The Weakness of Beatrice the Level Cap Holy Swordswoman That Made Being the Strongest Even More Trouble – His Name? Boo Boo

By Valeria

Introduction

Two worlds. Earth and Grounds Nir. In times ancient past, fantastical beasts crossed over to Earth from Grounds' Nir, forming the basis for many legends, but the barrier between each world grew thick over time. It is only in recent years that it thinned enough for travel to once more be possible. Portals began to appear across the world allowing travel to the world of Grounds' Nir, a single island in a seemingly empty ocean, with a vast, ever changing labyrinth beneath the island.

A miracle working scientist known only as the Sage gave humanity the gift of magic in that world, creating a game like system complete with spells and experience points, so that mankind could survive, thrive and explore the great dungeon beneath Grounds' Nir, the Labyrinth. Why did mankind wish to do this? The adventurers, the name for those who went to Grounds' Nir, could create Pieces by combining loot found within the Labyrinth. Pieces are data and schematics for a vast variety of technologies, ranging from plans for true superconductors to orbital rail guns to preservatives that maintain food for months on end to cure-alls for any disease. Even a single Piece could revolutionise the entire world and adventurers could bring these bits of data back within their Shining Weapons and sell it online for exorbitant sums to countries and corporations shelling out millions or billions of dollars.

Grounds' Nir has become a centre for worldwide change, as people from all over the world can enter a portal and become an adventurer, though none can stay for more then 2-3 days at a time without getting sick.

You'll start in this world 2 years before the Thousand Dragon Fairy Eating incident, the beginning of this story normally. At the time of your entrance, the Holy Swordswoman Beatrice is just beginning her journey as an adventurer in Grounds' Nir.

You have 1000 Choice Points (CP) to make purchases below with. Your journey here will last ten years from your starting date.

Locations

The world of Earth is mostly similar to what you may already know. It's a few decades into the 21st century and technology has advanced quite far. The geo-political situation has changed significantly too, though such things rarely matter to adventurers as long as everybody hasn't blown each other up. You can choose to start anywhere on Earth that you like. Grounds' Nir, the important location, will be described below.

Grounds' Nir is surprisingly small. It is a single island, small enough that you could walk around it in three days if you travelled at a good pace. It has a variety of climates, monsters and fantastical Nonhuman races. Above these races are the Break News, immensely powerful and unique monsters that could kill most of the adventurers on their own with ease. They roam the surface of the island, going about their lives as they please, given most are fully sapient. Surprisingly, most Break News are quite friendly or at least neutral to humans, though some do unintentionally cause chaos and destruction.

Most adventurers however, congregate in the centre of the island at an Adventurer's Town. This town has everything from your classic tavern and restaurant district, to an entertainment district for gamblers and arena fighters and lewder pursuits. There's even underground locations for those willing to take advantage of the lawless nature of Grounds' Nir.

The reason for this town is that the entrance to the Labyrinth is right next door. An unassuming mine entrance built into the side of a hill, it leads into a maze that some believe is as large as a country or even a continent. The Labyrinth has countless floors and biomes, hundreds of each at least, ranging from forested areas to lands made of candy. It is always shifting and changing, making attempts to map it out fruitless unless constantly redrawn. There is a bottom to the maze, though quite a dangerous treasure sleeps down there.

Populating this maze is not monsters but Gimmicks. Soulless automatons made in mimicry of humans, nonhumans or entirely fictional things. They're elaborate contraptions but they work on video-game rules, only moving when their opponents do. They can range from being weak slimes one finds in all starting RPG games to creatures that can kill in a second a whole party of Level Cap Adventurers. Alongside the Gimmicks are Traps, automatic mechanisms that'll capture or hurt or even kill adventurers who trip them. Much like Gimmicks, these range in power from simple arrow traps to spells traps that cause instant death to whole floors if activated.

Beyond Grounds' Nir is a seemingly endless ocean. Its ill advised to sail or fly too far from the island though. Several groups of adventurers have tried it in the past and their vessels returned to the island devoid of all life. Something very scary is waiting out there and waking it up won't end well.

Origins

Foe
A man with no history can be a useful agent to many interested parties, so someone like you is sure to find some work here and there. You're dropped into reality in a dinky little apartment with its own Portal. Somehow, despite lacking a history, you're a Level Cap adventurer over in Grounds' Nir. Most people at that level have already made a name for themselves and sold a few pieces of, so you'll have a bit of catching up to do.

Combat
You're one of the countless combat focused Level Cappers. You could be purely physical damage focused, all into magic or a mix of both. You might even be more of a tank type fighter. Point is, you like to get into the thick of it. You don't need to worry about real life much, you're no billionaire but you sold a few Pieces and got self-sufficient a while back.

Support
Rather than focus on the fighting, you're a Level Cap adventurer that went in hard on all kinds of support field. Healers, crafters, buffers and researchers are all the sort you can find here. While they certainly have combat ability, it's a lot less than an actually combat focused class. You do have access to Mixing however, which is a magical ability to mix two or more items or ingredients into one new form, what you can mix being judged by your class. A Healer can mix herbs to make potions but you'd need to be a builder of some sort to do it with building construction materials.

Nonhuman
Unlike the other origins, you're not a human or an adventurer. You cannot earn EXP nor learn human Magic. Why? You're a Nonhuman, a native to Grounds' Nir. Elves, Orcs, Fairies and the like, any kind of fantasy race can be found here above ground. You're an incredibly powerful one too, to make up for your lacking in potential like humans. The Iberian Orcs are an example of how strong your choice may be at max, a race that can beat kilometre long dragons unconscious and move fast enough to bounce along the water surface, along with being incredibly fast thinking and intelligent.. Whatever you are, you likely have at least one Innate Skill, a unique magical ability possessed by some species. Sometimes this is just invisibility but it can extend to be as good as manipulation of a single element.

Your age is 15+1d8 and your gender is the same as it was before, though both of these may be changed to any possible result for 100CP.

Perks

100CP perks are free for their origin and all other associated perks are discounted for that origin.

Magic- Free/Mandatory (Nonhumans Do Not Get)
Magic. Ever seen an MMORPG? World of X or X-scape? You should catch on pretty quickly. The Sage decided to make whatever magic used to be into a much more understandable system for humanity of the modern day, making it like a videogame. You earn experience, buy new spells or upgrades from a spell tree and you put on gear that boosts your stats. There's even status menus and inventory screens, event lists, conversation logs and so on. We'll give you a quick rundown just in case however.

Willpower is the source and supply of magic here. The more you have, the more magic you can handle. It's partially based on your level, being a high level will enhance your Willpower, but just having a lot of determination, mental and emotional strength will help out the most. The more you have, the more spells you can cast and the more equipment you can have. It'll recover just by resting.

Your body remains as it is on Earth. Magic does not innately increase your physical abilities, though the system does measure dozens or hundreds of different statistics like STRENGTH or SPEED and so on. The way humans increase their stats is with the gear they wear in Grounds' Nir. Percentage Type Magic, it's called, because each piece of gear gives a different sort of percentage boost to one or more stats. A top level chest piece could boost your strength by x500% and your agility by x200%. Gear is collected by killing monsters or Mixing it together from different items, though you'll generally need someone able to Mix for that. It's made of Willpower, the source of magic here, so it'll all be stored as data in your Shining Weapon. What's that? More detail later in the Item section. Anyway, Percentage Type Magic, what gear is usually called in this world, has a limit to how much can be equipped. This is based on your maximum Willpower. The more you have, the more and stronger gear you can equip. This is based on your maximum, not your current. Gear changes your appearance depending on what you select, though as a handy consideration we'll let you opt out of these purely cosmetic things, and you can deactivate or reactivate your chosen gear at any time (This doesn't get rid of the boosts), though actually changing what you have will need you to go to Earth and come back again, where you'll see the Log-In room that allows you to select from all the gear you've found. Post Jump, this'll be your warehouse.

On the other hand, we have Command Magic. You'll be more familiar with this. Spells and Techniques, essentially. Whether you're focusing on elemental magic, healing spells and potions, physical combat techniques or something else, you'll get all your active abilities, and upgrades to them, through the Command Magic Trees. Each particular discipline (Such as Fire Magic or Sword Techniques) has a tree of buyable things, with the main spells and all the upgrades, branching up and outwards. Each discipline has upwards of 14,000 options to choose from so even getting locked into one is no big deal.

How do you unlock all of this? The classic way, Experience Points. You can gain Experience Points (EXP) from a lot of things. Killing monsters is best but making things, eating special food, talking to people and other actions also get you some points. Anything but killing things, completing quests or otherwise dangerous and conflict-filled things gets you close to nil though, so even Support type

adventurers get in on the dungeoneering. Your Shining Weapon, detailed later, will allow you to spend your EXP on improving all your different types of Command Magic or just improving your raw skills. If you really wanted, you could make yourself a fantastic painter just by killing monsters in Grounds' Nir. As you get more EXP, you'll level up, increasing your stock of willpower and the power of your Command Magics. It'll cap at level 100, making you a Level Capper, but you can still gain EXP past that point. Level Caps, the real serious ones who grinded way past the normal amount of EXP you have there, are serious business. Making multi kilometre wide firestorms that can melt metal in an instant or flattening everything in a few hundred meters in one blow is the average fight between two Cappers. You're not quite to that level, since those are Level Cappers who've kept grinding for a year or two of serious work, but you're still at the level of knocking down buildings or setting whole towns alight.

Bringing stuff from one world to another almost never works. You can be hurt or healed in Nir and it'll carry over and you can bring your Shining Weapon back and forth but no more than a few grams of stuff can be taken across otherwise. Magic won't work on Earth either. It's possible to find a way around this though.

One last thing. Only humans have access to Magic and EXP. Nonhumans don't gain any of this.

Class- Free/Mandatory (Nonhumans Do Not Get)
Class time. And not the boring one. Your Class decides what your general focus is and what kind of abilities you'll be learning. There's a whole lot of classes, once you choose and ones you get by luck and ones you get by being born a certain way, so for the most part you'll be choosing generally based on your origin.

Combat origins need to take a combat focused class (Warrior, Knight, Mage and so on), Support origins should look into support based classes (Healers, Smiths, Dancers) and Foes can pick as they like, though the other two will find it a little bit easier to grow in their respective fields. Think of the sorts of classes you'd see in any fantasy RPG. Do note that you won't be able to learn things outside of what your class can with EXP. A Combat class won't be learning how to mix potions unless at a very basic level and vice versa for Support classes, don't expect to find out how to hit a dozen targets with each swing f your zweihander.

Of course, if you're willing to shell out a little bit of CP, we can ensure you get one of the special classes. For the cost of 200CP, you can be a Born Class such as the Holy Swordsman/woman class, which allows you to put EXP into any field without such class limitations. It'll also be a class that has great growth, ensuring you'll get a fair bit more Willpower and strength to your magic as you level up.

Just like with magic, only humans get classes.

Foe

Dungeon Diving 101- 100
You're not going to last too long if you just go off traipsing into the labyrinth on your first day. Most rookies learn from friends, teachers or family the basics of delving into the dungeon on Grounds' Nir but that's not really an option for someone like you. It's a handy thing then that the information you need is all slotted into that brain of yours with a bit of extra on top. You've got all the basic survival skills to live out in the world or even survive in the labyrinth on your own, along with some good marks towards detecting traps and sensing when something is off in the environment around you. It's no supernatural sense but paying attention to the little things like that will save your bacon more than a few times in the coming years.

Even At This Great Cost- 100
A heroic figure puts his life on the line to fight for something. For his dream or loved ones or even just his own interests. But someone willing to kill themselves outright, not just risk their life for a chance at success? A rarer thing, even among heroes and villains. Do you have the will to do such a thing? Well, you'll have the ability just in case. No matter what you are, what you can do or what situation you are in, you have the ability to end your own life at will. No one can force or manipulate you into this act using this specific method, no matter what they use, but you will always be able to stop yourself even if you become stronger than anyone else.

One Million 'Sures'- 100
A cute pose, a smile and a quick snapshot are all you need to become an instant online sensation. You're not really all that charismatic in real life but whether it be online or through something you've published, you've got no problems attracting fans in the droves. Your daily increased subscriber counts can be measured in the thousands and even rather poor quality work you put out will be lapped up by most people. There won't be too many crazies, though I'd be careful about just who you invite to go along with you on a raid in Ground's Nir.

Ancient Heroes- 200
A heavenly messenger descends from the skies to bring salvation to the land! Small, seemingly weak and yet bringing incredible potential and inventions with them, humanity was viewed as messianic saviours by the nonhumans of Ground's Nir when they originally came, though that impression has largely faded. You share a more focused attribute to these original humans, finding yourself viewed in this way by others more and more. For native species with very little technological or magical advancement, the full effect will be on, making it very hard to not see you as some kind of messiah from the sky. More intelligent beings will likely just see you as someone very easy to put their faith and belief in, so you'll need to work to solidify the effect.

Timed Battle System- 200
The Gimmicks of the labyrinth, the artificial enemies made to resemble actual or fictional monsters, are much like the system of magic in this world in that they obey certain videogame rules. A Gimmick will only move when their enemy moves, no matter how much time passes. As long as you take no action beyond breathing and remaining motionless, neither will the Gimmick, though Gimmicks treat all their foes at once as part of this. This effect latched onto you and began applying to any enemy you face, forcing your opponents to stop so long as you and your allies take no action. There are several limitations however. If the opponent is in immediate danger, such as being on a collapsing structure, they will be able to move until on stable, safe ground. You and any of your allies

count for the effect. If an ally on the battlefield against this foe twitches a finger, the foe can move themselves. Taking too long will allow the foe to move, though this would take more than ten minutes of inaction on your behalf and any effect that applies continuous damage or sets a timer effect on the opponent will temporarily allow them to move as if you were constantly taking action yourself. Finally, any action counts as movement, even ones otherwise invisible to the opponent, save for standing still and breathing.

Soldier Man- 200
The majority of those that come to Ground's Nir are just normal people seeking to take advantage of the other world. They can definitely gain a lot of combat experience if they live long enough but someone who comes in already knowing how to fight has a definite advantage, on a personal scale and for wider combat. You've got all the experience and knowledge of an expert soldier and special operative. Accurate, fast, stealthy and lethal, you'd be a decorated veteran if your career ever existed on any official records. You know how to fight and how to wage war, particularly on commanding a small company of troops to fight alongside you. You don't have much experience on the grand scale but organising a few good men to take out some of these playing kids? No problem.

Strength of the Masses- 400
Life only begins once you reach the level cap? Don't be ridiculous. Did the greatest generals of history make their marks by kneeling down once they found a foe with more power than them? Why should you then? Those level cappers might think they're hot shit but they haven't met you and yours yet. You know how to use quantity to overwhelm those with far more quality than you. Part brilliant strategy, part miraculous luck, you and your forces perform far better when you are fighting a single, stronger foe than any of you. The greater the difference, the more effective you'll find your forces, though unfortunately the two scales do not increase equally and you'll need more and more raw skill and luck to cross that widening gap. Still, a dozen men bringing down one of those arrogant princesses is an easy bargain.

Gimmick Build- 400
The body that you reside in is not a natural one. It is biological, if you were biological before, but it was made for you by another person. You are a fully intelligent Gimmick, a being created within the Labyrinth, though you lack many of the weaknesses your less intelligent brethren have such as waiting for opponents to move. You have no biological needs or reliances, even if you are still fully biological, as you exist without the need for any sort of energy to fuel you or rest. As a Gimmick, you also lack a soul, leaving you immune to attempts to detect or attack you via your soul, even if you have a soul from some other source.

Free Market- 400
Every lock has a key, even the less orthodox locks. Weapons locked down to the use of a single owner just need a little tinkering to open up to a much more widespread user base. As long as you have a few minutes to do this tinkering, you can unlock weapons and items that are limited in who can use them so that they are then usable by any person. Guns that are biometrically locked can be used with anyone that has a finger to pull a trigger. Magic swords only usable by the chosen one now see everyone that holds the handle to be their chosen one.

Abyssal Growth- 600
The methods to gain Experience Points are already many and varied. Just eating special food or talking to people is enough to gain tiny amounts. The way you earn Experience Points is a little more

special. Your experiences become Experience Points. Just living life will slowly trickle in more Points, the act of seeing and living in the world around you allowing you to grow. Seeing, hearing, smelling, breathing and moving are all ways you will gain experience. The rate you gain these at is enough to roughly equal killing a monster equal to your own level every week, a fairly good rate for doing nothing but enjoying life. It does need to be enjoyed however. Locking oneself away and experiencing the exact same things over and over will reduce this rate to a fraction of what it gives now. On the other side of this, especially powerful or influential experiences you go through will magnify any Experience Points you receive during that moment several times over.

Bright Crown- 600
A shining halo sits atop your head, the sign of your new power. You can take parts from your fallen foes and incorporate them into yourself, gaining their abilities and body parts as your own. A beast that had hide capable of reflecting magic would transfer that property to your own skin. A machine with jet booster wings being destroyed would allow you to seamlessly attach those wings to your own body, instead powering it with your willpower. The abilities you take must have at least a physical base, even if they are supernatural in effect, for you to be able to incorporate them into your body. It should also be noted that taking in too many external things, such as additional limbs or organs that cannot be simply combined with existing organs you have, may result in you becoming overburdened or incredibly unwieldy in shape. You can deactivate the Halo above you at any time and it will store what you have taken inside it until you reactivate it.

Two Worlder- 600
The only reason magic can't be used on Earth is because humans haven't figured out how to yet. It's a lot more complicated than that in reality but the principle remains the same. You're not one to let those sorts of barriers remain in the way and you found a way to bust through. You're able to retain your magical abilities even on Earth and you'll find that your powers always work no matter the rules of the world you find yourself in. You're also able to quite freely travel between worlds, even without the normally required tools such as Gates, just by willing yourself to cross over and bring along anything you're in direct contact in too.

Doppelganger- 800
You're more like a mirror than a fighter. When someone decides to take you on in a fight, they'll find themselves facing, well, themselves. You can take on the form and parameters of your enemies at even greater strength and use their own power against them. When you face one or more opponents, you can take on the form of any one of them and then take on their combined parameters, plus a randomised bonus percentage of 40-60%, as your own parameters. Their strength, speed, magical power and so on become yours but greater. You cannot take the parameters of more than 4 people at once however and only gain their parameters, not any of their skill or abilities. You also gain one Elemental weakness to something that none of your copied foes are resistant to, though if no common element (Magical or Physical, such as fire or slashing attacks) is valid, your resistances will be halved instead. This copy lasts until they cease to be in an active battle with you, meaning that taking out one of your opponents will remove them from your combined copied stats.

Combat

The Right Gear- 100
What's even the point of substance if you're not looking stylish to go with it? Even the skimpiest or most awkward of armour or protective gear works just fine for you. It never falls off or feels uncomfortable to wear and heck, you'll find it even extends its protections a little in the case of 'armour' that doesn't seem like it at first. A fingerless glove will actually protect your fingers too, though it won't extend to the rest of your arm. A daringly low cut chest piece will actually protect your back and sides as well, even if it leaves them bare, but it won't extend to your head or legs.

Iberian Love!- 100
Oh my! You can't do that with an Orc! That'd just be a scandal. What would the other adventurers say if you got it on with a nonhuman? You can say that love is pure all you like, the others are unlikely to believe it unless they got to know you both. Still, maybe you don't need approval. After all, you cross the species barrier with ease when it comes to romance. Nonhumans like orcs and elves don't seem to find you any less appealing than they would another of your race. Issues like huge lifespan differences or physical size differences are considered unimportant compared to the feelings that can easily blossom between you and a Nonhuman. And if you happen to want to take it to the next step, you'll find things manage to be fun and viable even without either of you hurting each other.

Fiery Ahoge- 100
There's a little bit of magic running through your body at all times, influencing it and linking it to your heart. When you feel strong emotions, your body reflects them. Anger makes your hair briefly turn into fire, hatred makes frost cover your skin, love makes plant life around your body briefly flourish. This effects are little more than minor cantrips and rarely last more than a few seconds at most. This emotional magic also makes you much better at expressing your true feelings to other people and seems to make other people more accepting of the extremes of emotion you go to.

Holy Magister- 200
There's good and bad sides to everything, even magic in this world has its limits. The vast majority of people that come to Ground's Nir cannot just learn whatever magic they want. Their Class limits them in their choices, granting advantages to some adventuring styles and blocking off others. It's a very rare class that is able to learn all magic without restriction, rarer still to be able to do that without one of those ultra-rare classes. You never have any such restrictions on magic that you can learn, any form of magic that is learnable at all is learnable by you. It's just as easy to learn as any other magic is for you too. This also applies to magical abilities, removing restrictions that limit you to just one or prevent certain abilities or spells from being gained by the same person at once.

Mind Mastering- 200
At any moment in time, you can bring up a chart in your mind to visualise any set of things that you choose. Beings, places, objects and events can all be chosen. This chart will summarise everything that you know and learn about these things. It will also greatly enhance your ability to understand how these things may be connected, allowing you to deduce connections and facts that may have been too obscure or hidden for you to know before. Knowing a few pieces of the villain's plan will be enough for you to get the general gist of their true intentions. The chart will make lines between these nodes to represent connections you have figured out and potential connections, even suggesting a few of its own to help you out.

Close the Gap- 200
The world to your eyes is a constantly spinning mass of numbers. You innately understand the way things move and the energy they move with, allowing you to see in an instant what takes others time to calculate and tools to measure with. The motion, vectors, gravity, energy (Potential, kinetic and more) and other factors in the physical world are things you know just on sight, able to accurately measure any of these with just an eyeballing of the target. Your measurements are always accurate, even when accounting for magical effects that may alter the measurements, though illusions can still trick you if they take into account everything you can see.

Internalise!- 400
Focus it, direct it inward, feel all that power blossoming throughout your body. A unique combination of certain spells and abilities has allowed you this process of internalising magic and spreading its effects throughout your body. A fireball spell can be used to imbue your first with flame damage, a flamethrower spell to boost your speed by acting as boosters to your arms and legs, a lightning bolt to allow you to briefly take on the form of that bolt or even a summoning spell that gives you the traits of what you summoned for a time. While internalising these spells does make the effects weaker, the strength of the spell will also empower your physical body at the same time to make up for that deficiency.

Element Princess- 400
Specialising in an element, despite your initial thoughts on it being too limiting, is quite popular among the highest level adventurers. Ice queens, fire ladies, wind mistresses and more. You might even be one of them, depending on the class focus you chose. This option here goes above and beyond what the classes offer to allow you to pick an elemental specialisation as if you had dedicated all the EXP of a level cap adventurer towards it. 100% elemental resistance is a given, as is the thousands of Command-type spells within that element. Fire, Water, Wind and so on are all valid. You cannot pick one of the physical elements, ones such as Cutting or Slashing that represent physical damage, but your skills with what magical element you do choose are such that you can manipulate your way into using other elements anyway. Fire spells that manipulate heat to use ice or wind attacks are one such example. This perk may be bought multiple times for more specialisations but is undiscounted past the first purchase, which is discounted for Combat origins.

Instant Translation- 400
You've been going to Ground's Nir for so long that it's as much home to you as the real world is. It's no real mystery why things in Nir feel as natural as they do in real life anymore, with how you learnt to adjust. Not only are you able to stay in Ground's Nir as long as you want without your body becoming imbalanced, you're able to instantly adjust what you know to either world. Combat skills you trained in Ground's Nir while you had magic somehow remain with you in the real world without magic. You might be less powerful without supernatural backing but you remain every bit the master fighter and extremely deadly to other humans. This applies to all your such skills that you learn, allowing you to mostly keep the benefits and level of training even when something you learned with is removed, such as the loss of magic. It also applies in reverse, allowing you to instantly adapt gained power to what you know already, preventing you from needing to train to handle a sudden influx of new power, though actual new abilities will still need to be mastered on their own. You just don't need to relearn how to fight once you go from breaking bricks to breaking houses.

Summon Hunter- 600
In your hands is a very impressive ability, the core ability of the Summon Hunter class, though what you possess is far above the level that they have access to even at the Level Cap. You are able to create contracts with monsters or even other people, willingly or by killing them, unlike normal Summon Hunters. Once these contracts are made you are able to summon the beasts to fight for you, following your orders although they can twist or subvert them if you're not careful. You can also choose to summon them into things, such as summoning them into a weapon in order to imbue that weapon with their powers. An arrow with a Kraken summoned into it will sprout many powerful tentacles once it strikes its target that will then rip them apart from the inside out. Your summons will continue to work even once you leave this world, though they only last so long as your Willpower retains the energy.

Building Up and Breaking Down- 600
Life only starts once you've reached the level cap. It's more true than you might think, given how the level cappers only seem to get stronger and stronger once they hit that limit. Finding yourself at a cap in your power or abilities is no need for worry because the existence of that cap just means you'll start growing faster in other areas. Hitting the level cap and ceasing to grow in raw willpower will only make it that much easier to learn new magic as new Command spells cost less and less EXP to gain. The broader the cap you reach, the greater the benefit. Just reaching the end of a single spell tree's modifications may only boost your learning speed in other spell trees. Reaching a cap on your overall power would grant a boost of several times to learning your skills. You can also choose to place caps on yourself by force, even on things normally without caps. While these caps can increase your learning speed, they must remain on for the next ten years before being able to be removed or changed.

Lovely Garden- 600
The great trees of magic are what your lists of Command spells manifest as. Growing wider and longer as you grow, they have their eventual limits. There are hundreds of spells with dozens of upgrades and modifications but eventually, the trees reach an end to their power and utility. 14,000 options is the limit for each general tree of magic. For you though, these trees don't stop growing outward and beyond. For both this game-like system and other magic systems, there are no limits on how far you can improve your magic. There will always be new spells to learn and new ways to increase the power or utility of old spells. A simple fireball could have all 14,000 upgrades of what a normal level capper considers a full tree, turning it into a monstrous thing capable of destroying all of Ground's Nir. The only limits on you are the number of points you need to unlock these limitless new options.

Master of All- 800
The Experience Points you have now were not originally your own. They were injected into you by another, an outside source of these points that gave you a set template to fit these points into. Only that very act made you unique in how you interact with EXP. You're not limited to just one configuration, where you permanently place EXP towards particular goals and abilities. You can change your configuration at will, fast enough to do so in the time between attacks. One moment you can have all your points dedicated towards boosting your attack, the next towards defence, the next towards healing and then back to attack. You can swap your specialties at will and even pour everything you know into a single attack to raise it to utter perfection. You might be a master of one but you can swap that one to whatever you want so long as you have a second.

Support

Holstein Breed- 100
How can you have a body that plump? Do you eat nothing but butter you cow? It's not fair! It's not fair that you somehow look that damn gorgeous and curvy in both real life and in Ground's Nir. You're every bit the image of an unrealistically gorgeous videogame character, only you exist quite comfortably in reality. You don't just look good without any effort, your body is damn comfortable to be in and many minor discomforts like sitting on hard surfaces, uncomfortable temperature extremes or with hard edges poking into your side are gone. You're just too…plump for these things to really do much to you. Bitch.

100 Year ban- 100
The dice gods look favourably on you, judging by how many casinos banned you from entering. When it comes to games of chance and gambling, there really isn't anyone better. It's not magic either, just pure mind bending luck that allows you to pull out win after win. Unless there's some seriously heavy duty cheating going on, you're all but guaranteed a win at a game of chance. Of course, even if there is cheating, you're pretty damn good at cheating yourself, both for games of chance and for other forms of gambling where chance is less important.

Cute Fun Time- 100
In front of you, tempers flare and reason goes straight out the window. Everything you do is a purposeful action made to raise the Hate Values of your foes and sometimes even your allies. You can effortlessly draw aggression towards you and piss people off, even when they should know better and staying calm would benefit them more. From little poses to specific ways of talking to annoying little special effects that surround you, only the most tightly controlled people will be able to keep their tempers down when you're giving them your full attention.

First Explorer- 200
There's a passion for exploring in your heart. Ever since you were a child you had a gift for directions and maps, now that you're in Ground's Nir that's only become ever more apparent. Map making is like breathing to you, creating perfect mental maps of locations in your head is something you do off by heart and you can always remember the layout of any location you've been to. Your long journeys around the island have also granted you an extreme resistance to the environment around you, leaving you proof against all but the most extreme temperatures and pressures and other dangerous effects found in the wild. You're quite popular among the adventurers for your map making skills and you'd be able to make a pretty penny selling your maps.

Live In Maid Service- 200
Chores are so booooring. It's much better if someone can take care of all the tedious stuff while you go out and play or do important things. But mostly just play. Don't worry anymore, it'll all be taking care of by your 'Grandmother'. Who? Your Grandmother. A set of invisible, possibly not even existing beings that manage to take care of any minor chores you don't want to do. They'll clean your homes, wash your clothes, cook you good food and do it all when you're not looking and to a high standard of work. No matter how large or weird, they'll manage to take care of the household chores and menial tasks, though anything important or dangerous will be left to you.

Shopping list- 200
Mixing for years and years, constantly keeping on the lookout for the next big ingredient to make something really impressive and attention gathering, you've memorised countless recipes already. In fact, you seem to even remember some recipes you're sure you never studied before. Just seeing something is enough for you to understand its recipe. You know the component pieces of whatever you're looking at, though you may not necessarily understand or know what those component pieces are, you will know what the components have as components and so on. You're also aware of what any of the component pieces you have seen can be combined to make, meaning that seeing more things will not only tell you how those things are made but also how to make even more things on top.

High Speed Creationist- 400
There's no reason to bother with hours or days of waiting around for a potion to be ready, especially not when you're in the deep labyrinth, monsters are bearing down on you and your allies are injured. You've got no time for it and thus waste none, as your crafting and mixing abilities work at an insane pace. You can mix potions in seconds that take hours normally, even turning enemies into potions as you fight them if you're using the right sort of potion recipe. The way you smith or build items is just as fast, finishing swords in minutes or whole houses in hours. Combat crafting might have been seen as impossible but you're about to prove everyone wrong.

Magic Marches On- 400
Ground's Nir might lag behind Earth in terms of technology, but not for too long with you at the helm of scientific advance. Perhaps science isn't the best word. You're not any better at making actual computers out of sticks and raw metal but you are brilliant at making magical or fantastical versions of existing technology you know about. Vehicles powered by magic, calculating systems running on willpower, rocket launchers made with magical materials. Long as you know how to make the original technology, you'll be able to create a magical variation of that technology that is every bit as effective.

World Wide Weaponisation- 400
The world grows slowly. In recent years this has sped up but it is still slow to adopt ideas and new technology in the grand scheme of things. Even miraculous new devices can be blocked by those more interest in maintaining their own profit margins rather than the advancement of human civilisation. Maybe you're just in it for the money too but you know how to spread your inventions and ideas across the globe at incredibly fast paces. You can introduce a technology to one community within a city and, if popular and used, it'll spread within days to the rest of the city, weeks to the rest of the country and be used worldwide before six months have passed. Ideas may take longer, depending on how influential and easy to believe in they are, but can also be spread at incredible paces like this. Plan it right and you could create a major, worldwide religion in just a year's time, able to compete with the other big religious followings. It's nearly impossible to stop the spread of your technology and ideas too, taking the concerted, combined effort of multiple large factions within the sector you're working with to even slow down the progress.

Omni Crafting- 600
Most Support classes are limited to one general area of work. Healers mix potions and medicines, constructors mix buildings and fortifications, smiths mix weapons and armour. Command and Passive spells only apply to your specialty, just like how someone who trains to become a blacksmith won't get any better at painting or drawing up building plans. You're some kind of Omni-Support

class that not just ignores these limits, it shatters the very idea that you'd be so limited. Your crafting and Mixing abilities in one area can be used for any form of crafting or Mixing. Abilities that would normally improve the potency of your potions instead improve the power of your created weapons and vice versa. This also applies to your raw skills, allowing you to use skills in one crafting/creative discipline for other areas of work. That said, the skill scaling is a little weaker, in that only very broad specialties will carry over the full effect, while more specific forms of creating things gives a small benefit to other skills.

Soul Study- 600
The core of existence, at least for natural life forms. You've put countless long hours into studying that soul that lies at the centre of your being and the souls of other people as well. Slowly, you mastered this art, gaining the knowledge of how to interact with and manipulate the soul itself. You know how to physically interact with and move souls from one vessel to another, to create souls from nothing, to give physical form for souls to inhabit, to directly alter and change the soul itself and even how to bring back souls of those who have very recently passed on, saving them from death. To many, what you do is both a miracle and blasphemy, both of the highest order. To you though, it's just another science.

Matching and Mixing- 600
If Mixing combines different ingredients to create new objects, like combining various plants to make powerful healing potions, what happens when you combine two or more of the same thing? Normally, nothing, it's a total waste of ingredients. It's not entirely impossible to find a way past that limitation and when you found that way, you rocketed past it to new heights of crafting power. You're able to combine multiples of the same thing to increase its overall power and utility. This can range from combining many corpses of the same being to create a super strong golem under your command to combining many Shining Weapons into one Frankenstein weapon that can channel an unholy shit-load of power at once.

Maker of Magic- 800
The Sage began by learning how to Mix physical things. Then she moved onto magical things. Then she moved onto the soul itself. All of her great works paled in comparison to what she mastered and gave to the world when she first appeared to the public though. Manipulation of the Magic System itself. She turned a traditional system of magic into one like what you'd see in an MMO videogame, changing this magic over two whole worlds. Now that knowledge and ability is yours. You have the ability and knowledge to make widespread changes and alterations to magical systems with a few hours of focus and work. You could make a system based on ritual invocations and sacrifices take on the form of an RPG magic system or vice versa. You can combine systems you already have access to with new ones in however ways you like, add restrictions or even remove limitations and add new aspects, though improving the overall power would require comboing with a stronger magic system you already know. The changes you make are applied to the entirety of the subject Magic System but beings with more power than you are not required to use it, instead being able to rely on the old system if they wish. Those weaker than you are forced to follow all the new rules, unless they themselves can prevent it somehow.

Nonhuman

One Track Mind- 100
Humans get much too caught up in unnecessary nit-picks and specifics. Sometimes, you just have to cut through straight to the solution, ignoring all the bullshit. You're good at that. It's hard to mislead you or trick you with words and misunderstandings are rare thing. You're not simple minded, you just know what's important and what isn't. If you like, you're able to make the people around you act in a similar way. They won't become super serious or grim or anything like that but they will realise when it's time to cut to the chase, instead of joking around or babbling on about unimportant things.

Cutify/Sexify/Scarify- 100
Chances are, whatever your Nonhuman race is, it looks pretty cool. Or at least pretty pretty. Things here have a habit of being really something in looks. Really cute, really sexy, really scary and so on. You're able to exert just a little control over this and give the forms you take on different flavours. At any time, you can choose to turn any form you can become into a Cute, Sexy or Scary version of itself. Cute forms are often smaller, cuddlier and less threatening such as a towering orc becoming something more like a cuddly pig teddy. Sexy forms usually, though not always, involve taking on a humanoid shape, often rather scantily clad and with exaggerated proportions such as a dragon becoming a large, mostly nude dragon-lady. Scary forms become a little larger, weapons and monstrous traits becoming much more exaggerated to the eye. A normally rotund, 4 metre orc with a happy smile becoming a sculpted, five metre tall mountain of muscle and death glares is one such example.

I Want To Go To The Festival Too- 100
Nonhumans rarely receive welcome treatment by humans in Grounds' Nir. The most human-like, such as elves, can find themselves welcome amongst most humans but even they suffer some racism. Monstrous seeming things like Orcs or the mighty Break News? Their power and ferocious appearance makes cohabitation nigh impossible. Nigh impossible still leaves a chance though, a chance you managed to grab hold of. No matter how monstrous you might look or how much power you have, people don't judge you poorly for it. Until your actions prove otherwise, your appearance and power won't matter when it comes to negative impressions, though you can still take advantage of them when someone would look favourably on you for them.

Move Your Body- 200
You've got a very special form of psychokinesis, one entirely focused on your strength. Working with all the power of your normal body's physical strength and speed, it allows you to move and operate your body without actually directing your body to do so. Your body moves via this psychokinesis, letting you support your form even when you take an impossible shape or weight that would not normally work with physics, standing upright when you should collapse under your own weight. Even if your body is physically restricted or controlled, this kinesis is purely mental and lets you override purely physical controls in this way. This psychokinesis also allows you to always perform certain human functions such as talking or tasting food, no matter your form. Try not to think too hard about it.

Dragon Eater- 200
A lifetime of hunting one category of life has really made you a master of doing so. A mastery that extends beyond just skills and becomes an Innate Skill all of its own. Against a certain category of

being, such as Dragons or Humans, you gain a great edge in power against them. Your combat abilities increase significantly and your instincts sharpen to incredible heights. It's enough to break the balance between you and an otherwise equal foe or even close the distance on a somewhat stronger foe. While it won't help if they're too strong, if you spend a few years focusing on hunting, fighting and killing a specific type of creature, you can gain the same bonuses against that type too.

Heart's Truth- 200
Everyone wears their hearts on their sleeves in your eyes. Or rather, their faces. You can tell what kind of person someone is just by seeing their face. Whether they're good or bad, greedy or selfish, loving or lustful and so on. It's possible to control their facial expressions enough to block this but only the masters of that art who were actively doing so at all times could stop you finding out what kind of person they are. You also happen to be quite excellent at using that information, or other stuff you know about someone, to manipulate and influence them to be more like the sort of person you want them to be. Managing a few weeks of regular contact and conversation with someone could let you introduce some serious moral hazards into their personality.

Raise the Anchor- 400
Possession is an art normally limited to just the demon races, immaterial spirits that manifest themselves through loyal worshippers. One particular demon found a way to not only do this but manifest their powers through their host, a way you now share in the use of. You can take on a willing, even if that consent is manipulated or cheated out of them, being as an Anchor. As long as this Anchor is alive, you can exist as an untouchable spirit attached to them. You can communicate with them and the world around you and also still use all of your magical abilities as if you were physically there. Your Anchor is normally independent of you but you can forcibly take control of their body from them with a contest of wills. If they Anchor is killed, you'll be ejected and targetable once more.

New Vectors- 400
Magic is more than just a point and click missile. Humans may have forgotten but magic used to have far stranger methods to work through. You still know these old ways and how to apply your magic through them. You're no longer limited to just affecting those you can see with your magic directly. Your magic works through things like video links or remote viewing, even through recorded mediums like written words or taped videos. There are still some limits on this, you cannot throw a fireball onto a piece of paper and have it affect someone that picks up the paper but you can have a mind control spell that activates on seeing you work even if seeing you is just seeing a recorded image of you or even a good drawing of you. Spells that need to immediately physically interact with the target, generally counting most direct combat attack magic, are the least likely to work well with this.

Born With It- 400
From your arms and legs to the smallest hairs, you're completely aware of your own body. You know how to make it do what you want, what it's limits are and what it could do if you focused your growth towards it. No matter what size or shape you are, you maintain a near perfect level of grace and flexibility, even going beyond what should be physically possible to do things like turning your head around 360 degrees or reversing the direction of your arms or legs. Your speed is also no longer dependent on your size, shape or weight, and these combination allows you to pull absurd acrobatics even if you happen to be a kilometre long dragon.

Magical Might- 600
You may not be able to learn Human magic but that doesn't mean you have no use for the magic you can develop. You can still grow in the strength of your magical abilities and now that growth will also add to your growth in physical abilities, stacking on top. However strong you are in magic will boost your strength, speed and durability in the purely physical realm, as the magical energy that is still within your body enhances your form. You can even choose to temporarily give up your magical abilities and double the boost your physical abilities gain, retaining it as long as you are keeping your magic locked away.

Mind Alongside Matter- 600
Just because you move quickly, doesn't mean you can necessarily keep up with that speed. It's something many humans discover when they start to multiply their speed using magic, needing to spend long periods of time adjusting to the greater velocities to properly fight. You won't need to bother with that. The faster you move, the faster you think. The speed at which you mentally process and take in information improves as your physical speed does, ensuring that you are always able to easily comprehend and react at any speed you can move at. This improvement remains even when you are not moving at full speed, allowing you to put that incredible mind to other pursuits as well.

Remembrancer- 600
A special trait thought only possessed by the near extinct Royal Elf race, in reality there is one remaining user. The Sage, brilliant as she ever is, took the power of that Royal Elf and both isolated and enhanced it greatly. What you have now is the finalised product that was abandoned before now. You can bring to life memories of the past to become reality in the present. As long as you have witnessed something or been privy to a method to witness something, such as using post cognition to view the past, you will be able to replicate what you have seen using your magic. Spells you have seen can be brought back, as can attacks of foes you have fought before. These memories are totally identical, attacks that are brought back will move in the same direction and patterns as when you first saw them. You could even bring back the dead to a former state. The limitations of this ability are twofold. You must comprehend what you see and you must be able to handle what you are bringing back, as stronger memories will require more energy from you.

Breaking the News- 800
You are a Break News, one of the paradoxes with souls. Feared as living natural disasters by humans and Nonhumans both, even the weakest of the Break News is capable of terrific levels of chaos, given that the weakest is a kilometre long Thousand Dragon that creates devastating rainstorms just by flapping its' wings. You're hardly just one of the weakest though. Even amongst Break News, you're renowned for your potent power. A human origin that chose this option would gain the physical power to equal an adult Iberian Orc but a Nonhuman with it would be able to take on dozens of them at once with ease, killing whole tribes at once. Whatever race you chose as your Nonhuman race, you now rule as the prime example of that race and can exert your authority to command lesser members than yourself. Your racial powers are magnified many times over and you also gain the ability to share your great reserves of magical energy with others, allowing you to power structures or people with your life force. Finally, all Break News have a special ability unique to them. For some it is simple, such as measuring many kilometres long in length and having all the requisite strength and toughness to match. For others it is more akin to a special power, such as the ability to cover whole towns in a poison that can drive even powerful monsters mad in an instant, with the poison spreading further and lasting longer the longer you keep the ability active, to the

point of covering all of Grounds' Nir and lasting for 300 years after just a minute of holding the power. Some Break News are even able to exert some level of control over cosmological objects such as the moon, letting them manipulate the tides, ocean animals and those manipulate by the moon, even causing lunar eclipses or island drowning tidal waves.

Items

100CP items are free for their connected origins and other connected items are discounted.

Shining Weapon- Free/Mandatory for all but Nonhumans, who cannot take it.
The core component of the Magic System for Humans. A Shining Weapon is a tool that gathers and distributes Experience Points, allowing a Human user to take the EXP they gain from any activity that gives it and freely allocate that EXP to whatever they want, allowing one to gain EXP by killing monsters yet become better at making potions with the points they gain. Shining Weapons can take a vast variety of forms, ranging from weapons to armour to even tools such as Mixing kits or Parasols. They're powerful weapons that grow stronger as their wielder does and can even be brought from Grounds' Nir to reality. The Shining Weapons can turn themselves into a small USB form that can then be plugged into a smartphone or computer, allowing you to manage your EXP that way too. It's possible to store other forms of data within the Shining Weapons as well, given they technically have no limits on their storage space, and the Sage once stored the digitised souls of an entire race in one. You may import an item of your choice into becoming your Shining Weapon at no extra cost.

Log In Room- 400
A room connected to your warehouse or a property that you own that seems very similar to the login room you see on entrance to Grounds' Nir, where you would normally equip your Percentage type Gear and customise your colours. This room accomplishes the same thing, providing limitless storage for all your clothing and allowing you to instantly fit on any clothing you own. It can also freely change the colours of any clothing you own as well. While it cannot create clothing from nothing, it does have two powerful effects. The first, it can turn existing clothes into Percentage Type Gear, giving it percentage based stat boosts that increase depending on how powerful the gear is, usually relating to the gears original purpose. The second, it allows you to combine existing pieces of clothing into a single piece of gear, combining their effects and appearance. Be warned that Percentage Gear requires you to have enough Willpower to handle it and making something into too strong a Gear piece may result in you being unable to equip it and gain the effects. Clothing made via this room or modified is made from Willpower, allowing you to instantly shed or reequip whatever you are currently wearing even outside of the room.

Foe

Crimson Heaven Bed- 100
A flower bed of brilliantly crimson flowers, filled to bursting. They're quite hardy plants and will grow fast and need little care from you. Each one has a special kind of poison, capable of intoxicating even the largest and strongest of beings with ease. A handful of flowers could bring a kilometre long dragon to total drunkenness, though too many could result in a harm being done.

Jumper's Grill- 200
A super popular new restaurant in Ground's Nir, one with a special kind of food on the menu. This shop sells buffing food, stuff that improves the stats of those who eat it for a period of time. It's one of the best too, giving substantial buffs to stats and resistances depending on how many different dishes you eat, each lasting up to an hour before wearing off. As the owner of this restaurant, you'll find yourself making quite the profit as long as you can keep it running and able to benefit from the recipes yourself too.

Sage's Stone- 400
A beautiful red stone that can be easily fitted to almost any pieces of jewellery or clothing. This is the Sage's Stone, a mystical object capable of granting life and intelligence to any object it is attached to and allowing that object's sentience to then live on within the stone. You could also place your own being into the stone, allowing you to live on within the stone and treat whatever the stone is attached to as your body.

Sagacious Fortress- 600
A secret fortress, behind an invisible and trapped door, all your own. Attached to a property you own, your warehouse or an unassuming public location, the entrance way is both undetectable to non-magical sources and covered by several thousand magical traps strong enough to waste a level cap adventurer party. Behind the door is a fairly expansive headquarters, one that is displaced into another dimension to allow it to fit even where it should not, with multiple labs and residential areas which are stocked with the basic essentials. The best draw of the base is the extensive library on magic, covering topics from the starting spells to high level, esoteric research into souls and the stranger aspects of magic. In future worlds, this library will expand to include similar books on any local magical systems.

Combat

Night Cap- 100
A big fluffy night cap, almost like a Santa hat that fits quite snugly on you no matter your size. Long as you have this with you on your head, you'll be able to get a good night's sleep in any time, place or circumstance. The rockiest of ground, the coldest of nights, nothing can stop you from sleeping like a baby with this on. You're not protected from any dangers, you'll just have a sound, dreamless and restful sleep.

Mobile Transportation- 200
A revolutionary kind of technology is currently in development, meant to allow the creation and maintaining of a mobile Portal to Grounds' Nir. This is the end result of that project, which wouldn't come about for several years from now in reality. It's a heavily armoured vehicle set up like a mobile communications centre, replete with all the computers and security one could wish and looking like a featureless, black truck on the outside. It can maintain a Portal to Grounds Nir constantly even when moving around. In the future, the technology can instead be used to permanently maintain one portal that you know how to make to another world.

Eternal Piece- 400
The Eternal Foods will be a specific Piece fought over in the coming years, a miracle substance that allows food to remain fresh and edible for months on end even in the worst storage conditions. Such a thing would have resulted in world wars. What you have here is not that preservative but instead something everyone seems to believe is almost as important. This Piece is something that, while in reality is useless, is believed to have immense value by most of the factions in the world for one reason or another. Possessing it grants the wielder no small amount of influence as various parties vie for your favour to gain it. It could be sold for a fortune equal to a country's ransom or traded for immense favours. The one who gains it will initially believe it to be what they expected but after a few years, will come to a dead end and realise the trickery. Just make sure to be long gone by then.

10% Of The National Budget- 600
Powerful adventurers are highly prized by their home nations. When any one of them could bring back a Piece that revolutionises the entire world, you'd prefer to keep them on your good side. Some adventurers are even given immense amounts of money to try and keep them loyal, much like your country of birth has divided some of the national budget to give to you annually. You have an annual income of over 500 billion US dollars, given to you by your home country in exchange for the hopes that you'd continue to favour them. You'll continue to receive this level of income in future worlds, from various parties interested in currying favour.

Support

Fili's Big Book of Monster- 100
The most up to date version of the great Filinion's encyclopaedia of monsters. Almost every kind of monster can be found with an entry here, down to the deepest current level of the Labyrinth yet. Your version seems to be an automatically updating one, filling with entries written in Filinion's humorous style the moment you manage to kill a creature, even detailing aspects you didn't see in your fight against the creature as well as the potential rewards one can gain from killing them.

Secret Revealing Powder- 200
A small pouch of shiny powder. This powder is a magical dust that can reveal anything considered a secret in the area it is sprinkled in, one pinch enough to cover a good sized room or hallway. Traps, secret doors, magical enchantments, invisible people, anything hidden or secret is revealed to the naked eye when the dust is sprinkled by you. The pouch has enough for ten uses and will replenish to the max after twelve hours of the first use, though the dust will lose any effect if it is not used immediately on being taken from the pouch.

Drop of a Spring Spirit- 400
A miracle potion made from a Break News by Filinion, a fantastic level cap White Witch adventurer. The Drop of a Spring Spirit potion will automatically activate when it detects that its user is about to take more damage than their HP value, instantly refilling them to their full health. The potion takes a second to work and if attacked in that time, the user will still die, as well as the potion needing you to be physically present and only be able to heal physical wounds. While it can be used manually, one might wish to use less rare things instead, as this potion will only replenish once a month when used.

Detached Magic Palace- 600
Found in the centre of a major city is a one kilometre wide circle of greenery, no matter the state of the surrounding city, and an enormous residence at the centre. Your new home, a Detached Magic Palace. A one kilometre wide circle completely independent of the laws of the surrounding world, with the only laws that apply being those you desire to. Even killing someone from outside in the open grounds would not cause legal issues. Your home is a particularly immense and rich mansion, replete with many guards, large armouries and trap/torture rooms. A small legion of servants maintain the house and grounds, as well as follow any orders you might have for them. You will find this home in future jumps too, in your home city or the closest such city.

Nonhuman

Magic Foods- 100
Magic can come in some pretty weird varieties. The food found naturally growing in Grounds' Nir is no exception to this. You've got a wide variety of Magic Food in your warehouse now, each sort of food having a different effect no your body. Grow Tall Mushrooms, Flat Chest Eggplants, Dietary Beans and Long Hair Lemons are just a few examples of such things. The foods won't be too big an effect on their own but it's handy, long as you remember which does which.

Diamond Salt- 200
The Cat Sith are a species of Nonhumans found in the forests of Grounds' Nir, living in small tribes and often fighting against their cousins the Cu Sith. They don't use wood or dirt or metal in their constructions, instead they use Diamond Salt. A special salt that can be easily mined and shaped yet when set, is stronger than steel yet remains quite light. You receive a limitless supply of the stuff, enough to use as much Diamond Salt as you could ever want.

Woodland Shack- 400
It may look like a large, ugly mud hut and…it is! To be fair to the hut, the special thing with this purchase is more the feeling the hut and the land around it have. It attracts friendly supernatural beings like flies to honey. Long as you treat them with respect, they'll help you out and even upgrade your home, continually making it bigger and fancier, along with helping you out in other tasks. Make for a good enough friend and they'll even fight alongside you. The land around is just as attractive to supernatural flora, encouraging massively the growth of plants and even spontaneously growing magical plants of incredible rarity.

Next Voyager- 600
The fantastic ship, Next Voyager. Made by inspired adventurers who sought to find out what was beyond the shores of Grounds' Nir, they all disappeared and Next Voyager washed up back at Nir with no crew. It's been refitted and upgraded, for another trip or just to serve as your floating sea base. Enough room to comfortably hold two thousand crew members and enchanted by many Level Cap adventurers. It moves faster than any modern seaborne vehicle, is unbreakable to anything short of a Break News and is outfitted with countless magical weapons. Entertainment facilities, food stores and farms and even magical research labs, you could live your whole life on board the Voyager.

Companions

Import- 50
Life's no fun without friends and the same applies to Grounds' Nir. If you have any existing friends or you'd like to make some more, this is for you. Every 50CP you spend on this option will allow you to import one existing companion or create a new one. They'll gain a free origin, all associated freebies and discounts and 600CP to spend on perks. This option can be bought multiple times.

Canon Companion- 200
If there's someone you'd like to bring along with you, a purchase of this option may be in order. Every time you buy this option, you'll be given a chance to convince one this setting of your choice to come with you. If they accept, you'll be able to bring along as a companion. You'll need to purchase a separate time for each character you want to try bringing along but you'll be guaranteed to meet them several times on good terms, which should help you out a bit.

Element Four- 400
Deep down in your belly, four friendly little spirits are bouncing around. Salamander, Sylph, Gnome and Undine. The spirits of the four elements, fire, wind, earth and water. They survive by taking a little bit of what you eat for yourselves and in return give you a limitless amount of their element to work with. They give you a 100% resistance to each of their four elements and allow you to breathe forth vast and powerful streams of it or use that limitless supply of their element in your magical spells. They're very happy down in your belly and will be safe no matter what you pour down there. You can take them out if you wish but they'd prefer to cuddle up back inside you. They count as a single companion and imports are divided amongst them, though they can be focused on one.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Iberian Scent- +100
Eurgh, please don't come any closer. You really stink quite badly. Even among the stinky orcs you'd raise noses and anyone that hasn't spent a few days straight around you is just going to gag on coming near you. It'll overpower any sort of suppressant you try to use and even the most thorough cleaning won't make it go away. Best hope people can see your stunning personality beneath the stink fog.

I Forgot That- +100
Being dumb isn't so bad. You actually look pretty cute even, when you are bumbling you're way through social situations. You're still dumb though. Pretty much every sort of social rule or more is far beyond you and you're not particularly great at any intellectual pursuits either. You'll be just fine in combat, possibly even brilliant depending on what you were before, but otherwise you'll be pretty much dull as a bag of bricks.

Boo Hoo- +100
Always someone better, isn't there? Someone bigger, someone fuller, someone bouncier. You're above e average, there's nothing to be ashamed of. So why do you get so narky when someone is better than you? You're the jealous type and whenever someone is bigger or better than you at something, you'll get more and nastier to be around, especially for that person. Not many will want to be around you if they see this selfish side of you, though some might find it fun to tease you further.

Such A Fairy- +200
Being around people makes you get pretty nervous. You don't really like being seen, much like a fairy, and you'll do your best to not be seen at all times. Talking to people is fine but actually visual interaction? Whew, bit too much on the heart there. If you do get forced into being seen by others, it'll turn you into a nervous wreck for the entire time, even if it's a super serious situation like defending your camp from an enemy.

Black List- +200
Most adventurers are in it for the money, given just how much can be gained from finding the right Piece and selling it online. Certain heroic types try to stop dangerous Pieces from being sold and you seem to have garnered a similar reputation. You're hated by just about every other adventurer here and things will rapidly progress to violence if you stay around any of them for more than a few minutes. You'd still get along fine with any heroic sorts but watch yourself back in the real world.

Severe Moral Hazard- +200
Gotta get that money. The lure of riches and pleasures are way too much for you to resist. Grounds' Nir has no laws, save for those that the adventurers decide amongst themselves. You fell into the trap and let go of your own morals, seeking only to do the actions that benefit yourself the most even at the cost of the lives, freedom or safety of many other people. What does the world matter if you're kicking back and laughing with your billions of dollars?

J-Abyss- +300
Grounds' Nir has recognised you as a threat to the world and the Abyss project, intended to create the strongest life form as a warrior, has decided to use you as its base. This new Abyss possesses the same statistics, abilities and gear as you, albeit with a +400% parameter bonus on top of what you have to everything. Their power is immense, as are their skills, but they are quite simple minded. While they can intelligently, even cunningly, use their powers, they know very little of the outside world or the reason for their battle. Killing Abyss may be the path you choose but it is possible to convince it to give up its goal, if you can slow them down long enough.

Underworld- +300
Grounds' Nir used to be a world with far more than just a single island to it. But the catastrophic being known as Underworld wiped out the continents and lands that existed beyond this one island. Grounds' Nir was created in an attempt to find the ultimate weapon to use against Underworld and both the Sage and the many powerful Nonhumans of the land are prepared for this. They seem to believe that you are a representative of Underworld and harbinger of destruction for this land and for Earth, thus they will do all in their power to neutralise you.

Hungry Hungry Orcos- +300
All that power doesn't come for free. Big bodies need big eats and you're going to eating real big. Your body, regardless of how it works, now requires vast amounts of food. Enough that you'll be spending almost 12 hours a day just hunting down enough to feed yourself. Don't think magic or great speed or planning will help. The greater your abilities, the hungrier this'll make you. Careful not to eat Nir out of an island.

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Ending

Ten years are up. Time to choose the choice.

Do you want to *Go Home*?
Do you want to *Stay Here*?
Do you want to *Continue On*?

Notes

Thanks to my darling Nubee for all the support and help he gave. Total cutie.

After this jump, your magic and abilities will all work as normal in reality. You'll be able to use your magic wherever you are and continue to gain EXP from the normal venues. Long as you could anyway.

You gain a Portal in your warehouse during this jump, though it won't be able to let you go back to Grounds' Nir until after you're finished jumping.

You do start as a Level Cap but you're just at the Cap, not way beyond it. You're the equal of Pure Knight, it'll take a year or two of grinding to be on the level of Filianore or Armelina and a bit longer to equal Beatrice unless you bought a upgraded Born Class. If you're a Nonhuman, you're basically Booboo's equal from the start, to compensate for not really having the potential adventurers do, though you can still train normally to get better.