

Legend of the River King Jump v1.0 by William

Sometimes, we find ourselves not with a need to challenge ourselves, but to simply find a place to relax and unwind for a short time. While I don't particularly like to see these often, as I find them boring… nonetheless, it can be a nice excursion from time to time.

Welcome to the Legend of the River King, Jumper.

A small journey, where a young man's sister falls ill, and the only thing known to cure her is a rare fish known as the Guardian Fish. He must help several townspeople, brave the wilds, fight bears, and traverse the nearby area in order to find and locate this rare catch and save his sister.

But what of yourself, Jumper? Are you here to aid him, or perhaps simply heal his sister from the outset and allow their lives to be lived in peace? This small event is the only blip of discomfort on their radar.

But the choice, as always, is yours. Take these 800 CP (Catching Points) to- what? 1000? Not here- here you will make do with 800. Relax a spell, catch your breath. You'll get your thousand when we return to some place exciting.

Age and Gender

You're here to fish and relax, Jumper. Anyone can enjoy this sort of thing, and so there will be no restrictions posed on your age, or gender. I'll not be offering any rewards for randomizing this, but should you so wish to, you may roll 1d50+10 for age. Odds flip your gender from your last Jump, evens let you keep it as it was.

Location

This land is quite small, and similarly, there is little to be found here when it comes to various areas. However, as there are some differences in the locales, you can choose from these places to begin. No rewards for any sort of random location this time, but should you wish to, you may roll 1d5 to determine where your vacation starts.

1 | Torrent

The Hometown of Teruya's Brother, the unnamed protagonist of this game. A quaint little town with a small lake nearby, it has a few small shops, but is primarily a fishing village, and all of its commerce is based around this.

2 | Lake 1

If you'd thought there would be a name for this town, Jumper, you are sorely mistaken. This village has some rocky shorelines, making rafting dangerous...also there's the looming threat of a bear nearby, as well. Surely that's not a danger for you though, is it?

3 | Stream

Hidden away through a cavern is a riverside town, which, much like its predecessors, is a quiet, sleepy town with little to do. There is a large dam at the head of the river, should you wish to travel further up. A mysterious pond is nearby, said to contain the Guardian Fish.

4 | Lake 2

The largest of the villages, but by no means anything larger than a very small town. It rests on a large lake, and it boasts the largest number of catchable fish yet.

5 - Free Pick

You may choose any of these locales to make your start in, Jumper.

Origins

Origins do not cost CP to take. You may select a single Origin, and doing it will grant you the 100 CP perk for that Origin, and Discount the rest for 50% less. Any Origin may be taken as a Drop-In, should you wish to do so with no memories. Otherwise, you will retain the memories as appropriate for this relaxing little locale.

-Fisherman-



As it says, you've an appreciation for fish and fishing, and that's made you a little rough and tumble, being outdoors so much. Focused, but well-versed in your field, you'll naturally be drawn to the art of fishing, but as we all know, fishing can sometimes be a dangerous job, needing to be able to defend yourself as well.

Fishing Prodigy (100 CP)

There are those who have been fishing for their entire lives who don't have the skills that you do. Your fishing talent grows exponentially quickly, learning tricks and skills in a fraction of the time it would take others. This speed doesn't slow, but you can only learn so much from the same types of fish in the same waters. The more breadth of experience you have, the quicker you can learn new things. Testing out new lures, bait and so forth gives you a vast amount of understanding for the specific types of fish you're after. Not only that, but this also extends to a lesser degree for other sorts of hunting, trapping and so forth for other types of animals.

I've Come To Bargain (200 CP)

You have the uncanny ability to talk people into bartering and trading with you using fish. If one can fix something of yours that's broken, rather than needing monetary compensation, you can simply provide payment in the form of fishing. Similarly, for other mundane tasks, you can barter and trade without need for money or other such things. In other settings where other types of easily-obtainable items are more common than fish, you can apply this Perk as well, using something you can obtain with little difficulty in exchange for other goods and services- or if it's something someone may direly need, money.

Scrapper (400 CP)

This perk emphasizes the wild, rugged nature of the outdoors contained within you. Simply through the act of combat, you will grow steadily tougher, able to absorb more and more punishment. Beyond that, your own physical strength is bolstered by this resilience, allowing you to become stronger just by having more physical health. You're also skilled in knowing just where to strike on a foe, and after knowing where an opponent's Weak Point might be, you can unerringly aim for it afterward.

-Layman-



A general sort of individual that can be found anywhere. Experienced in many things, you've got the skills to provide for those who might need something in their day-to-day life. Even then, you've got a passion for something, and there is no one who can deny your talent when it comes to that.

Crafter (100 CP)

Making artwork, or perhaps rafts, or even just tasty meals- you've got a passion and skill for a particular craft. So much so, that you're virtually unparalleled in it, as there's no one around who can claim to be your equal. This skill cannot be anything combat or magic related, but mundane in scope. You are often known by your skill, rather than your name, so great is your talent. Whatever your talent might be, it isn't learned any more quickly as it would be otherwise- this simply grants you all the knowledge and understanding to be on-par with some of the best in the world at your discipline.

Geographer (200 CP)

You're the sort who has a handle on what's around you, geographically speaking. When it comes to knowing about secret caves, hidden ponds, and so forth, you instinctively know where these secrets are, without needing to ever actually look. Uncovering them may take some effort, but you'll always know where they are. This works as a sort of sixth sense in a wide area around you, but restricted to the locale. For example, you cannot know about secret tunnels inside of a cave network until you're actually inside, but once within, you'll instinctively know where all of them are.

Apothecary (400 CP)

You've a talent for creating medicines and other tinctures to help with anything from poisons to diseases. Beyond that, you also know exactly what ails them, and what will be needed to cure them simply from studying someone for a few moments. You might not always know where to find the cures, but no matter the illness, you will know exactly what's needed in order to heal them. Additionally, so long as you have the correct ingredients to make the cure, you have no chance of failure in making it.

-Fish-



You've somehow ended up as a fish in a jump about being a fisherman. An interesting decision to make, but I will not fault you for it. Surely there are some benefits for being such a creature in a land such as this. Enjoy your time as a...fish, Jumper.

Strong Swimmer (100 CP)

You've got a natural talent for swimming, so much so it's often said you're like a fish in water. It's as second-nature to you as walking, allowing you to make swift progress very quickly in learning to do so even faster. Strong currents, undertows, and even rapids don't bother you, allowing you to compete at an Olympic level when it comes to the act of swimming. Even if you're not a fish, your entire body, once in the water, is streamlined for speed and control within, and you're able to even gain an edge on someone with similar strength and experience simply through your body's shape.

Size Matters (200 CP)

One under attack, be it in combat or if someone is attempting to trap you or even verbal fencing, your opponent must bring appropriately sized armaments. If you are small and your opponent's weapon is large, it will be difficult to hit you. If the trap isn't large enough for you, you'll easily escape. If the repertoire of verbiage is insufficient to surmount your vast intellect… it will not work. This doesn't necessarily make you impervious to harm or damage (physical, mental, social, and so forth) but it requires an opponent to use something appropriate to attempt to go to battle against you. If they realize their current choices aren't working, however, they can (if given the chance) try with something more fitting.

Healing Flesh of the Pesca (400 CP)

Your flesh, muscle, and blood all contain powerful healing properties. So much so, that even a disease with no known cure can be healed through the process of the afflicted consuming part of your body. Of course, this also increases your own resistance to poison, disease, and so forth, bolstering your health. The more necessary the part is to your health, the more healing it has. So draining some blood will work as something for smaller injuries, but it might take something suitably important to your life to save another. As a side bonus, your blood becomes acceptable by anyone or anything as a blood transfusion recipient.

Items



Each Origin may take one associated item for free, but the rest are not discounted.

-Fisherman Items-

Casting Rod and Bait (50 CP)
An incredibly well-made rod, as well as all the hooks and bait you might need. No matter how much bait you go through, you always seem to have more available.

Lure Rod and Lures (50 CP)
Similar to the Casting Rod, this is in great shape, and the hooks and lures are of superb quality. The lures themselves won't break while used for fishing, and any lost ones return the next day.

Fly Rod and Flies (50 CP)
A full set of equipment for Fly Fishing, with a wide variety of different flies. Much like the Lure Rod, they never break so long as they're used for their intended purpose and always return.

Bottomless Fish Pail (50 CP)
A fish pail where you can keep fish. While it cannot store anything else, it can keep an unlimited number of fish within it, allowing you to never have to worry about stopping fishing for the day.

-Layman Items-

Lunch (50 CP)
A healthy lunch that invigorates you just by eating it. It restores each day, so you'll always have a delicious lunch! You can even add to it, and it'll retain any changes you make to the menu!

Raft (50 CP)
Useable on anything- lakes and rivers, even more treacherous waters, this well-made raft will never break or become damaged, so long as it is being used to travel the waters.

Axe (50 CP)
An exceptionally durable axe and sharp to boot, it's the perfect armament for a woodsman. Its edge will never wear down, no matter how much it's used, or even what it's used on.

Pick (50 CP)
The friend of miners everywhere, this sharpened pick can hew through stone as if it were digging through clay. Better yet, no matter how much you use it, it'll never break!

-Fish Items-

Chum (50 CP)
A rather unappealing substance, in a smell-proof bucket. When used, it causes anything that roams or moves to be rewound to thirty minutes earlier. Chum restores once per week.

Fish Market (50 CP)
A stand that's easily setup and collapsed, and while it's up, any and all fish you have can be sold for the local currency, and locals will buy from you over any other potential market.

Net (50 CP)
A tightly woven net that is indestructible when used for its intended purpose- that is, catching live bait. Can catch any creature useable as bait for any type of local fish.

Wind Chime (50 CP)
A pretty little chime that makes wondrous music while held aloft. Beyond that, if ever you're hunting something, be it fish or otherwise, that's rare and difficult to find, it will be drawn by the sound of the chime, making it easier for you to locate and catch, or hunt, or whatever your heart desires.

Companions



Companion Import (50 CP | 200 CP)
You may import one or more of your own companions into this world. They gain an Origin as normal, and 500 additional CP for their purchases. You may instead pay 200 CP to import a total of 8 Companions in this way.

Fishing Vacation (200 CP)
If you would prefer, you can instead import a large number of Companions, as many as you wish. Each of them will get an Origin and their associated 100 CP perk and a single Origin item, but gain no other CP.

Fellow Fisherman (100 CP)
You can create a companion who is native to this world. They will also enjoy fishing, and wish to come with you following the conclusion of the jump. They will have an Origin, and 500 additional CP to spend.

Drawbacks



Time Drifts By (+0 CP)
With such a relaxing and lazy sort of time, there's no telling exactly how long time will pass here. You can choose how long you wish to remain here, no less than a week, and no more than a hundred years.

Look There, It's a Bear (+100 CP)
The villages are likely to be terrorized by a large bear. It's not really all that special, aside from being a grizzly bear with a surly disposition, and any time it shows up, you will have to deal with it. And no matter what you do, it always seems to come back, just as annoyed as ever.

Just a Simple Fisherman (+100 CP)
Your out-of-jump Perks and Items are locked, and the Warehouse (or equivalent) cannot be accessed. You'll need to handle the high-stress of this locale with just your fishing prowess.

I Only Eat Dough Balls (+100 CP)
Unfried, uncooked balls of dough. You can't get enough of them. In fact, during your time here, at least one meal must be an unaltered, unflavored, uncooked ball of dough. If taken with 'Everything is Exhausting' this will fill your stomach, but give you no energy at all.

Illness (+200 CP)
Someone has fallen ill, and the only thing that will save their life is the Guardian Fish. You've got to use your awesome fishing power to find, catch and secure the Guardian Fish to prepare an antidote for them.

Everything is Exhausting (+200 CP)
Fishing, fighting, even rowing your raft around takes a lot out of you. Your stamina when performing day-to-day activities is extremely low, and you become tired with very little exertion. Better take a lunch.

Scenario

-Fun Lake-
A secret lake exists that houses all sorts of fish- both common and rare- and is a legend among fisherman. If you wish to locate this lake, you must complete the following task:

Objective:
Catch all fish available in Torrent, Lake 1, Stream and Lake 2, including the Guardian Fish.

Reward:
Your key to your Cosmic Warehouse can now instead take you to Fun Lake, the door opening up to the exterior of an inn which sits on a large, pleasant lake. Time does not pass here, and strangely, skills cannot be trained, plans cannot be formulated, and so forth… but there's an open lake teeming with fish where you can just relax for as long as you need, to just get away from it all. This holds all fish from this Jump, and up to 10 fish from any other Jumps that you have been to, including your current Jump.
If you do not have a Cosmic Warehouse, you gain a key that functions as the above.

Weighing Your Haul

All good times must come to an end, and that includes your time here. Now that the end has been reached, you need to make a choice, Jumper.

-Continue Onward-
Sufficiently rested, are we? It's now time for you to see what else the many worlds hold. You can always look back on relaxing times here, but there are always other fish in the sea.

-Remain Here-
The lazy, easygoing life has hooked you as you've hooked fish, has it? Remain and enjoy living out your days in peace and serenity, without need for fear or worry beyond more than a wild animal.

-Go Home-
Is the sun setting already, Jumper? You may return back to your original world, with all that you've gained so far. A quiet end to your journey- one I hope was fulfilling.

Changelog

v0.1
1st Draft Completed

v0.2
Added Fish Origin/Perks/Items
Added ‘I Only Eat Dough Balls’ Drawback
Adjusted CP values for Jumper/Companions due to new Origin.
Clarified the Scenario

v1.0
Added images
Adjusted formatting
Expanded Perks