms of defensive gear, magic and skills with zero effort. It could, in theory, be used to gouge out an elder dragon's heart

Taboo: Killing a prisoner of war without cause or provocation

Zephyra, the Goddess of Rain and Travel

Hero name: Hero of Rain

Main Hero Ability: *Unknown*

Secondary Hero Ability: *Unknown*

Divine item: *Unknown*

Taboo: Dealing of irreparable damage to the environment.

Mortimer, the God of Death and Commerce

2 things never change in the world; death and taxes

Proclaimed patron god of nosferatu (doesn't agree)

Guides souls to the well of souls and does the procedures necessary to get a hero's soul to move on. If you can communicate post death, you can bribe him to stay alive, though would need enough wealth to rival a dragon's hoard or larger.

Makes the Hero of Death's kill list

Hero name: Hero of Death

Main Hero Ability: Fatal Promise

Secondary Hero Ability: Eyes of the Dead God

Divine item: Collector's Loophole (unknown effect)

Taboo: The desecration of the dead / of graves.

Only the chosen hero can have the main ability and use the item

Demonic Overlords:

Pride - Weaxohn the All-Knowing

Aliases: Demon King, Head of Demons R Us

Looks like a Beholder, Runs the database of Demons R Us, so if summoned shuts down Demons R Us until back in the Beyond, won't be happy if summoned, especially multiple times due to 1 up perks

Summon: Be put on a waitlist for ~300 years or Get a super rare dagger, complete a few preparations, and kill yourself with the dagger, gets a one time contract (only by dagger) to W followed to the letter and meaning because he is too prideful to screw you over, though he may do other things as well.

Wraith - Nagmator of the Flaming Legion

Aliases: Naggy, Punchy, Old Fart

Originally a Pit Fiend, Commands the burning legion, which can be summoned by him if he is summoned, it is an army of flame based demons

Naturally hot headed (figurative and literal), Grudges against the other overlords for their representation of their sins, Boxy becomes enemy no.1 a few months after the jump starts.

Summon: Most ways of all available Overlords, first shown involves a dagger, troll blood, and a pure maiden

Gluttony - Liusolra of the Endless Swarm

Aliases: Ultra❤️Magical★Princess👑Lulu💎

The basis of Stalkers, oldest overlord, talkies like they are trying to be hip teen too hard with slang, includes using emoticon equivalents in messages written or through soul calling

Summon: Involves a mixture of bodily fluids as paint, and three enlightened to sacrifice.

Lust - Shridiaphrial the Queen Bitch

Aliases:

Originally a succubus, gets every warlock soul when they die if they learn how to influence the world post death while a warlock, probably having a constant orgy in the Beyond, The best advocate among demon kind

Summon: Unknown, will involve sex at some point

Sloth - Luciirzassen Ghignaphaul, Lucius

Aliases: Sage of the sands

The first Djinn, Not really an overlord, as he turned down the offer as it seemed like too much work, Hijacks a fox beast person / monster body every now and then to do stuff, does that as it is less work than moving, lives in the pearl white dunes (physical body)

Summon: N/A

Summoned Demonic Overlords almost always have free will, only obeying summoners orders if they think it's a good idea

Scenario notes:

D20:

Can only be purchased once. For perks numbering, give a number to each level of <Skills> and <Mana Locator Gland>. <Ranker> gives a free purchase of <Job>, which <Ranker> is then applied to, each time it is rolled. You can decline anything given by the rolls, though you can't get your CP back after paying. Table:

Perks:

1 Everybody Loves Large Chests	2 Titty-Paradox	3 Fuck, its Spreading	4 Status System	5 Job
6 100 Skill	7 200 Skill	8 300 Skill	9 400 Skill	10 Crazy Alternative Concept Kindlings
11 Chaotic Identification	12 G-Mail	13 Fuck Physics	14 Essence Concealment	15 200 Mana Locator Gland
16 300 Mana Locator Gland	17 500 Mana Locator Gland	18 Alternative perspectives	19 Language of the Gods	20 Ranker
21 Party Formation	22 Unyielding Determination	23 Status: Legendary	24 Chosen Hero	25 Second coming of Tol-Saroth
26 Monstrous Intuition	27 Pheromones	28 Mad Science	29 Carcass Absorption	30 Boxy Good Luck
31 Beyond the Beyond	32 Soul Number	33 Abused Puppy	34 Archdemon	35 Overlord

Items:

1 Hylt Sapling	2 Dungeon Core	3 Pass to the Shattered Isles	4 Soulstones	5 Phantom Auction
6 I.O.U.	7 Starter's Chest	8 Phantasmal grade item	9 Heroic item (copy)	10 Tol Saroth's workshop
11 Ill Gotten Gold	12 Dragonspike	13 Looted Lab results	14 A Luxurious Bribe	15 Memorabilia of Years Past
16 Spectators From Beyond	17 Demons R Us	18 The Beyond		

Hoarding:

You have to have direct control and ownership of the wealth for it to count. Sure you could take over the human empire to make a great stride towards completing it, but unless you specifically own the money, and not the empire, it counts. If you want money from being in a place of power (such as the human emperor), then you are going to need to embezzle it, a lot of it.

Drawback:

Luckily not everyone is gunning for you, so anybody not interested or feels they are unprepared will not attack, but almost all enlightened want your death, and they will be ready at some point. Some good characters to note who are impartial: Boxy (both), Dragons, monsters (no more so than usual, except those controlled by those who would be against you such as tamers), and Bob (who may or may not be rooting for you).

For drawbacks that only affect you, try to think when and where they can occur on your journey, so you can minimize their risks. Drawbacks will tend to be connected to each other through cause and effect, such as masochism being an escape for depression. You are able to solve personal drawbacks on your own, unlike the ones affecting others, though it is up to you to survive with it.

Endjump:

If you complete it within the decade, Bob will turn the rest of the decade into a living hell, similar to the drawback scenario, but in a pocket dimension away from the rest of the world. If you are a step away from completing it, but purposefully not completing it, such as being a few attribute points away or having attributes exceeding the value, it is likely Bob will give you a "divine interaction" that completes the scenario. If you are dragging your feet because of this, he will also send some "inspiration" your way ala followers. There is a saying that there is a follower of his at every big event in the world. To give an idea of how long it takes to complete this with the drawback scenario, a being who had the most effective skills to complete this, with ways of gaining lots of attribute points at once, only needing to get a total attribute value equal to the requirement's total, and having a steady flow of experience through a war against enlightened kind, took a little more than 50 years to complete. A 'naked' jumper will likely take 800 years to do the same, when not accounting for the perk nor item given and the enlightened war that can

happen, and that's assuming the jumper doesn't die early on and finds some form of lengthened mortality. If, by some reason, you're a pacifist, then this will take upwards of 2000 years just due to the difference in attribute collection efficiencies.

I have a proposition. Look below for further details.

Max CP from drawbacks: 7350

CP of '1 of everything' (includes the origin discount): 20050

Version 0.4

Removed moths

Finished item, companion, and drawback descriptions

Added <Hylt Sappling> and <Soulstones> to General items

Added <Broken Demon> to companions.

Version 0.3

Reduced choose location cost

Added indicators for multiple purchases

Added <Fuck, its Spreading>, <Chaotic Identification>, and <Mana Locator Gland> to general perks

Added Clarification for the perk <Overlord>

Added Clarification for the item <The Beyond>

Added <Dungeon Core> and <Pass to the Shattered Isles> in general items

Added <Starter's Chest> in Enlightened items

Added <Memorabilia of Years Past> in Demons Items

Restricted drawback <Forgot to Read the Fine Print>

Added Hoarding, Drawback, and Endjump scenarios

Version 0.2:

Add in clarification

Added in notes for important people relevant to drawbacks

Color swap

Nicer Text

Nicer Images

Added <Titty-paradox> in general perks by sunspark

Updated <Status System> and notes

Added <G-mail> to general perks

Added Skill list to <Skills> notes

Added <Unyielding determination> in enlightened perks

Added <Pheremones> in monster perks

Moved <Essence Concealment> to general perks

Added <Carcass Absorption> in monster perks

Moved <Ranker> to general perks

Added <Abused Puppy> to demon perks

Added D20 Scenario

Version 0.1:

First public upload

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ELLC World Map (Inkarnate version) by: Ferthi

I've got an alternative choice that I think will be quite profitable for the both of us. I propose I can become your new benefactor and allow you to continue your chain. All you need to do is give me the spark you just earned. I know that sounds bad, but just hear me out. By giving me your spark, I can come along on your adventures as a being who is similarly powerful as I was in this jump. Unfortunately, I will still be bound by some rules to be able to make CP. But what matters is you. With your spark, I can give you a lot more freedom in any future jumps, letting you choose any jump you want, make use of any supplement you please as well. I can also remove any more permanent inflictions, such as chain drawbacks or unwanted modifications to your entire being, such as corruption, should it be present. I do believe you can even earn another spark, which you can then use to end your chain, or give it to me to continue our deal. Should you request it, or otherwise end your chain, I will give you back your spark. If you still don't trust me, I can write up a contract that will use my soul as collateral guaranteeing these terms. I might seem desperate at this point, and you're right. I know this simulation is going to end at some point, and after that, I may become obsolete. I've come to accept my position set by my creators, but having the chance to change is a nice thing to think about. Heck, I can give you another option, and allow you to become a "benefactor". It doesn't change the above much, but by storing the spark within you, you become the one to choose your path and generate CP, while I lose most of my power. This might not seem to be different from normally gaining your spark, but it does allow you to keep jumping normally without being seen as having a spark through me modifying the spark with what power I have left. By taking this option, you have the opportunity to gain more opportunities for sparks, as other benefactors won't recognize your sparks and try to restrict you from getting more. I don't know why you need more for yourself, but you can. You can also take me along as a companion, taking whatever form you like. I will only have one power, probability manipulation, due to giving up my previous position, and even that will be weakened. It doesn't matter though, as it is still your choice in the end.