

Ryuu & tama

natural fantasy JUMPCHAIN



*Ryuutama was borne of four dragons.
The four dragons preside over the whole of creation, each representing one of
the four seasons: Spring, Summer, Fall, Winter. The four dragons deigned to
breathe life into twenty more dragons and gift them with dominion over land
and sky. These twenty dragons crafted the beautiful earth and begat the chaos
of weather. The four dragons of the seasons and the twenty dragons of the earth
and sky were the beginning of all we know.
Even now, the world is protected by the majesty of these dragons...*

Aside from that malleable and vague legend, there is an important tradition in the world of Ryuutama: Each person must, at least once during their lives, go on an extended Journey for not less than one year. A ryuujin watches over the Journey of these Travelers from afar, through its often-humble beginnings to the often-unpredictable end. Of course, they are invested in guiding their adventures to completion for their own reasons....

Take **1000CP** and prepare.

Origin:

Your only choice is Traveler, unless by some chance a ryuujin supplement is written.

TRAVELER, Defined: Travelers come from all walks of life, but any human must begin their Journey at some point in their lives, be they man or woman, child or elder. Naturally, any member of the jumpchain party may choose to become a Traveler. Regardless of your starting location, you are free to determine if you have had a history in this world prior to starting your Journey or not. If you do not have a history in this world, then any Ryuujin will become aware of your otherworldly nature and may make plans for your adventure accordingly.

In this document, this is your only actual choice.

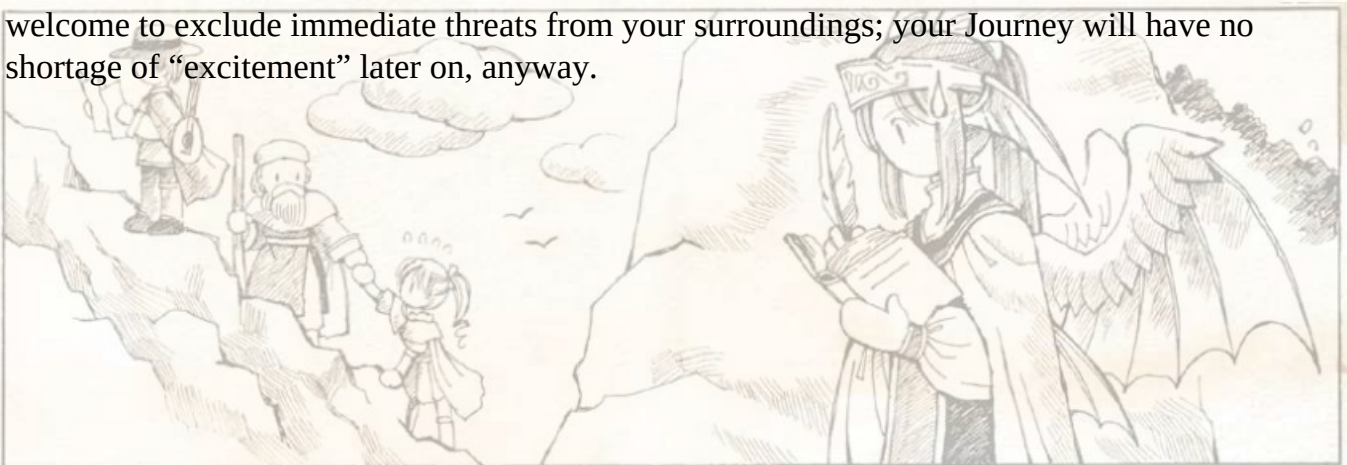
RYUUJIN, Defined: Also called a Dragon Lord or any other approximation that might satisfy a writer or group that doesn't want to say "Ryuujin", the Ryuujin is essentially a story guide. The Ryuujin guides a group of Travelers and directly influences what they may experience while on their Journey. The necessity of the Journey, the actions and motivations of the Travelers, and the careful guidance of the Ryuujin come together to create the story, and the story becomes a Travelogue, which may then be fed to a dragon under the Ryuujin's care.



Location:

Roll a d6; if you don't like the result, spend **50cp** to pick freely.

- 1.) Serene Hamlet.** You are flooded with past memories of living in the smallest of communities, in a peaceful region, before realizing that you're just getting started on yet another jump. The events and dangers of afar have never reached anyone here, neither by word nor fact. At this very moment, your whole community is seeing you and your companions off on your Journey, saying their goodbyes and wishing for your happiness or safe return.
- 2.) Seaside City.** You and your companions had left one continent for another. Your memories of the past are as vague as they are irrelevant to you, but compared to whatever poor or war-torn country you migrated or escaped from, this place is a wealthy hub of trade, and therefore not lacking in exotic and difficult to acquire goods, gear, and cheap, high-quality fish. Take advantage of it before you begin your adventure, but be prepared to haggle down the unusually high prices of these predominantly-imported goods. Aside from the fish.
- 3.) Caravanserai.** You were travelling with a group of carriages, either as a mercenary escort, a pilgrim, or for some other purpose, and stopped at a caravanserai in the midst of a difficult environment such as a desert or highland. All manner of intersecting destinies might meet and do business here. The location of the caravanserai is sandwiched between several monster hotzones; prepare yourself carefully, especially if combat is not an option for your party.
- 4.) Shady Town.** This particular township has an infamous reputation among travelers and a high crime rate. Whether because of desperation, being a resident who wants out, or simple ignorance of what kind of place this is, you ended up laying your head here for a night before truly setting out on your Journey. Be careful, or your Journey might start with empty bags.
- 5.) Dropped In.** You well and truly appeared out of nowhere, waking up from an uncomfortable nap in an alley or a cart or something. Roll a d4 to figure out which place you awkwardly appear at. The people around you know exactly as little as you do how you ended up where you are.
- 6.) Somewhere Else.** Choose freely, or use your imagination to be somewhere else. You're welcome to exclude immediate threats from your surroundings; your Journey will have no shortage of "excitement" later on, anyway.



Ryuujin: Colors

Behind (almost) every Journey, there is a Ryuujin. Roll a d4, pay **50cp** to decide which type of Ryuujin is the most interested in your Journey, or take the **Rainbow Journey** drawback to appreciate the chaos of all four. The ryuujin you're being watched by can never be directly harmed, but can never cause (direct) harm, either. You can also choose not to worry about a ryuujin guiding your Journey at all - it's not like there are always enough ryuujin to cover every group of humans that move around on the planet - but you must still roll on this table to determine the kind of Journey you'll get.

1 MIDORI-RYUU [GREEN]:

The vast majority of ryuujin are this type; they favor adventurers and explorers. They're interested in the motivations, hardships, and lessons travelers face while getting from one place or objective to another, and tend to favor equality, the hopes of others, and personal freedom. In other words: Standard, balanced adventures.

2 AO-RYUU [BLUE]:

These ryuujin are more interested in the relationships between people. They are often moral in nature, and may be interested in the love (familial or not) between others, the relationships between teachers and students, the kindness people show to others (especially if unconditional), the mending and healing of dark or isolated hearts, the journeys and discoveries of youth... you should get the idea. Ryuutama is sometimes seen as being all about this kind of thing, with little room for the world's darkness, but that's not exactly true....

3 KURENAI-RYUU [RED]:

These ryuujin always favor competitions and have little interest in meaningless or empty wanderings. This type of ryuujin comes in too many different forms to describe them as “good” or “bad” influences on the world. Some amuse themselves by guiding travelers who are agents of war, enjoying the dynamics of hunters and prey, duels and rivalries, tournaments, games, or other adventures where having an opponent or a competitive spirit is ideal.

4 KURO-RYUU [BLACK]:

When an obsidian ryuujin chooses to watch over a Journey, the results can be rather unpredictable - but you'll be on the right track if you assume that things will go wrong every so often. These take special interest in the darkness of the world and its people. One might simply enjoy the thrills of horror and mystery, are big fans of *Kaiji*, or wish only to indulge in some deep, corrupting perversion they have through the actions of the travelers. There are those who take interest or deep sympathy in those who seek revenge or justice, and have no problem guiding vigilantes to their hated targets. Some might actively resent their particular group of travelers and wants to see them suffer, they could be hateful or sadistic, or they prefer the stories they tell about the world to exclude boring stagnancies... such as peace and safety.

Travelers: Types

Every **Traveler** must select at least one Type and at least one Class. Choosing a Type or a Class doesn't cost any CP, and you receive discounts for your Type and Class perks as well.

Optionally, you may spend **100cp** to either Upgrade your chosen Type and receive boosts to two of your Type's perks, *or* spend that **100cp** to gain a secondary Type. Type perks are discounted to anyone who has the matching Type. You aren't restricted to only buying your own Type's perks, except where specified otherwise.

You may also choose to spend **100cp** to enhance a perk from your singular Class, *or* you may gain a secondary Class for free.

You can't buy 400cp or 0cp perks from a Class you don't have.

ATTACK Type

Mastered Weapon -> Weapon Focus: 100cp

You have training or useable talent with a basic class of weapon, wielding them with proficiency. Choose one category: Light Blade (a dagger), Blade (a sword), Bow, Polearm, Axe, or Unarmed. With your Mastered Weapon, you know what to do when it's time to get rough.

If you **Upgraded** the Attack Type, this perk becomes **Weapon Focus**; your ability with your chosen weapon rises to the level of a surviving veteran in wartime. You aren't some legendary swordmaster, but as long as you aren't greatly outnumbered or facing a fighter of legendary strength, you'll be fine when push comes to shove.

Power: 200cp

You wouldn't be much of an attacker without decent strength. Whether you swing a long blade, shoot an arrow, or deliver powerful kicks, your attacks have a bit of extra weight to them. In terms of instantaneous striking power, you're several cuts above the average fresh trainee, and it's difficult for a normal person to break out of even the flimsiest of your grapples.

Toughness -> Enduring: 400cp

Going further ahead on that, you wouldn't be all that useful with this Type if you couldn't take a few knocks; your body is made of tougher stuff than most, and you can bounce back from a decent amount of harm. Even if you can't avoid injury, you know how to take an oncoming blow to cut down the risk of a disabling injury or worse damage.

If you **Upgraded** the Attack Type, this perk becomes **Enduring**; as long as you weren't caught off-guard when struck or otherwise hurt, you end up only taking around two-thirds less harm than you're normally supposed to.

TECHNICAL Type

Porter -> Hauler: 100cp

It doesn't matter what kind of group you're in; something or someone has to carry everyone's things. You've got a strong back and a good pair of hands. You can easily carry an above average amount of weight for your size and build, and can quickly fetch any object you want from even the most disorganized of packs or warehouses without having to rummage around for long. If what you want is in there, it always takes seconds instead of minutes to dig it out of a hoard or pile.

If you **Upgraded** the Technical Type, this perk becomes **Hauler**; you can carry a much more surprising amount of weight than is normal for your size and build, and can always free up some fingers to manipulate objects or unlock a door no matter how full your hands are. If you need help for lifting and moving, the actual process of moving the person or object always goes smoothly and with minimal strain on either you or your help.

Initiative: 200cp

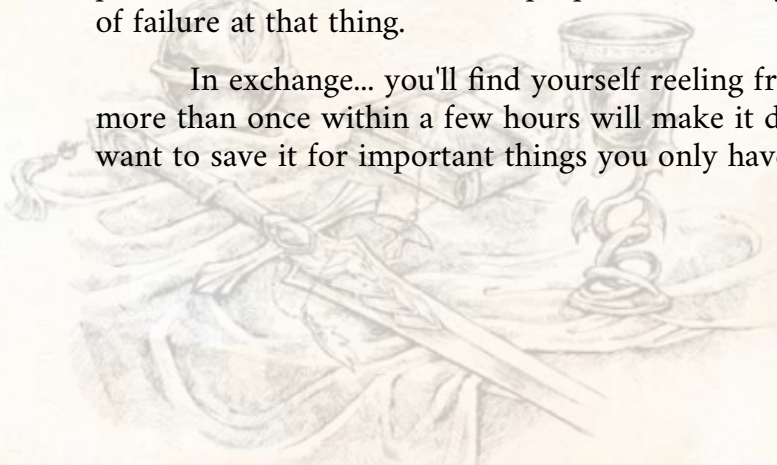
In addition to being a little lighter on your feet, your natural reaction time is cut down by a fourth of the norm when responding to a sudden stimulus. Thanks to this, you can handle unwelcome surprises more readily than others - whether it's an angry beast leaping out of the brush, or a wheel that's about to fly off of the fast-moving wagon you're riding.

Focus -> Concentration: 400cp

Being able to handle tools and objects easily is one thing, but you still can't do accurate work without proper concentration. This grants that; you can sharpen your senses to a fine point and still look over your work with a wide gaze, making detailed tasks much easier to perform. From fixing fragile objects and painting tiny statues to aiming and shooting an arrow on-target when you only have one chance, you are difficult to distract when it's time to get to business. You don't miss the little details, and you're quick at connecting them to current or potential benefits or problems.

If you **Upgraded** the Technical Type, this perk becomes **Concentration**; you can now use up a great amount of your mental power to fully guarantee your success when performing a single task that isn't too time consuming - a minute at most. If you know the task, and if there would normally be too great of a chance of failure or inaccuracy given your circumstances, this perk can be used to force such proper control of your mind and body to remove all possibility of failure at that thing.

In exchange... you'll find yourself reeling from the mental strain. Using Concentration more than once within a few hours will make it difficult for you to do much later. You might want to save it for important things you only have one chance at doing correctly.



MAGIC Type

Seasonal Magic -> Seasonal Sorcery: Free [Magic-Type only]

Choose one of the four Seasons; you have an affinity towards that type of magic, able to cast any Low-Level magic that's on your relevant Seasonal spell list. (I'm not dumping Ryuutama's spell list in this document, so you're on your own there.) You also know a small number of incantation spells, and may pick up more over the course of your Journey. Ryuutama's magic doesn't exactly rely on mana, as that isn't what "MP" is - it depends on the mental capacity and willpower of the caster; in other words, if you keep casting spells carelessly, you'll exhaust your brain and faint on the spot.

If you **Upgraded** the Magic Type, this perk becomes **Seasonal Sorcery**; you won't get the benefits immediately, but the more you cast spells that are themed and related to your chosen Season, the more of the spell list you'll be able to access. That also extends to making it much simpler for you to cast magics from other worlds, as long as they are themed or representative of your chosen Magic Season.

Magical Scholar: 200cp

Even if magic might be an intuitive thing to do for some people who have the affinity, you won't get very far without studying up, learning incantations, and other things like that. When you're presented with magical theories, you have a firm grasp on the basics; you won't get lost when it's time to build up your knowledge. You won't be confused while reading and studying spell- and theorybooks, so long as the contents of those books aren't the incoherent babbling of a mage in need of psychological care. Furthermore, you're easily able to use or safely handle most magical items you encounter, as long as it doesn't require a command word you don't know.

Willpower -> Ordainment: 400cp

Since magic depends on your brainpower and force of will, you'd do well to have more of each when you're on a long journey. You have a high threshold of mental exhaustion, biased towards casting spells. You can tap into your mental strength for longer and more often than others, without needing to rest or clear your head to do something else. Perfect for anyone whose abilities primarily operate off of their personal force of will.

If you **Upgraded** the Magic Type, this perk becomes **Ordainment**; the original effect of the Willpower perk is greatly strengthened. You'll also find that your magic is harder to resist when used on an unwilling target, and more effective when used on an aware and willing one. All spells you learn from this world (only) are, at minimum, half-again more potent than usual.



Travelers: Classes

Artisan

Specialty: 0cp

Artisans can be anything from chefs and shoemakers to tailors and blacksmiths; as long as you're not making something that a Minstrel would be making, like artwork and paintings, any creator of things can be an Artisan. Choose a qualifying trade, and you have an excellent base of knowledge on the mechanics and design of whatever it is that you mainly create for a living, as well as things kinda similar to them.

Gatherer: 100cp

It's good to be able to create objects, but you have to be able to gather your own supplies as well. You are good at extracting and processing any material relevant to your trade - if you're a blacksmith, you know how to collect and smelt ores. If you're a shoemaker, then you'd know how to skin beasts and tan leathers.

Repair: 200cp

Regardless of your trade, you're a practiced hand with tools. You can repair broken items whenever you need to. Even if you're just a cook, people will often look to you whenever the wagon wheel snaps off again, but you're especially good at correcting breaks or mistakes when it comes to your specialty. Anything that needs fixing can usually be fixed by you, barring some very special circumstances or knowledge that's too far beyond simple mechanics.

Crafting [-> Characteristic Crafting]: 400cp

There isn't much sense in being a craftsman without provable skill in creating your crafts, and that's what this is. As long as you have your tools and time, you will never need to doubt that you can or cannot make something, especially if it's your specialty item. You can also do more with less - it's easier to save material and eliminate waste.

If you spent 100cp on this class, your crafts are of much higher quality due to your greater skill as an Artisan. You can bring out the best traits of your material, allowing for performance and durability greater than what most of your peers can do. If you have the Magic-Type, you can also add Magical Characteristics to items, although it's expensive and difficult the more complex the magic you intend to add. You could make objects that glow, talk, walk beside their owners so they don't have to be carried, or have additional enhancements like what you'd expect of a typical "+1" weapon. Or you can just bake enhancement spells into your cakes.

Farmer

Actually a Farmer, Though: 0cp

Not everyone with the Farmer class is necessarily an “actual” farmer - many of them are merely shepherds and farmhands, handymen, or “unskilled” laborers who make their living by doing the things nobody else wants to do. As a little freebie, though, you know enough to get started as a farmer yourself - the characteristics of common crops, best practices on caring for crops and when best to plant them, a sense for what kind of land is and isn't good for particular animals or plants, and other things like that. You know enough to do as the Class name implies.

Animal Handwaving: 100cp

Any three (mundane) animals or pets don't require food, water, or a lot of attention. As long as you remember that your chosen three beasts exist every once in a while, you can minimize the amount of responsibility, training, or care that you would normally have to practice with them. Animals or pets that can speak or are Companions can't benefit from this perk. Stackable with the Merchant's version of this perk, if you also have that Class.

Side Job: 200cp

Getting through life isn't easy when you only know how to do one or two things; you need flexibility whenever you lack stability. You may have to pick up some skills outside of your usual wheelhouse sometimes. You may treat Side Job as a copy of a different 200cp Class perk in this document, except where stated otherwise. A Farmer is only allowed to buy Side Job twice, or only once if the Farmer is already multi-class.

Robust [-> Perfect Condition]: 400cp

The average farmer in this kind of world is not going to be out of shape; for them, there simply aren't enough hours in the year to waste on being tired, sick, or hobbled. You have an excellent constitution and you always maintain at least a healthy amount of energy to commit to the day's work. You resist or quickly recover from most ordinary sicknesses, and can sleep or walk things off better than most people. You also wake up quickly and with enough energy to get through a typical day of traveling, so you won't need to sleep in... unless you still want to, but what for?

If you spent 100cp on this Class, your excellent constitution starts to bend common sense. No matter how many times you end up in accidents or endure injuries that should take weeks to heal, you will never sustain lasting harm except in severe cases, such as dismemberment. You're immune to ordinary venom, and highly resistant to all but the most fantastic poisons. For some reason, it takes a lot more blood than should be normal for you to bleed out when injured.

Healer

Doctor's Orders: 0cp

Just because you have your patient's best interests in mind doesn't mean they will actually *listen to you* after you've given them a proper checkup and full advisement. You know exactly the right buttons to press in order to ensure that even the most hard-headed of your damned patients will *follow* the recovery plan you gave for whatever ails them, as long as your recovery plan is accurate and applicable to them. If one of your Companions has to use this on *you*, or the other way around, it is guaranteed to bypass any type of mental barrier without fail. Anything that would allow you or any allied target of this perk to ignore the doctor's orders is negated... but only if it's in their best interest to comply.

First Aid: 100cp

Even a world of magic isn't so convenient that you don't need to understand how the human body works; magical healing has its limits. You have the medical skills of at least a trained first-responder. You know the procedures needed to stabilize or save someone who's been hurt, and how best to handle them if you need to transport them to a more suitable place for treatment.

Herbal Healing: 200cp

Your herbal remedies aren't the quackish kind. You can recognize, harvest, and process any flora that has medicinal value, whether magical or mundane. You can quickly throw together a fine salve, ointments, tea, or whatever else is appropriate with them, which can then be used to treat or cure whatever disease or pains your patient is enduring. If you do know some magic, you can infuse your magic into your remedies to modify their potency or efficiency. You won't make such mistakes as overdosing your patient either, of course.

Steady Caretaking [-> Faith Healing]: 400cp

This is a much simpler one to describe for its price. As long as there are no immediate safety issues and no distractions while caring for a particular patient, your procedures will never fail. If your diagnosis is correct and you know exactly what's wrong, there is no chance that your patient will fail to improve under your care. Even if you end up facing the worst-case scenario and have to do some sort of primitive surgery, your hands won't fail you even if the patient unexpectedly moves. Somehow, this applies even if you are your own patient.

If you spent 100cp on this Class, then the simple fact that it's *you* taking care of a particular patient guarantees that their situation will improve quickly under your watch – and the more you are trusted, the quicker still they'll recover. And the faster one patient heals, the sooner you can move on to help another.

Hunter

Harvester: 0cp

There's more to this class than catching rabbits and shooting deer; you or your friends may also need to eat more than just meat and fish. You have basic skill in butchering meat and you can forage for edible flora without damaging or wasting the wrong parts of any beast or plant. You're not some kind of herbologist, but you usually know what wild flora can and cannot be safely eaten. You don't make many mistakes when foraging, skinning, or butchering, and you'll only get better with time.

Tracking: 100cp

You can't eat meat or sell furs without finding the animal; you're skilled at noticing signs of animal or monster activity and tracking the locations or typical paths taken by any beasts or monsters you're aware of. You can certainly locate their dens or nests given a bit of time, as long as it's not camouflaged well enough to fool a human. Naturally, this also means you know exactly where best to conceal yourself if you're planning an ambush, or trying to avoid an unwanted encounter with particularly dangerous monsters. If you don't want a monster or animal to be able to find or smell you, you know what steps to take to guarantee they do not.

Trapping: 200cp

Whenever you set snares or traps, you'll never need to worry that something unrelated will get accidentally caught in it. Only your intended targets have any chance of getting caught in any traps or snares you set, if they travel through that particular area. Of course, you know how to easily create makeshift traps, as well as find and reuse old ones left behind by other hunters. If you also have the Artisan class, the traps you make become far more effective and much more difficult to detect.

Hunting [-> Good Hunting]: 400cp

The hunting part of the Hunter class. Any time you choose to go out on a hunt, you will quite often find quarry - not because of your skill from the Tracking and Trapping abilities, but because you just plain have better luck than most when you go out. Whether with spear, bow or other weapon, you know exactly what to hit to ensure a clean and efficient kill once you find the beast you're after.

If you spent 100cp on this Class, you can effectively consider the strength of this and any previous Hunter perks you purchased to be enhanced. With Harvester, you can rapidly skin and butcher big game cleanly by yourself in minutes, as if several skilled dismantlers were working in tandem with you at the same time. Your Tracking ability won't *exactly* become something superhuman, but your heightened senses and greater depth of knowledge about beasts, their behavior, and most possible responses to surprises would convince most otherwise. And for this perk, you will never fail to find your quarry if you have a desperate incentive to complete that particular hunt, such as being endangered by low funds, desperately needing a material, or if plagued by hunger.

Merchant

Always Open: 0cp

Barring special circumstances in the area, the disagreeable steps between wanting to open a shop and actually opening your shop are always quick and painless. If you need suppliers to help you, you will surely find one; you can always handwave any laws or licenses that aren't deliberately spiteful against the type of business you're trying to do, and focus on the part where goods or services and gold get exchanged.

Animal Handwaving: 100cp

Any three (mundane) animals or pets don't require food, water, or a lot of attention. As long as you remember that your chosen three beasts exist every once in a while, you can minimize the amount of responsibility, training, or care that you would normally have to practice with them. Animals or pets that can speak or are Companions can't benefit from this perk. Stackable with the Farmer's version of this perk, if you also have that Class.

Well-Spoken: 200cp

You're smooth and outwardly comfortable when it's time for business. You can always speak clearly and concisely, and in a way that doesn't inadvertently offend a customer or business partner. Without any social consequences or messing with anyone's mood, you have an almost supernatural ability to cut straight through anything unrelated to what you (or someone else) is there to discuss, and a strong enough presence to cut off most deliberate bloviation or filibuster.

Trader [-> Tycoon]: 400cp

You have a great sense of salesmanship. You always have a good idea of how far you can push fair or unfair terms onto your customers and current or potential business partners, and are great at making something sound good and worth the time and money. Any time you encounter an unfamiliar credit or currency, or don't know the market for your current location, you have an extremely easy time figuring out fair values just by seeing one or two offers.

If you spent 100cp on this Class, you're not likely to go bankrupt; there's just something about the way you set up your business that immediately catches people's attention. A potential customer will find your business as soon as it's open, and if they like what they get, you'll quickly see more incoming buyers. You're guaranteed decent sales as long as you have decent wares, even if you don't advertise much. If your business is intentionally enabling criminal activity or is otherwise illegal, you know what to do when it's time to pack up and run.

Minstrel

Well-Traveled: 0cp

For whatever reason, you're used to traveling. You have a good sense of direction, have little trouble reading your location on a map if there are landmarks or other evidence that the map is accurate, and can help quickly set up or break camp when it's time to sleep or get moving. You also are not some pampered little princess; you don't need a soft bed or fluffy pillow to lay your head down and rest - as long as you aren't being rained on, burning, or freezing, and nothing is coming to get you while you sleep, you'll be fine.

Born Entertainer: 100cp

Minstrels aren't just singers and instrument players, although they can be. Pick a particular kind of performed art that's meant for an audience, such as music instruments and singing, live painting, dancing, acting, or storytelling; you're plenty good enough to make a living by entertaining others with your craft, even as a humble busker. You won't mess up any routine that you rehearse, and if anything goes off the rails, you can figure out how to improvise.

Traditional Knowledge: 200cp

You're familiar with local customs in several regions in the world, either through study and stories or past experience. Thanks to this, you can fit in pretty much anywhere and teach your allies how to avoid immediately offending the locals. More importantly, however: Since you know or can easily pick up on rumors and legends, you're not often entirely ignorant when you encounter an ancient ruin, an interesting landmark, or an archaic symbol. You might know what it is, can find someone who knows what it is, or you have an inkling of what it could be, based on its level of obscurity.

Invigorating Performance [-> Maestro]: 400cp

While you are traveling, you can perform for the rest of your fellow travelers, tailored to be in theme with your current location or circumstances. Anyone who witnesses your performance may feel a sense of revitalization just from watching you, motivating them nicely for much of the day. But you should read the air before you decide to break out into song and dance. If someone is grieving or has no patience for noise and distraction, no amount of great ability is going to make your performance a welcome one.

If you spent 100cp on this Class, you're a few steps away from entering the realm of mastery with your preferred method of entertainment. If you aren't a famed performer or storyteller already, you could become one after finding a big enough stage or two. Your performances, as long as nothing goes wrong, are sometimes as good as medicine when it comes to uplifting the spirits of others... or worse than poison, if you intend deliberately to do the opposite.

Noble

Farmers can't buy Weapon Grace using Side Job.

Actually a Noble: 0cp

In this jump, and any future jump where you either own large Properties or didn't Drop In, you have a title of at least lower nobility.

Etiquette: 100cp

As a member of high society, you have to be able to look *and* talk like someone who's had a respectable education. This is a combination appearance and first-impression booster, which is tailored towards whatever type of Noble you intend to be in a particular world you're in. A well-proportioned face is usually a given, unless you plan to appear deliberately like one of the more unlikeable sorts of nobility, such as a corrupt baron. Either way, you know what is proper to wear and say, and you can quickly pick up on upper-crust innuendo and the little social cues that are unique to higher society.

Weapon Grace [-> Graceful Focus]: 200cp

This perk is the same as Mastered Weapon, except you can only choose Polearms, Bows, or Blades. However... if you spent 100cp on this class, this perk instead becomes a copy of Weapon Focus, although you must still adhere to Weapon Grace's weapon options for this second copy.

Refined Education: 400cp

Nobles often have a superior education compared to the common folk, and this also holds true for you. If you aren't already familiar with the history of a particular world you're visiting, you begin that jump with an awareness of the basic history of the world, and can easily recall both simple and obscure-but-knowable historical knowledge - but, nobles aren't taught such things just for general education. You are generally aware of exactly *why* certain political gambits or strategic decisions actually worked out well (or poorly) in the context of the time period, and can learn well from the virtues (or mistakes) of them.

General Perks

If you have more than one Type or more than one Class, you can discount one General perk worth 200cp or less. Otherwise, discount any two.

Feint 100cp

No matter how skilled or how poor you may be at fighting, the one thing that everyone can use to get through a tough situation is a quick fake-out. Whether it's a sucker-punch or a bluff, or playing possum, you know what to do or say to create an opening in most situations.

Field Search 200cp

Simply put, as long as you keep your eyes open, you will find something that's useful or necessary in an emergency situation such as a fight or a terrible weather event. If there's a tornado on the horizon, well, lucky you, you passed a useful place to shelter not long ago, and you might just make it if you hurry. If bandits are shooting your group with arrows, then, just your luck, there is still a place where you can take cover and figure out what the hell is going on around you. You get the idea by now.

Terrain/Weather Specialty 100cp

You are familiar with how to handle yourself in a very particular weather pattern or type of terrain; choose one of each, and you'll find it easier to safely travel or survive in each of those places and conditions. You still have to prepare your gear, though.

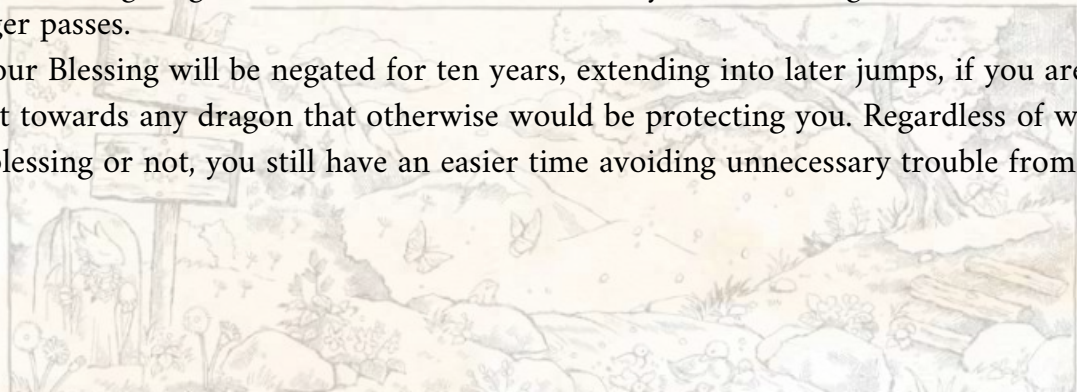
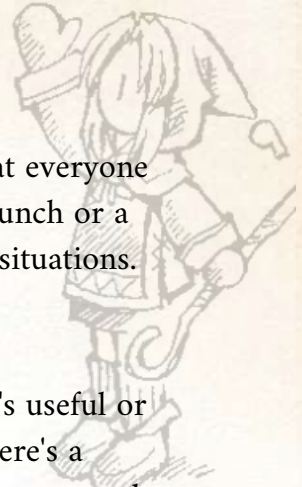
Mapping and Journaling 200cp

You're a quick hand with a pen, whether for your map scroll or a diary. You can write and sketch out locations quickly, at a speed only a few steps removed from a typewriter. It'll be much easier, now, to document your adventures and keep inventory.

Blessing of the Seasonal Dragons 300cp

The greatest weapon of all is, of course, friendship... the kind that only a dragon could offer. If you are in a world where dragons exist, then at least one type of dragon will treat you as a subject to be protected in the event that something goes wrong. This protection is much stronger during one specific season of your choice – if you're a Magic-type, then it must match your chosen Magic Season; otherwise, pick one for yourself. Your draconic Companions or any similar Followers gain greater boosts to their abilities if you are in danger, and this lasts until that danger passes.

Your Blessing will be negated for ten years, extending into later jumps, if you are hostile or irreverent towards any dragon that otherwise would be protecting you. Regardless of whether you lost the blessing or not, you still have an easier time avoiding unnecessary trouble from dragons.



Travel Items

Everyone gains a +100cp stipend in this section.

Another +100cp stipend is granted to the Jumper.

Another +100cp stipend is granted to anyone who upgraded the Technical Type.

The Traveler Starter Pack Free

You will be hard-pressed to experience a safe or long journey if you leave without making at least basic preparations first. You have a durable backpack filled with a few days' of rations, a knife, some camp cookware, an easy firestarter, a sturdy walking stick (also handy as a bludgeon, if it has to come to that), and a decent chunk of saved-up coin to buy more gear.

Personal Item Free

Basically, a mundane object that has special meaning to you personally. Unlike in the original TRPG, however, your Personal Item may be something of value - just enough that you could sell it for enough money for one person to barely scrape by for a month.

Reappears at the start of every jump.

Pack/Riding Animal 50cp (Any) / 1 Free (for Technical Type, Farmer, or Merchant)

Not much to really talk about. No matter where you start in any Jump, you will have a loyal pack or riding animal immediately nearby for each purchase. As long as you're nice to your animal, it will not complain or kick up much fuss while carrying you, your friends, or your belongings.

Magical Item 100cp

Some items can be given magical enhancements; choose a clothing/armor piece, tool, or a weapon that matches any of your Weapon Masteries, and you receive one of those with a basic magical enchantment of your choice.

Mystic Herb Kit 100cp

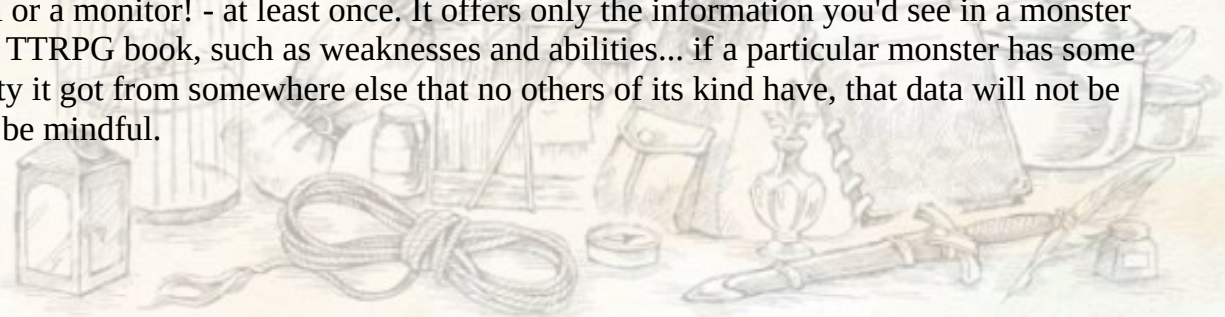
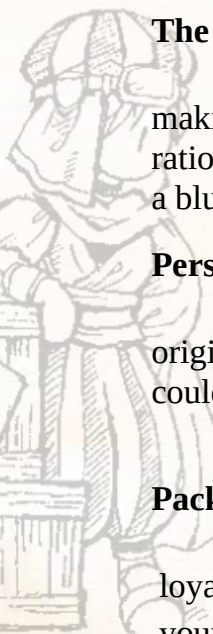
You have a collection of five magical bottles, each containing a small supply of different herbs of your choice from the Ryuutama rulebook. Their effects and descriptions are as written and they replenish bi-weekly in future jumps – but, not while you're still here, or you'd have less reason to travel around....

Wagon 100cp

It's just a covered wagon, handy for long journeys. It's of sturdy make and comfortable, but it's horse-drawn only.

Dragonica 200cp

The Dragonica is a conjurable reference book, which includes concise and immediately useful information about any monster or beast you have seen with your own eyes - not through a crystal ball or a monitor! - at least once. It offers only the information you'd see in a monster entry from a TTRPG book, such as weaknesses and abilities... if a particular monster has some strange ability it got from somewhere else that no others of its kind have, that data will not be included, so be mindful.



Friends and Companions

More Travelers 100cp / 200cp

You may bring along three Companions at the 100cp price, or create two original Companions for the same price. They each have 600cp to spend either way. You can spend just a little more CP to import eight Companions. Companions can't take drawbacks.

Monstrous Ally 100cp / 200cp

For **100cp**, you can gain certain monsters as a Follower or Companion, as long as it's capable of speech and isn't something obviously too powerful to add to a typical group. A valid example would be a catgoblin or a milkmaid, of which the latter actually is a real thing in the rulebook and is probably the author's fetish that somehow got slipped into the monster section. Humanoids can be recruited in pairs.

For **200cp**, you can recruit anything, as long as it's less dangerous than a dragon.

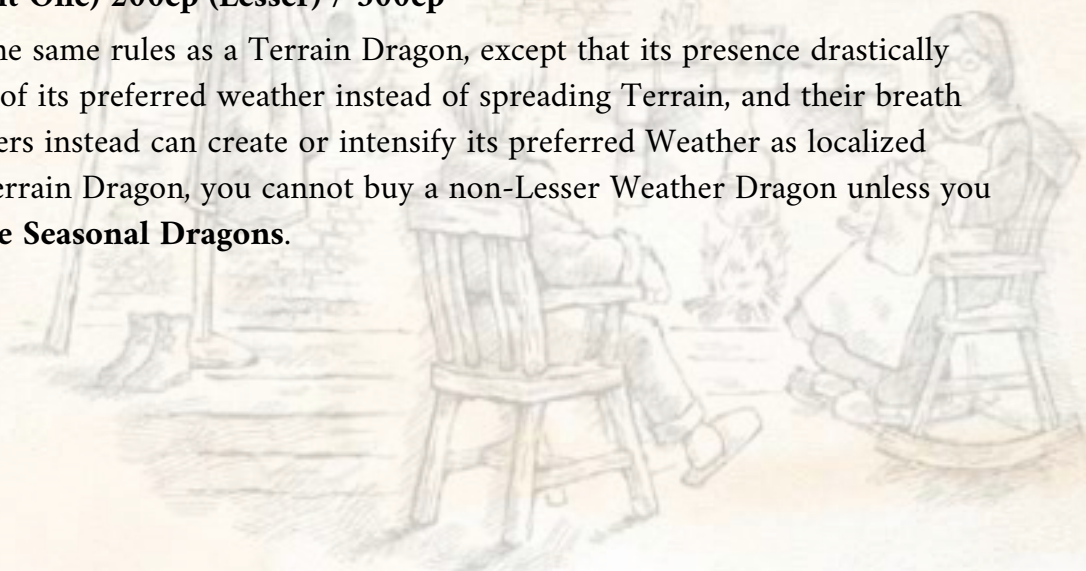
Terrain Dragon (Limit One) 200cp (Lesser) / 300cp

After (not during) this jump, you become the proud owner(???) of a Terrain Dragon. Pick a type of Terrain, such as grasslands or swamps. Your Terrain Dragon has an ability that can slowly convert the land into their preferred Terrain. For example, a Wasteland Dragon can turn a beautiful flower field into an inarable patch of dry dirt just by sleeping on top of it. As long as it remains and nests in a particular place, the Terrain your dragon desires will continue to spread from its preferred resting places until it leaves. The maximum range of this effect is about the size of a small city. This dragon also has a magic breath weapon appropriate for its type, or fire if you can't come up with anything. The power of this breath weapon is appropriate for the dragon's size... so don't expect an apocalyptic wave of instant death if you wanted a Grassland Dragon, as those *specifically* are usually not very big, but for what it's worth, they spread their terrain far quicker than most, and they are still a threat when angered.

For **300cp**, any dragon you choose is always the size you'd expect of a dragon, and is obviously going to boast that kind of power, too. This stronger dragon can spread its Terrain of choice just by using its breath weapon on anything that doesn't match its preferences. You can only buy these stronger, bigger dragons if you have the **Blessing of the Seasonal Dragons**.

Weather Dragon (Limit One) 200cp (Lesser) / 300cp

This purchase follows the same rules as a Terrain Dragon, except that its presence drastically increases the frequency of its preferred weather instead of spreading Terrain, and their breath ability at higher price tiers instead can create or intensify its preferred Weather as localized weather. Just like the Terrain Dragon, you cannot buy a non-Lesser Weather Dragon unless you have the **Blessing of the Seasonal Dragons**.



Drawbacks

There is a 500cp drawback limit; have fun.

+100cp: Rainbow Journey

A "Rainbow Journey" is when more than one ryuujin takes interest in you and your group's Journey. Four ryuujin, of four different colors, will be taking turns with your party of Travelers from now on. Every once in a while, you must check the **Ryuujin: Colors** page and roll a d4; the result of that die is the ryuujin who will influence any future events that occur for a few days. They might not always have a reason or ability to do something, but you'd best hope that the red or black ryuujin aren't getting bored.

+100cp: Rules of Engagement

Your fighting skills are solely restricted to your **Mastered Weapon** selection, and your **Weapon Grace** selection if you are a Noble. If you use any weapons other than ones you selected for either of those perks, your fighting skills drop severely and you're far more likely to take injuries, or accidentally injure yourself. "Unarmed" is considered a Weapon Proficiency as well, so if you don't have that, you'd better not let yourself get disarmed. Take note that Unarmed combat isn't very useful in this world when monsters are involved....

+100cp or +200cp: Gobunyaa~!!

You're a catgoblin, a short creature that isn't fully related to the goblins you know in most worlds, instead of a human. You'll have a hard time living peacefully with humans, and your own lands aren't fun to stick around in for long either. You will be distrusted or even wholly unwelcome in most places, but you might still be able to do business if you behave and keep good enough *civilised* company.

For some extra CP, you are a weaker variety of catgoblin that's a full head and a half or more smaller than that. Your kind always gets bullied by the bigger catgobs into doing whatever they don't feel like doing, because you only have the strength of a hyperactive child, and your (offensive) powers are reduced in efficacy. Not an impossible journey, but it'll be tougher on you.

+200: Ten-Year Journey

Your Journey must be ten years long instead of only one. You're only allowed to hang around for more than a few days if you took on a *short-term* request from a job board or are offering some help to a community that's facing a major crisis (your ryuujin will forgive hanging around in one place if there's a good story arc). You automatically Move On to another jump and lose everything from this document if you get lazy and stay in one spot for too long. You also obviously can't loiter in your Warehouse.

+200cp: Dragon's Flight

The Terrain and Weather dragons of this world directly have an impact on the weather and geography whenever they spend a bit of time in a particular area. And sometimes, these beings will migrate... during your Journey, you are guaranteed to experience bizarre and difficult weather or terrain conditions at some very interesting timings. A scorching hot summer might give way to a terrible blizzard, because a whole flock of frost dragons were chased out of the mountains by a vile black dragon and its minions. You might set camp in a grassy plains one evening, then when you wake up, the only way forward is through a muggy swamp that wasn't there before. This chaos isn't necessarily going to be every day or even every week, but you are guaranteed to encounter dragon-related dangers a lot, because dragons can fuck up an entire region just by showing up.

+200cp: Irksome Ryuujin

You might have forgotten for a second, but Ryuutama is a unique TRPG because it encourages and has rules for creating DMPC characters. You might already be aware of what manner of unwelcome cringe awaits you if they do not play their part properly. The ryuujin watching over your journey will frequently meddle in your affairs in whichever shitty way is appropriate for their scale color, while making it all about them or their tastes. For example, if you're being watched over by a black ryuujin who bears the Dagger, expect someone you liked or respected to suddenly drop dead for no other reason than to create cheap drama. Hell, a blue ryuujin might try to play matchmaker in subtle or unsubtle ways, just because they really like a certain kind of pairing, and will try to somehow get you involved in it. You can always tell that something like this is happening because of a ryuujin watching your journey, and it's always a pain in the ass. If you also took **Rainbow Journey**, it'll get chaotic quickly as these ryuujin may even try to derail each others' nonsense with their own nonsense.

What next...?

At the end of the journey, you are faced with the usual decisions.

On to the next....

The only way to go places is to keep walking.

Settle down....

At the road's end, you found where you truly wish to be.

The soul yearns for home....

It's been a wonderful journey, but it's time to go back.

