

Long ago, a whale-god named Ludo-Rathowm decided that he was bored and created 'The Continent' to entertain himself, after that he made the Gods and they started creating various races. With the objective of making a world engulfed in chaos to amuse the whale, the gods gave birth to various monsters, systems and finally, after trial and error, the Planner Scenario.

As for now. The various countries aren't faring very well. Leazas is dominated by princess Lia, who kidnaps and tortures girls to death for the fun of it; Helman is having a power struggle and their people are starving; in Zeth anyone who isn't a mage is treated like an animal without rights; the kalars are persecuted to be raped and killed for their crystals. Even in the Demon Realm the things are quite grim, with the latest Demon King dead and his successor being an innocent girl from another world that doesn't wants to be in this situation; the Dark Lords have split in two factions lead by Kaybilis and Hornet and are in constant war.

And so, in a world full of monsters, devils, magic and strife. In a world created for the amusement of a whale-god. In this world of never ending chaos, an adventurer with unlimited potential raises to take the mantle of a hero... except that he is brutish, selfish, horny, violent, and won't take a 'no' for an answer when he wants something, especially women. His name? Rance!

You start at the very beginning of the Little Princess era. In a couple of weeks Rance will take a job protecting a slaver and purchase Sill Plain as his assistant (and slave). Some months before the start of the first game and the beginning of a legendary adventure.

Take this, or I will feel bad:

+1000cp

Initial Location

Kingdom of Leazas
Also known as the most prosperous country (right now). It's located in the most fertile land of the continent, doesn't have a direct connection to the monster realm, their climate is good and slavery isn't implemented. It possesses a monarchy system for government and it boasts a relatively peaceful rule along strong trade with the free cities alliance. Because of their history and fertile lands, its often at war with Helman.

Helman Empire
The massive militaristic country with vast lands and a cold climate. Completely overshadowing Leazas in militant prowess, Helman used to be a proud and dangerous country that could take on any army. But in recent years a disturbance in the rulership of the country has appeared; civilians face massive food shortages, while nobles live a luxurious life. Rumors say it's because the prime minister holds the true power.

Magic Kingdom Zeth
Located at the southwest of the continent, Zeth maintains their border with the monster realm by using a series of large fortress named 'the maginot line'. a country with heavy emphasis in magic research, about 200 years ahead the rest of the world, around 20% of its population can use magic, but is also known that they treat those who can't use magic as lesser and often use them as entertainment or guinea pigs. Slavery is pretty common.

Free Cities Alliance
Much as the name implies, this is the aggrupation of various small cities with self-government, located in the southwest of the continent. While the leaders gather to maintain the trade, they lack a centralized force, so they are actually pretty weak and unstable as a power. Yet, this also gives a great degree of freedom that made possible various technological breakthroughs and massive economic success (for some).

JAPAN
Made when the beast Orochi rampaged in the east of the continent and broke off a bit of landmass. Connected to the continent throughout the Tenma bridge, JAPAN has always been plagued by civil wars and inner conflicts, but recently it has become mostly unified by Oda Nobunaga. Their government is a feudal system and possess a very different culture than the rest of the continent.

Pencilcow
The country of the Kalars, mostly a giant forest, its located between Helman and Zeth, in the west of the Kinari desert, close to the center of the continent. It was founded to gather all the kalars in the crystal forest, where magical barriers and

traps are set to protect innocent persecuted Kalar from being harvested by humans for their crystals. They either kill or capture for breeding any human that trespassers their borders.

Shangri-la
An independent nation founded in the Kinani Desert, located in the very center of The Continent. It maintains a uniquely advantageous geographical position, since not only is it the only nation that borders every major human country, but it also does not share a border with the Monster Realm thanks to the Crystal Forest. Desert Guides traverse the harsh landscape to enact the nation's commerce. Yet, it seems that something is very wrong about this paradise in the desert.

Ylapu
A strange, floating island suspended 2500 meters over the south of Leazas. The records of its creation have long since been lost, so for years it was shrouded in mystery. In reality, it is a floating battle fortress known as a "Toushin Toushi", created by the Holy Magic Sect to fight Demon King Gi in past times. It holds various secrets and magical items from a past era.

Monster Realm
It's the name given to the area on the western side of the Continent, established during the reign of Demon King Gi. It's inhabited by all kind of monsters, has a hierarchy depending in strength and power. At the top is the Demon King, followed by the dark lords and then the apostles. After that, monsters are judged by their individual power. Right now is 'split' in two factions, since the current Demon King 'Little Princess' has yet to take her throne.



Race

Human



Humans are a race of bipedal, sentient primates, noted for their achievements in artifice, creativity, dexterity and magical potential. So far, the gods are very pleased with humanity because its versatility, inclination to chaos and for being mentally and physically sturdy enough to defend themselves, but weak enough to despair and die in sufficiently horrible and spectacular ways. They are the most populous race of the continent.

Kalar



An all-female race distinguished by their long ears and the crystal in their forehead. It's known that they possess a great lifespan. Because they are composed of only females, they have to mate with human males to produce offspring, all the childs of a kalar are also kalars. At some point of their lives they can become an angel or a devil, depending of the pollution in their souls. You can tell if a Kalar is a virgin or not by looking at the crystal on her head. If it is red, then she is chaste, if it is blue, then she is not. If you pull the crystal from the head of a Kalar, she will die. Blue crystals are imbued with strong magical power, and can be used as a very powerful catalyst in magic enchantments.

Haniwa

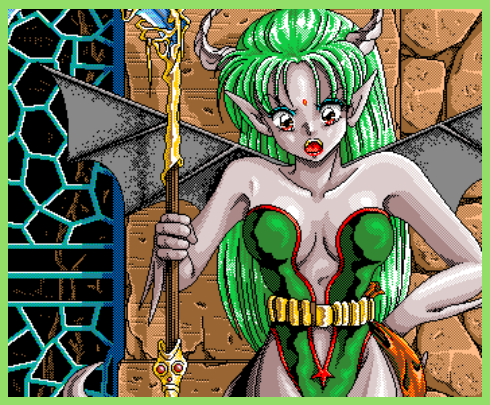


Probably the most iconic race in this world. Haniwas are separated in 'Hannys' (guys) and 'Hanikos' (girls) its actually a purely aesthetic thing, since they are made of organic ceramic and reproduce by molding a Haniwa in pairs. They lack reproductive organs. Strangely, they are a pretty common sight and are found in a wide variety of jobs. Still, they are somewhat discriminated against. Most of them revere the Hanny King.

Monster (100cp)
Rivaling humanity as the most populous race (as well as the dominant) monsters vary a lot, from squidmen to golems, passing by shapeshifters, oni-like ones or even mermaids, some of them even look human. They can have some advantages depending of their particular type. By nature, they are naturally tougher and stronger than regular humans and have a hierarchy based on individual power.



Devil (+200cp)
Devils aren't part of the Planner Scenario and they don't have neither level or cap, instead they are ruled by a strict hierarchy (from 13th rank, like new devils to 1th rank like the princes of devilkin) and various rules (if a human learns a devil's true name then that devil has to become their slave, or devils have to obey the orders of any devil better ranked than themselves). Their strength varies a lot, depending of their training and natural talent. They usually grant humans wishes in exchange for their souls.

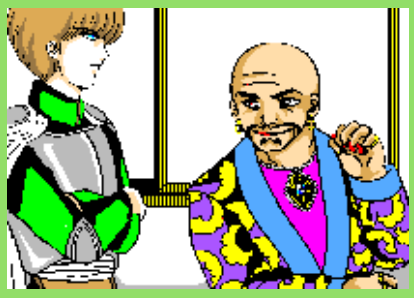


Age & Gender:

Feel free to maintain or change your age and gender at the start for free. For some races this is merely how you look.

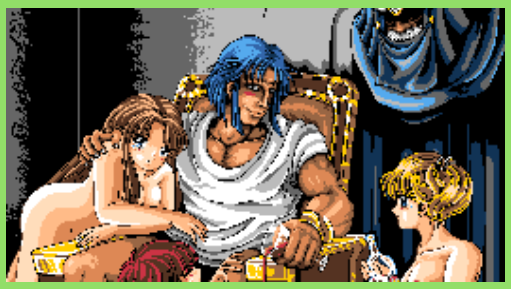
Background

Adventurer / Drop In



Traveling across the land of the continent, fulfilling quests, fighting monsters and generally possessing the lowest life expectancy out there. While not necessary, adventurers tend to belong to a guild, that hands them quests and rewards upon completion. You can choose wherever you start with a story in this world or if you enter as a Drop In.

Noble



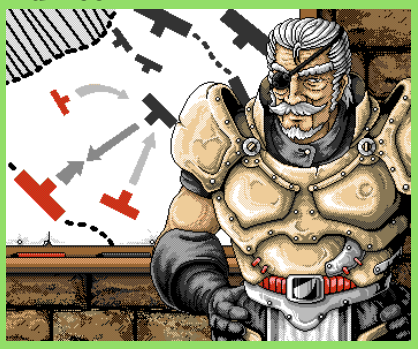
The privileged class. Born with a silver spoon and tons of responsibility, or at least that how it goes. The actual standing of nobles varies depending of your initial location, while noble mages are treated really well in Zeth, nobles in Leazas are treated depending of their rank and sometimes achievements. Regardless, you start with a good amount of resources and even manpower to achieve your ambitions.

Soldier

The protector caste by default. Your type of training and current equipment will depend of your initial location. You start with the rank of captain and a small group at your charge. While you do start with heavy responsibilities in your shoulders, you also are stronger than most and possess a decent amount of experience in fights.



Adviser



Not everyone is suited to taking the grand stage, especially when doing so will attract the attention of really powerful and moody beings. Or maybe you simply prefer to help. Whatever the case you are the trusted aid of someone in a middle-high position in your initial location. You can help them reach the height of their talent and more… Or you could abuse their trust to gain more power for yourself. Whatever floats your boat

Level Cap

Everyone with a soul within the Planner Scenario possess levels and a level cap. It's what defines a person's power and strength. You can gain levels by winning enough experience (defeating enemies, doing certain tasks, or with especial items) and then going to a Level Shop or to a Level God to convert the experience into levels. People not only gain levels but they can also lose them by stopping training and the speed they do is proportional to the speed at gaining them. By default, you start with an impressive (but not so rare) cap of 100. Choose now for a slow/normal/fast curve at winning and losing levels.

Skill Level

All living beings with a soul that are born within the Planner Scenario have Skill Levels set by birth. Even those who hail from other planets or dimensions gain this upon entering the world and never lose it. Nearly everything has skill levels, including daily skills such as cooking and cleaning. Skill levels determines the expertise of the person's skill in any given field, or better said, their talent at the skill. While levels are increased the more one trains, skill levels are set in stone by birth, and do not rise or fall.

Level 0 (Free)
Makes the individual capable of effectively doing the task normally, but without any particular aptitude for it. Most people tend to have dozens of skills at this level.

Level 1 (200)
Relative talent that lets the user perform the skill up to a professional level, while its not bad by any means, one shouldn't expect to gain fame with this alone. For example, Sill Plain possess a Level 1 Skill at Magic, while she is decent in the magic arts and can use it effectively in battle, there's a lack of power and versatility.

Level 2 (400)
At this point the user is a genius at their skill. More than enough to create unique signature abilities. Respected swordsmen like Rick Addison or Rance have a Sword Combat Skill at Level 2, it what lets them create their special attacks. For comparison Shizuka Masou also possess a Level 2 Skill at Magic.

Level 3 (800)
This level is basically legendary, and the user is the best of the best at the skill. Few people in history had a skill at this level and their potential is insanely high. As example, Annise Sawatari has the Magic Skill Level 3 and easily overpowers any other mage in the Continent. Even with little finesse and experience, the raw power of her spells can easily exceed the combined effort of 2000 mages.

Perks

General Perks

Perfect Beauty (200)
Just like Café Artful, you have been granted an extraordinary body, the very height of beauty, while you can choose what kind of allure you possess, be overflowing cuteness or manly studness; but you will be at the top of it in the world. Some would consider this a curse, but I'm sure you can appreciate the power of this.

Immortal (200cp)
As it says in the tin, immortality of the ageless variety. You can still be killed or sealed, but with enough time you will regenerate from even the deadliest wounds. Because various reasons, it's not that impossible to encounter someone with the same type of ability around.

Auto-Leveling (300cp)
The level system here is a little time-consuming, everytime you defeat monsters or complete tasks, you need to go to a Level Shop to raise your power. Some have a deal and get personal Level Gods that hasten the process, but is still is a chore to do so. This will take care of it, letting you level up automatically everytime you have the conditions to do so. Not flashy, but you will find how useful it is soon enough.

Demonic Blood Soul (800cp)
Dark Lords are powerful, but also bind to do whatever the Demon King orders them to. I can make you a "blank" Dark Lord, meaning that you don't need to obey the Demon King. Being a Dark Lord will make you ageless, grant the 'Invincibility Field' a special defense that can block any attack and the ability to create 'apostles', servants with the same ageless and a boost to their power. Because each apostle takes a bit of your power, you will probably cap at eight of them. They will become followers unless you import them as companions. This perk will also raise one of your Skills up to the next level, you can choose which one. Have in mind that there are ways to bypass the 'invincibility field' and you can still be sealed.

Adventurer

Luck of a Hero (100)
Not quite like the 'fortune' skill, but it does its job anyway. This gives you a good boost to your luck at important times. It will make easier to find that important and lost item or grant you an opening when fighting a stronger opponent. Just don't expect to help you find money in the streets or get in time for Alice's concert.

Hyperweapon (100)
Well, truth be told the place has a shortage of hands and the help is really needed… or at least that's people say to themselves when they employ you. As long as you take care of the job or are useful in some degree, your employers will be way more forgiving and lax with you. Easily overlooking your minor mistakes and giving you more room to do your own thing.

Love is Subjective (200)
Yeah maybe you have a couple of slaves and constantly abuse those beneath you. But that's your problem and others shouldn't get in the way. Thankfully they get it, or at least they do with this. As long as it doesn't affect them directly, people will maintain their distance from your business when you want to. Just be mindful that some have a different meaning for 'directly' than most.

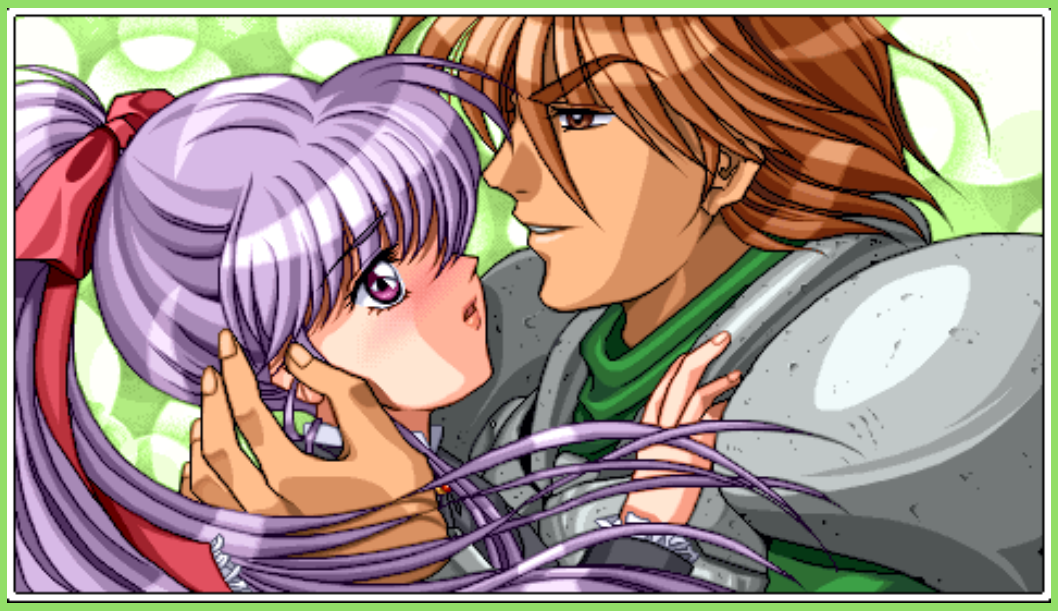
Paragon of Justice (200)
Lucky you, people tend to see your actions in the most positive possible light at any moment. As a commander that sends far away the other guys because you want only the girls around? Everyone interprets it as a complex tactic and think better of you. Killed or raped captured enemies? It was something inevitable in times of war. Of course, it won't help much if you do something unmistakably bad in their faces or if they know your actual reasons well enough.

In Due Time, My Dear (400)
Maybe you aren't the best at first impressions or maybe some of your relationships started with a bad foot, regardless, people you interact with in a constant basis will start warming up to you. The more time they spend around you the more the grow to love you. The effect increases as you interact more with them, but even only being around regularly will show results.

Brutal Charisma (400)
I wonder why, but you got a talent for, when you seduce them, making people fall incredibly deep in love with you, enough to ignore your faults and pursue you unrestingly. While actually making them fall in love in the first place it's up to you, once you spark the romance the rest will come by itself. Beware the lovers with a little… obsessive personality already. Unless that's your thing.

‘Hero’s’ Life (600)
Well, you didn’t come all the way here to only take boring jobs and lead a boring life. This is for that, to always be there for interesting happenings, to be just in time to get into lots of interesting quests as well as meet many attractive women (or men) on your travels who find a certain attractiveness about you and will help spread your reputations far and wide. Because of this, most quests you take will also reveal themselves to be far more complex than they initially look, but also grand greater rewards and opportunities.

Unchained Potential (600)
Everyone in the Planner Scenario have a cap, a limit to how strong they can become. So far the only exceptions have been the Demon King (as part of their skillset) and a bug in the system named Rance. Or at least it was like that. Now you also possess this trait. Making impossible to know how strong you can get with enough training and battles. Be careful, flaunting it around could potentially attract the attention of some bored beings in search for interesting people.



Noble

The Beautiful Elite (100)
As they say, it's easy to spot someone from the high society. Smooth skin, flawless features, nice body, graceful movements, regal aura, the list goes on and on. While not all nobles are like this, you certainly exemplify the rumored 'beautiful aristocrat'. Not so good for sneaking around unless you completely cover yourself, but more than useful for parties and finding dancing partners.

Blue Blood (100)
Being a part of the elite is not just having a title and some subordinates. You also need to flaunt the manners of a noble and able to handle yourself in the court and high-class parties. At least those things are covered, courtesy of a life in the circles from the upper-class. Too bad the commoners don't appreciate it enough.

Delegation (200)
It's a pain to take care of everything by yourself, after all, what's the point of being at the top if you can't enjoy it? The answer is to get people to do your work for you, thankfully you got a good eye for people, gaining an 'feeling' for what are they best at and in which position they would develop the best.

That's an Order! (200)
There's no two ways around it. You are nobility, someone who was born above the rest of peasants or common soldiers. People seem to have realized this, because when you issue an order, everyone who is less ranked than you follow it by instinct. It won't do much if they have a great will and are really against it, but it will still affect them. For most, when you yell 'run' their legs will be moving before their minds get to process your words.

Conqueror Rights (400)
You can't be a self-respecting ruler unless you do something for your country, the most common way to do that is expanding it. This makes easier to plunder enemy city's resources after you defeat them and makes the people there way less rebellious or more inclined with siding with your rule. It also greatly lowers (completely in some cases) any complaining about what you do to them.

Noblesse Oblige (400)
The mark of a good leader lies in his subordinates, you could rate how good someone is at directing just by looking at those behead him. In your case this enhances your minions with carrying out your jobs even without your direct oversight, making them react as if you were directly giving orders, while also directly improves the abilities of anyone your currently directly leading.

The Meaning of Loyalty (600)
A noble. A leader. You're someone born and bred to be on top. But what's a noble without those to rule over? You have a knack to get followers, to find those whose goals and lifestyles mesh well with yours and are willing to be led by you. Furthermore, you also know how to inspire others to follow you in your endeavors, quickly gaining deep loyalty from them, one that goes to the end of their lives after gaining their trust. Don't abuse this too much.

Golden Rule (600)
Money, it's what makes the world go around. All nobles have some source of income, big or small. But you took it to the next tier and then some more. And why not? When GOLD can get you practically everything. You have an almost supernatural way with the coins, one that makes everything you lay your hands on into an opportunity to make profit. Not only that, but this also grants you insight in the best ways to use your money to further your ambitions, be negotiations, rulership, troops management and so on. Make the best of every coin you own.



Soldier

Basic Training (100cp)
The basic fighting positions, reading military maps or even camping has been drilled in you by your superiors. Probably a couple of things more depending of your initial location. You also know how to use the more common weapons, like spears, swords and shields; nothing very advanced, but more than enough to save your own life. As a side effect you are also very ripped and fit.

Plunderer (100cp)
Luck. It's all about luck when claiming the rewards after a fight, be chests after defeating monsters in a dungeon, be about the riches of the city your group just conquered, even the prisoners you get. And lucky you are for these kind of things, the treasures in dungeons are a cut above the difficulty level, the prisoners assigned to you are from the most beautiful in the place. In short all the loot you get is better than it would normally be.

Specialized (200cp)
In a world like this, people tend to rely only in themselves, trying to become proficient in as much areas as they can to survive on their own. You are a part of the military thought and as such you know to trust in your partners and concentrate in being the best at your role. That's probably why you gain a decent boost when you focus in one particular area. The more time and the more specific your training focus, the greater the boost this grants you.

Multiclass (200cp)
Normally soldiers just focus in their particular, signature weapons and leave at that. It's rare to find a Helman soldier with magical might or a Zeth one that know about the blade. Going against the norm, you know, almost by instinct, the best ways to synergize your magic and martial arts to create your own, deadly style of fighting. It works better when you have a wide array of options to combine.

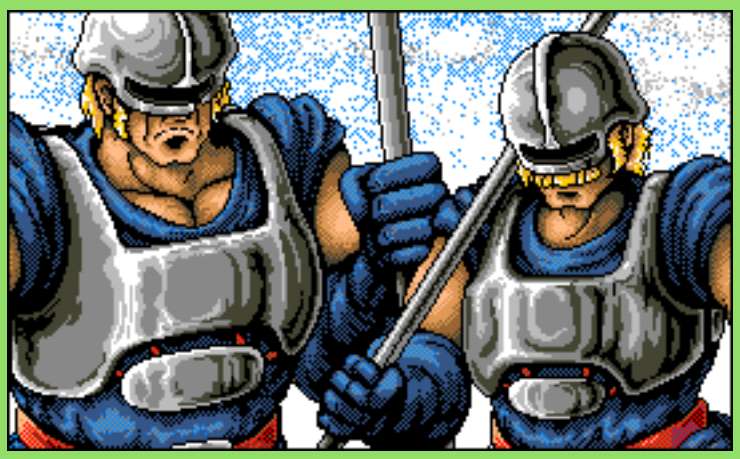
Life of Commanding (400cp)
It's not a secret that a good boss takes the loyalty of their troops with ease. After all, it's difficult to not respect those who suffer as much as the common grunt and do even more. You applied this into your way of commanding and reaped the success of it. The soldiers in your direct command become more loyal as their time under you increases. Some weeks would make them completely trusting of your orders and thinking, while in some months they could become loyal enough to offer their lives for whatever ideal you fight for.

Revolutionary (400cp)
Guerrilla tactics, blitzkrieg, kamikaze attacks, defensive retreat with traps. There's a lot of ways to go around being outnumbered by the enemy army but still turn around the table and win. As a seasoned veteran (or maybe just talent at it) you

are particularly awesome at winning battles with less people than the enemy. Great for gaining some reputation and maintain your army costs low.

Perfect Training (600cp)
Maintaining your body in shape is a little more than important here, some slack and you could end up losing levels and having to grind for them again. In your case, either because of some ritual passed down to you or because your own efforts, you have discovered a way to don't lose the levels you gain. Each and every of your gains are perfectly retained even of you don't fight again or stop training altogether. Not very flashy, but useful when you need to take a time between battles.

Prodigy (600cp)
In a way very much alike to the designated hero, your gains for each level increase are multiplied. This doesn't mean that you win more levels with less training, but rather that every level gives you obscenely big increases. It not only applies to level ups, but all types of training give you largely boosted gains in various areas. Go to practice your swordsmanship for a month would not only increase your ability at using such a weapon, but also increment your speed and reaction time.



Adviser

Paperworking (100cp)
Ah, paperwork. Some hate it, some love it, most are just annoyed at the sheer trouble it is. Luckily, paperwork is something you're good at. From simple selection and comparison of registered and real expenses for finding notable swindles in the system, to most advanced things, like making the legal and official documents to implement the new laws and reforms your lord wants.

Overtimed Clockwork (100cp)
Stress is something one had to deal with in the old fashioned way. You aren't a stranger to that, being the always ready aid of someone. All those years at service has paid off and you have learned to deal with great amounts of stress without losing your focus on things.

Stessel Doing? (200cp)
Don't say I didn't warn you about catching the eye of the bigger whales around. It's not a nice thing, believe me, to be at the mercy of deities with little care for your wellbeing… Don't look at me like that. This little boon helps you to be 'passed on' from the curious eyes of selfish gods and the likes. As long as you wish, they will simply ignore you in (un)favor of others.

The Man For The Job (200cp)
Advertising oneself is sometimes difficult, to prove to others that you are the most fitted for the business at hand. This makes it a little easier. After having witnessed in action, at least once, people will think of you first for any work they need help with. Nothing major, but a good way to save time at finding employment.

Maris Brings The Funk (400cp)
Power and title are usually tied up. When someone has a position as a commander, people expect they to be able to kick some serious ass and lead the troops effectively. Be as it may, you are given way more power and influence than your position would suggest or allow. As a simple soldier you could lead your own squadron or as the head maid of the queen, you would be given enough power to fire ministers. It doesn't raise the pay thought.

Words Are Free (400cp)
Some careless whispers for the lonely widow, another word of support for the emotionally dependent noble, small flirts to the new maid in the court. You know the best ways to use words for the purpose of winning the trust of others with haste. With just a glance you can have a general idea of what lines play to swing them to your side… or to make them dance at your tune.

Catching UP (600cp)
Well, in times like this is almost a guarantee that you and your allies will either get strong and survive or be swallowed whole by those with power. Unfortunately, there are times in which one of the party members doesn't grow as much as the others. This will help you if you ever find yourself in that situation. It grants you a raise in your caps to be more matching to your current companions. The greater talent your partners have, the greater heights yours will become too.

Helping, Always (600cp)
The roles in a government are something pretty standard and usually set in stone, one deals with internal affairs, other get to take care of external diplomacy, a couple others have to take care of the military, etc. Of course, while having various roles at the same time isn't rare during times of trouble, the best have them separated to avoid corruption or overworking. Not in your case, you have the ability to multitask and temporally elevate your proficiency in other areas related to your role. You could be prepared as minister of internal affairs, be placed as a high commander and still function almost as well as you would in your original place.



Items

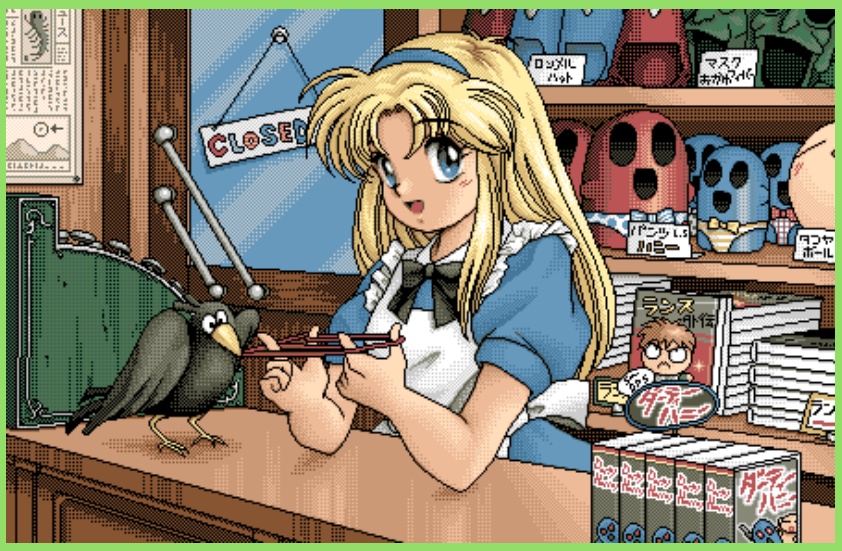
Adventurer

Supreme Suit (100cp)
Clothes make the Jumper, or it seems so. This is a suit in your favorite (or more iconic) color and a bunch of perfect copies of it. It doesn't get stained and can withstand a ridiculous amount of damage (a little more than you, actually). It's also very comfortable and smooth, you probably will take a good liking to it.

Hirami Lemons (200cp)
This little bag is filled with Hirami Lemons, nothing much special about the flavor, but they can be used to suppress bloodthirst, it also works in other ways. For example, Kurusu Miki uses it to delay her transformation into Demon King. It refills once a week.

Jumper inc. (400cp)
A little shop at your name. Starts in the initial location as you and generates a steady income. It will follow you throughout jumps and will sell whatever you want to (as long as is accessible in the setting or you can provide it). It will hire employees from the locality and pay their taxes at time.

Anti-Demon Weapon (600cp)
Just like the legendary swords Nikkou and Chaos, this weapon has the capacity to negate the invincibility field that surrounds the Demon King and the Dark Lords. Just like them too, this one is sapient and comes with a nice personality. You can import another weapon you already have into this role. If broken they can repair themselves with… lewd activities. You're warned.



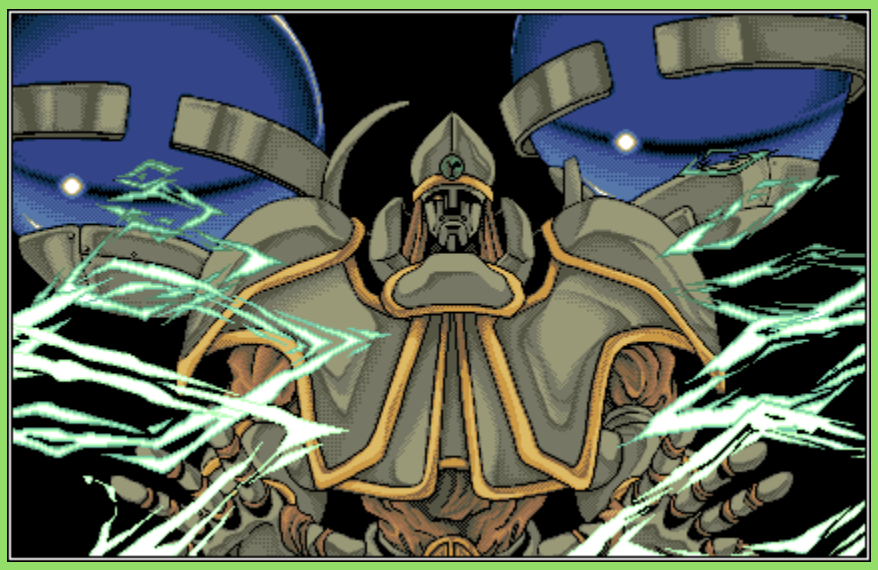
Noble

Funds (100cp)
It's a little more than shameful to be a poor noble. This is a whole 20000 GOLD for your purposes, a little more than the monthly income for a good manager or someone with rich lands, but still useful nonetheless. You could buy some good slave with this and still have enough for decent equipment.

Title & Decree (200)
Papers, signed by the head of your country, but otherwise not very impressive. These prove your lineage giving you certain amount of diplomatic immunity when visiting other countries. No one wants to start a war for treating bad a guest, after all. It will even work in other worlds that possess an equivalent of nobility around.

The FLASH (400cp)
Designed by Papaya Server, one of the lords of Zeth, this little trinket is the magic equivalent to a nuclear bomb. It can easily destroy a city or an army. You get one and the recipe to make more. Be careful, some of the ingredients necessary are a little difficult to come by… or immoral (like getting the whole blood of a Level 30 mage). Still, is a very powerful weapon to have around.

Toushin (600cp)
Also called War Gods, this were weapons created for mankind to fight on equal footing with the Dark Lords, enormous war machines created by the Holy Magic Sect. They are powered by magic and remotely operated by the user, but they failed at breaking the invincibility field. This little one is a relic from that time, and one of the last remaining ones. Plenty powerful, but somewhat tiring to use.



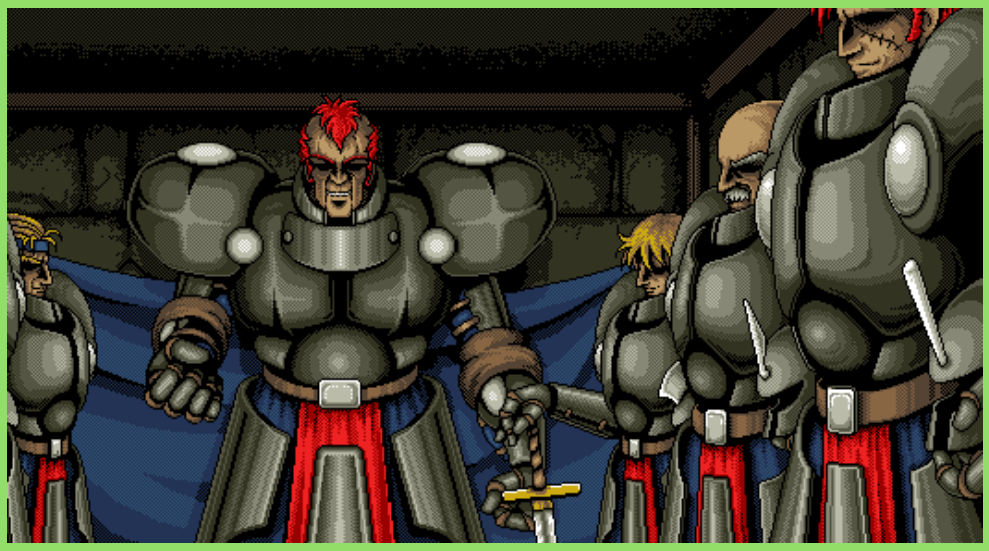
Soldier

Basic Equipment (100cp)
As the name implies, the standard equipment for someone of your caliber and rank in the army. It varies a lot depending of your starting location. Zeth would give you magic items and a staff, Helman would provide strong and thick armor and weapons, with Leazas gives more enchanted and stylish things.

Holy Set (200cp)
A set of equipment consisting in the Holy Sword, the Holy Shield and the Holy Armor. Treasures of Leazas that I'm not sure how you got your hands on them. Aside from being above any equipment you can normally find in shops, this set deals some extra damage to monsters and are the key to unseal the 'Corrupted Sword Chaos', currently sealed in the Leazas Castle.

Level Shop (400)
This little business is specialized in converting EXP into Levels for a small amount of GOLD (other currencies may apply). It's attended by a responsible if somewhat strict young woman. This shop will follow you around when you go to other words and still function as intended. For some reason, it can also be used in people outside the continent, also granting them Levels, Skills, Level Cap and such.

Escudo (600cp)
A perfect copy of the sword granted to the hero on turn. It was created by Supreme God Planner to give humanity a chance against the Demon King. Escudo becomes more powerful depending on human mortality. The more humans die, the stronger the sword becomes. If most humans are dead, the sword can even strike down Demon Kings and even Gods, but humanity must be reduced to absurdly low numbers for the latter to happen. Let's hope it doesn't go down to that.



Adviser

Magic Vision (100cp)
The magical equivalent to paid television. Just as you may guess, is pretty underwhelming. The only thing this little box has to advertise itself is how it can catch channels from previous worlds you have visited. Good to kill time, I guess.

Jumper's List (200cp)
A bunch of papers, more than enough to make the best bureaucrat sigh. Here are many names from prominent people and a good deal of blackmail to force their hand at your will. It also has some other names of people with talent that haven't been discovered yet by others. Use with caution.

Hidden Cabin (400cp)
Far from society, this little wood cabin has the uncanny ability to offer perfect shelter when you are being pursuit or want to lay low for a while. It won't be discovered by your enemies (unless you tell them where it is) and its stacked enough for you to survive for a full year inside. It follows you to new worlds.

Map From The Gods (600cp)
This picture is a (very) detailed map of the continent, it shows the locations of most cities, big and small, as well as the delimitations in territory for the various countries. It updates itself so you will know when some country falls or if another city is build. As a bonus, it also has a list of places with interesting happenings at the time, so don't be shy at looking for some adventure.



Companions

Loyal Friendships (200cp)
Loneliness is a hard thing to deal with, I don't want you to get all angsty in your stay here. You can, for 50cp import a single companion, they receive 400cp to spent here. Or, for 200cp, import up to 8 companions in this world. They will receive 600cp to spent in perks or items and they are free to take drawback should they wish to expand that amount.

New Entourage (100cp)
This is a world full of talented and charismatic characters, I can't fault you for wanting to get some of them with you in your travels. For 100cp you can take anyone from the canon as a companion, as long as they agree to it and are still alive by the end.

The Chains of Love (100cp/Free Adventurer)
This girl is a slave ended up in your hands after some convoluted quest. Optimistic, with a disposition to help others and morally sound, she seems to have fallen in love with you in her own accord and accepts her place as your slave. She will follow your orders and decisions; thought she may raise (empty)complaints if you are too corrupt. Comes with the freebies from the 'Adventurer' perkline and a LV2 Skill.

Hidden Blade (100cp/Free Noble)
A ninja that sweared herself to you after you saved her and gave her some food. Loyal to a fault, will follow all your commands even if she hates it or it's suicidal. Not very capable when compared to the ninjas in JAPAN, but competent enough in the main continent. Comes with three LV1 Skills and the 'Soldier' free perks.

Words Of Wisdom (100cp/Free Soldier)
Your second-in-command since your days at the academy, already used to your personality, she became everything she could to balance your faults and raise your strengths. Probably has a crush on you since a while ago. Comes with three LV1 Skills and the freebies from the 'Adviser' perkline.

Honorable Knight (100cp/Free Adviser)
This one is a fallen noble girl that became a knight to restore her honor. After a while she decided that it was way better to just follow you after witnessing you in action. Adheres herself to high morals and a chivalry code, but she would give her life for you and trusts your judgment over anything else. Comes with a LV2 skill and the freebies from 'Noble'.

Scenario

Sadistic King Jumper

Well, I knew there was some ambition in you, but this one is unexpected. Taking this Scenario will mean that you need to conquer the world. Yeah, exactly that. Be the separated JAPAN, the magic Zeth, those cold lands of Helman, the fertile Leazas, independent cities and even the Monster Realm. All of those have to fall into your hands, and people must recognize your rule over them.
After that, thou must run the Continent as a single, peaceful nation under you for 10 years, not as a shadow ruler, but as a legit one. It doesn't sound so bad, right? Good, because we just started the difficult part. You see, Ludo-Rathowm doesn't like peace, especially in the Continent he created to entertain himself with chaos and strife. So he will send his gods and minions to subdue you or create chaos across the land, of course, you will need to stop those plans. In the worst case, Ludo will throw a fit and try to destroy the whole world, stop that too.



Reward: You know I wouldn't make you do all that without offering a just reward, right? Stop looking at me like that, you choose this! Ahem. For being able to conquer the Continent and maintain a peaceful rule for ten years as well as making sure the Gods didn't destroy it all. I will grant you The Continent itself. Yeah, Ludo said he didn't want it anymore, isn't that great?

Drawbacks

Feel free to take as many as you want.

JUMPER-Old Continuity- (+0cp)

I won't lie, this place can be dangerous if you put your nose in a bad place and don't have the strength to back you up. The 'hero' Rance just did that and… well, he's dead now. It's up to you now to resolve the plots and mysteries he was supposed to resolve. If you want to. Nothing holds you from just letting the situation be as it is now.

The First Level is The Cap! (+100cp)
Levels are overrated anyway. Well, this is it. You got a hardcap in this world's level system. You ain't getting any stronger and some people may laugh at you for being a pleb forever stuck in the first level. At least it doesn't affect your powers from other worlds. Have fun, I guess?

Forgot to Grind (+100cp)
Unless you are doing a quest at the moment, you tend to slack off a lot and lose levels as a consequence. To make it worse, it just happens that you only take quests when you need the money. So prepare to start at level 1 everytime. You can overcome this… with a lot of willpower and some help of friends.

Rolex And The Booze (+100cp)
Tough luck. Just like the general for the third army in Helman, you are an absolute alcoholic. You spent every dime you have in more alcohol and try to drown yourself in it every moment of the day. One can overcome this, but I assure you is not going to be pretty or easy at all.

King of Thieves Jumper (+200cp)
Talk about bad reputation, it seems that some country wants you dead and has put a very good prize for your head, as well as contacted as many friends as they could to do the job. Feel free to take this up to 4 times and choose which country from: Leazas, Zeth, Helman or JAPAN.

A Man's Dream (+200cp)
Jumper please, stop thinking like an hormonal teenager for ten seconds… Damn, here we go again. Your libido is off the charts and probably could set a new record somewhere. The only man around as horny as you would be Rance, and even then I'm not sure if its only stops at that.

Meta Sword Jumper (+200cp)
Well… The next step after using a sword is becoming one, isn't it? Not that it matters anyway. You are locked in the form of a sword for the rest of your stay in here. You can still use some of your powers, but most of them will be used by whoever wields you at the time. You swordslut.
->Wielded By A Hero (+400cp)
… Be as it may. You are now unable to use any of your powers unless you are being wield, and you can't be wielded by just anyone, only Rance seems able to withstand your nature as a dimension traveler. So be prepared to either be locked away as useless trash or being used by Rance and give him door to your abilities.

The Eye Of The Moeblob (+400cp)
Bad news jumper. Miki Kurusu, also called Demon King 'Little Princess' has decided to accept her fate and take the mantle of Demon King. That's kind of bad for humanity, but even worse for you, because she is convinced that she needs to kill you at all costs. Prepare to face the strongest foe of humanity and her minions

Didn't Plan This Enough (+400cp)
This one is a little bit of my fault, really. You see, I don't really get along with Planner, so when I let you here, he will take notice, as well as all your powers. Knowing him, he will prepare countermeasures to take you down, maybe with copies of your perks or with tailored enemies to counter them, because he is a prick. You will need to rely on items and companions to survive the enemies he sends.

-La Jumper (+600cp)
Upon entering this world, you will be split into two parts, two jumpers with half of your powers each. Which ones is random, and also means that both parts are only half as strong as you should be. They (you) will start at separate locations and will have a mental link that attracts them to each other, but it will weaken over time. If you don't fuse yourself together in ten years, it's the end of your chain.

Final Choice

You did it, you survived 10 years in this place. I'm not lying when I say that it is quite the feat. But, what will you do now?

Gotta Go Home

Tired already? Well, this place does have the ability to wear down everyone in it. Indeed, it was a fun ride, jumper. Go back home with everything you have gained until now. Just don't forget about me.

Stand On The Horizon

...uh? You want to stay here? How unexpected. But then again, it's probably because of that trait that I selected you. Go on your merry way. I will take care of your business at earth. As a last gift to a good friend.

My Glorious Days

Duh' Of course you want to keep going! Let's prepare to the next tort- I mean, let's prepare for the next adventure!



Notes

-This follows the old timeline of Rance. Basically the events of I, II, III, IV and Kichikuou. Those will happen as in the games unless you do something about it.
-Dark Lords and Demon King are also known as Fiend/Archfiend, Demon/Demon Lord, etc. it's a translation thing, so it doesn't really change a thing.
-Special Thanks to PucelleAnon. You're awesome.
-Ways to bypass the 'invincibility field' is fighting with someone that also has it, use an anti-demon sword, reflect their own attacks or use something that isn't considered an 'attack', something like 'sexual assault' works.
-Examples of Skill Levels:

Combat

- Sword Combat
- Short Sword Combat
- Spear Combat
- Hammer Combat
- Unarmed Combat (Pro Wrestling/Kenpo/Jujutsu)
- Bow Combat
- Gun Combat

Magic

- Magic
- Divine Magic
- Holy Magic
- Cursecraft
- Magic Science
- Magical Metallurgy
- Summoning
- Dream Manipulation
- Monster Synthesis
- Guardian Craft

Social

- Government
- Leadership
- Management
- Business
- Conversation
- Strategy
- Espionage

Job

- Miko
- Ninja
- Maid

- Butler
- Thief
- Hikikomori
- Mechanic
- Adventurer

Everyday

- Housework
- Knitting
- Construction
- Gardening
- Parenting
- Music
- Writing
- Teaching
- Cooking
- Learning
- Driving
- Hunting
- Medical Treatment
- Sexual Technique
- Torture
- Fortune
- Animal Taming