Seoul Station's Necromancer

Welcome back to Earth, jumper! No, you didn't head home just yet, but this world is remarkably similar to your own, at least before the Dungeon Shock. In 2012, every subway station around the world overflowed with monsters, and in their place, portals were formed. Through each portal, a copy of the original subway station could be found, with monsters located within. If the dungeons aren't cleared by killing the monsters within and getting the Return Stone to deactivate the barrier and leave, after 30 days the monsters will break out and likely destroy the surrounding areas before they can be put down. Fortunately, a new type of hero emerged. The Roused are those who have awakened abilities similar to RPG characters, and are considered the only people capable of clearing dungeons. This, combined with the mysterious Bloodstones found within monsters that can be used as an energy source, means that humanity can put up a good fight against the monsters. In five years, a mysterious man name Kang Woojin will return from another world and attempt to clean up the world himself. To help you out, here's 1000 Choice Points (cp) to help you purchase perks and items.

ORIGINS

Drop In – You show up in this world unannounced, in an empty alley somewhere near a subway station in your chosen city. You have no memories of this world, but since this is an almost perfect replica of Earth save for the existence of Dungeons you should fit right in, at least hopefully. No memories means no allies either, so you might want to find some soon. The Dungeon Shock will happen in about a week, giving you some time to get ready. Starting age is whatever you were in your last jump.

Roused – Living as an ordinary person until now, in about one week the Dungeon Shock will occur and you'll awaken your Roused abilities. You'll start off weak, with barely any Skills and only able to take on the weakest of monsters, but in time you could rise up the ranks to become a powerful Guild Leader capable of taking on the highest class dungeons. Starting age is 1d8 + 17

God's Seed – Your life up until now has been plagued by strange half-visions, nightmares from which no doctor or therapist has been able to help you with. But, after the Dungeon Shock happens in about one week, you'll slowly start to awaken your connection to a newly forming God of Earth. Starting age is 2d8 + 8

Dimensional Traveler – Something went wrong when you were trying to enter this world. Instead of arriving on Earth, you've arrived at Alphen, a planet of high fantasy and magic. Time passes four times quicker in this land than on Earth, but don't worry; your ten years in this reality will be relative to earth time so in theory you could spend 40 years in this place. But be warned, the 72 Thrones, commanders of Trahnet regularly wage war in this place, and within 20 years only one living kingdom will remain. Starting age is whatever you were last jump.

STARING LOCATION

Roll 1d8 to or pay 50cp to choose your starting location. Change gender for free if you'd like.

1 – Seoul, South Korea: Homeland of Kang Woojin, and where a significant portion of the plot takes place. Three major guilds protect the area in case of Dungeon Breaks.

2 – Delhi, India: Holding their own surprisingly well against the Dungeons. High population means a high number of Roused to clear the Dungeons before they become a problem.

3 – New York City, USA: Still a major superpower after the Dungeon Shock, the USA is quite capable of holding out against the Dungeons. In five years, a mysterious girl will be found inside one of them.

4 – Aircraft Carrier, Indian Ocean: An active aircraft carrier owned by the British. Will be sold in a few years to Kang Woojin, but for now you've got some explaining to do.

5 – England, UK: Home of a mysterious professor with advanced theories on Bloodstones and Dungeon formation.

6 – Alphen (Mandatory for Dimensional Travelers): Another world closely linked to earth, ruled by traditional fantasy stereotypes. You can expect rampaging orcs, magical elves, and dwarfy dwarves, as well as some more magical creatures. Time passes 4 times faster here than on Earth.

7 – Free Choice: Lucky you, choose any location on Earth, or any other world to start on.

8 – Pyongyang, North Korea: Whoops, seems like you ended up a bit further north of the plot, and at a bad time to boot. North Korea has a surprising number of subway stations turned dungeons, and the leader is a bit of mess. Good luck!

PERKS

Origins receive their 100cp perk for free and the rest for 50% off.

General Perks

Class System (Rated Free for Everyone) – Due to the increased mana levels on Earth (or Alphen), people with mysterious abilities naturally arise. In effect, this allows you to choose one simple "class" to base your abilities on. Magician, Monster Tamer, Warrior, etc. You'll start off fairly weak, with only a couple abilities related to your class to help you out. An ordinary Magician might have a simple Shield Spell and a minor offensive Magic Missile, and that's it.

Advanced Class (200cp) – Now you're getting somewhere. You've managed to progress beyond the simple class you started with and have reached an advanced class. These classes, such as Necromancer, Paladin, or Archwizard, are much more powerful and effective than their base counterparts. You'll start with several abilities, including higher tier ones. While a Battle Wizard might throw around a few Magic Missiles, an Archwizard could spend a few minutes to call down a Meteor. The main difference between standard and Advanced classes is that the Advanced Classes tend to be either highly specialized, or broadly just plain better than a base class.

Looking for Group(Variable cp) – For 50cp, import one companion to give them 600cp to spend, choosing a background and race as appropriate, or get one canon character to tag along. For 200cp, get a full party of 8 companions, either imported with 600cp, or brought from canon in any combination. In either case, companions can instead be created instead of imported to receive the same benefits.

Familiars (400cp) – As you level up, you'll slowly acquire the ability to summon creatures and people that you've bound to your will. The exact nature of the summoned creatures depends on the class you've chosen, but the higher level you unlock them at, the stronger they will be. For example, a level 10 Necromancer could get a small Imp as a familiar, while a Fire Mage could have a Fire Fairy. At the higher levels, expect to unlock familiars like bands of powerful warriors, legendary mages, or even ancient dragons. If killed, familiars retreat to the Familiar's Room, a closed off dimension where they spend about two weeks (relative to your time) recovering before they can be summoned again.

Drop In

Wandering Mercenary (100cp) – In your travels, you've learned how to work for anyone and in a few unusual cases anything. People in positions of power are more willing to hear you out if you approach them for work, and may be more inclined to offer you their aid if you offer them your services.

Internal Compass (200cp) – Your sense of direction is impeccable, allowing you to retrace your steps to anywhere you've been before, and more accurately find any place you're searching for. This ability also helps guide you through the void between dimensions, whether you're searching for a place in particular, or looking to avoid certain areas.

Wanderer's Code (400cp) – A useful ability for any traveler to have, wherever you are counts as Home, both in an emotional and magical sense. You find yourself more easily adapting to living in new places, even ones radically different from before. In addition, any supernatural or mundane effect to determine your place of origin will say that you belong there no matter what, allowing you to bypass some restrictions. This can be selectively turned off if you don't wish for specific places/planes/dimensions to count as your Home for some reason.

Dimensional Knowledge (600cp) – You know the truth about the dimensions. Trahnet, the 72 Thrones, Codes, you know how all of them came to be, and know how to do it yourself. To start, you know a time consuming and costly ritual to turn large amounts of mana, either from Energy Points, Bloodstones, or other sources, into a Dimensional Fragment. You also know the secret to Dungeon creation, using the Dimensional Fragment and large amounts of Bloodstone to turn an area into a Dungeon, which you will have control over by default, though if you're not a Dimensional Lord you'll have to populate it with monsters yourself. More information on Dimensional Fragments and Dungeons can be found in the Dimensional Domain and Notes sections.

Roused

Bloodstone gathering (100cp) – One of the earliest and most important skills for any Roused to learn, you know how to efficiently collect the Bloodstones that appear inside monsters of high ranking

dungeons. These stones sell for a pretty good amount of money, with larger stones from more powerful monsters selling for more, and they are the primary reason why powerful Roused can get so wealthy so quickly. This also gives you increased skills with harvesting other materials from monster corpses, and looting in general.

Know your role (200cp) – Dungeon exploration is no easy feat, and for that reason almost every Roused chooses to enter in a group. With this, you are more able to coordinate among group members and more easily resolve any infighting that may occur. With you in the group, the tank will always stay up front, the wizard won't pull agro, and the healer will make sure everyone stays alive.

MLG Pro (400cp) – Thanks to years of dedicated practice when you likely should've been studying, you've become the top strategy game player in the world. League of Legends, DotA, Starcraft, Starcraft II, you've got the skills to win tournaments in them all. This comes with an obviously much less useful skill at commanding armies and thinking of advanced military tactics, though being really good at Starcraft is more likely to help you in the long run.

The Best Teacher (600cp) – …is getting your ass kicked. Any time you're pushed to your limits and beyond, you'll emerge stronger than before. If you're forced to collect Bloodstones at the speed a high level player can clear the weakest dungeon, you're going to get pretty fast at it. But, if you spent a few weeks being chased by the world's strongest Lich, you could end up reaching previously undreamed heights for yourself…assuming you survive. With time, and the proper stimulus, you might even be able to break through the level cap and onto new frontiers, but you'd need something suitably challenging to overcome that barrier.

God's Seed

Belief Based Telepathy (100cp) – Using your divine connection, you are able to communicate telepathically with any creature capable of language, but only if they believe in your deity. This need not be active worship, just acknowledging that your deity exists. Both parties hear the communication in their native language.

Holy Beauty (200cp) – Thanks to the blessing of your god, your appearance is greatly enhanced. The nature depends on your race, age, and gender. A human girl would end up unusually cute, while a male orc in his 40s would look more muscular, have larger tusks, etc. Of course, if you'd rather be an unusually cute middle aged orc, maybe your god is just into that.

Healing Light (400cp) – You possess a powerful healing ability, on par with a high level cleric. Ordinary wounds are nothing to you, and even long lasting injuries like lost sight or a broken spine can be healed by your touch. Any existing healing abilities, such as by choosing Cleric, White Mage, etc., as your class are greatly enhanced, allowing you to bring people back from the brink of death.

Prophecy (600cp) – Thanks to your connection with your deity you're occasionally hit with bursts of inspiration, telling you what to do. The advice your deity gives will always lead you on the best path, even if it may seem like a bad idea at the time. Your deity is not totally omniscient, though it is close to

it, and the voice may not give advice in the way you're hoping (e.g. It may give you a prophecy to ensure your safety at the cost of the safety of your allies.) This advice happens during major life decisions, but can be directly called upon by praying for an extended period of time.

Dimensional Traveler

Soul Sight (100cp) – This simple ability allows you to see the quality of a person's soul. The darker their soul, the more evil they are, and the fainter the soul is, the weaker it is. Be warned, a person with a pure soul could still be coerced into evil acts, so this isn't a foolproof method of keeping away those who would harm you.

The System (200cp) – Every Roused operates on this system, which resembles a game in many ways. The difference is, with this perk you are able to directly view the stats and skill levels the system operates on. While an ordinary Roused might be classified into a rough ranking system, you could tell exactly what level they are and what skills they have. You're also able to directly assign skill points as soon as you level up, instead of waiting for them to be automatically assigned as abilities are used. In addition, you receive a small Inventory with 3 spaces to fill up, and the Combination Box, which can be used to turn unwanted items into raw materials, combine raw materials into new items, or combine raw materials with completed items to repair or upgrade them. You can experiment to see what combinations create, or purchase recipes either from the Achievement Store or Domain Store. The last benefit is that it tells you the cooldown before any Reinforcement Stones can be taken without wasting the effect.

Dual Classing (400cp) – Due to a slight error in the system, you've found yourself with two classes, as if you'd taken the Class System perk twice. By default, this new class will be a basic one, but you can pay an additional 200cp to upgrade that to an Advanced Class. If you've already purchased an Advanced Class, this is reduced to 100cp. As you level, you'll get twice the amount of skill points an ability points, but you don't necessarily have to distribute them evenly between your two classes if you'd like a highly specialized build.

Achievement Store (600cp) – By killing enemies, you'll accumulate Achievement Points, which can be spent at this mentally accessed store. The number of points gained increases with the difficulty of the enemies defeated. This store can be used to buy mundane items such as food and water, and basics tools and equipment for cheap, but the more powerful or rare items such as Skill Scrolls and Reinforcement Stones will be well out of reach at the beginning. Unique equipment can be bought, but at an exorbitant price, and without the fiat backing of CP purchased items. Alternatively, a blueprint of such an item could be bought at a high, but reasonable price, and you're likely able to buy many of the materials needed.

RACE

Human/Elf/Dwarf/Orc/Etc. (Free) – This covers your standard humanoid races, ones that have no inherent advantages over humanity. Standard templates apply, elves are better at magic and live longer, dwarves are short and like mining, humans are better all-rounders, etc.

Anthropomorphic Race (200cp) – Minotaurs, Nagas, Harpies – these sorts of beastperson races generally have some clear advantage over the humanoid races, such as the poison of the Nagas or the flight of the Harpies. Most people, especially on earth, will consider you a monster and will either run in terror or attempt to kill you on sight.

Unusual Races (400cp) – The inhabitants of the multiverse are incredibly varied, especially the assorted Dungeon Lords. This option ranges from Giants, to car-sized versions of normal animals that can still think and talk, to elemental spirits composed solely of ice/fire/etc. You can expect fear from humanoid races, and the respect of weaker monster races.

Dragon (600cp) – The head of the food chain, the strongest naturally occurring race, dragons come in many shapes and sizes, but they are all something to watch out for. You can choose your appearance fairly freely, as dragons can be either Eastern or Western in appearance with no changes to their abilities (such as eastern dragons being able to fly without wings). You'll start off around the size of a small house and slowly grow from there. Each comes with a powerful Breath Attack, something like fire that's cursed to never extinguish until a person dies, or a high pressure blast of water. Most people will know not to mess with a dragon, but you aren't invincible, so don't forget to actually train and get stronger.

ITEMS

Monster Material Clothes (Free) – This set of clothes is made from assorted monster parts and material found from dungeons. This is essential for anyone entering a Tier 4 or higher dungeon, as the return portal leading to the second half in another dimension will not allow any non-dungeon-based materials to pass through. These won't provide much protection, but it's better than being naked.

Bag of Bloodstones (100cp) – This small sack contains an assortment of Bloodstones, magical rocks found in monsters. The ones in this bag come from an assortment of monsters, ranging from small beads to the occasional orange-sized stone. These stones are potent sources of mana, radiating it constantly, and in the coming years scientists will start to tap into this new source of clean energy with no apparent drawbacks. If sold, a full bag of these could sell for around $5,000 dollars, or they could be used to power a generator once the technology is invented. A new bag is delivered to your warehouse once a week.

Language Drugs (100cp) – These small glowing potions are each keyed to one particular language and upon consuming it, the drinker will gain perfect fluency in that language. Each vial contains enough of a dose for one person to drink, and one more will arrive in your warehouse each week, keyed to a language you choose.

Return Portal (200cp) - This small crystal can generate an artificial escape portal from any dungeon or Dimensional Domain. Only 3 such portals can be generated per area, unless a Reset occurs from a Dungeon Break or successful clear to stop one. In future worlds, this can be used to forcibly escape a similar pocket dimension or other such closed off dimension, and the limit changes to 3 times per month per area.

Crazy Red Phone (200cp) – This smartphone is made with the latest and greatest technology, including the newly discovered Bloodstones which are what it gets its name from. In addition to being lightning fast, the bloodstone battery ensures that it will never run out of charge. As a special bonus, this particular phone will always be able to find a signal, even in dimensions without cell towers. Be warned, trying to make calls between unsynchronized dimensions where time runs on a different scale will result in some very sped up or slowed down calls.

Skill Scroll Case (300cp) – Once a month, a Skill Scroll appears from within this metal tube. The person who opens the case will find a random skill scroll appropriate for their class and level. So, while a novice Battle Mage might find Enhance Weapon, a veteran Cleric might find Greater Heal. Simply spending a minute reading the scroll will cause it to disappear and have the skill at base level, where it can be trained or have points put into it, as normal.

Reinforcement Stones (300cp) – This small bag contains a number of Reinforcement Stones which, despite the name, refers to a variety of stat boosting consumable items. Each of these small items, ranging from actual crystals to exotic fruit, is keyed to one Stat, such as Strength, Wisdom, or rarely a class specific stat such as Charm for Tamers, and the size of the Stone determines the strength of the bonus, with the smallest being only a single point. However, the larger the Stone, and the more you've consumed, the longer you'll have to wait before being able to gain benefit from eating another of the same type. The bag slowly replenishes used Stones, at a rate of a few per week, with smaller stones appearing more often than larger ones.

Level Appropriate Gear (400cp) – This gear set, while weak at first, will grow with you as you level up. The exact nature of it is determined by your class, such as Robes and a Staff for wizard types, and heavy armor for fighters. If you're an unusual Dual Class, congratulations, because you've got some unusual armor. Chain Link Robes? Sneaky Leather Full Plate? A Steel Staff that's also a Claw Hammer? Go for it! The gear will somehow be just as effective for both classes. By the time you reach Level 100, the gear will be as effective for you chosen class as Thrash's Set is for Necromancers, providing a large buff to all of your class abilities, and a few secondary effects. For example, a Necromancer's step would create an aura of death around them, while a Paladin could provide an equally strong holy aura. If you want, any armor or weapon can be imported into this role, growing alongside you and becoming more effective for your chosen class.

Dimensional Domain (600cp, discount Drop In) – Somehow you've managed to acquire 3 Dimensional Fragments to merge into a Dimensional Proof and create your own Dimensional Domain. This is an extradimensional space that connects to higher tiered dungeons, accessible only after the main original section is cleared out, in which case the Return Portal, instead of leading outside, will lead to your Domain. You get 1000DP and access to the Dimensional Domain section later in the jump. After this jump, the Domain can be attached to your warehouse or remain separate. In addition, any Dungeons and Colonies you might have are likewise given the option to be placed in setting (which will cause eventual, but slow Synchronization if Bloodstones are taken out), or remain connected to the Domain, but separate from the world.

City-State (600cp, discount Dimensional Traveler) – You've found yourself as the ruler of a small city-state, roughly a few miles in radius, as the absolute monarch. If taken on Earth, you can place your country anywhere, and the country you're overlapping will legally recognize your state. If placed on Alphen or another dimension, you can either take land from an existing country or place it in the undeveloped and claimless wilderness. Comes by default with a small castle and a few small houses, stocked with generic peasants. If taken with Dimensional Lord, this can act as a Colony at no charge. After this jump, the Country can be attached to your warehouse, or placed somewhere in-setting.

Guild (600cp, discount Roused) – After the Dungeon Shock, and subsequent threats of Dungeon Breaks, high ranked roused banded together to form Guilds in order to clear out Dungeons before they become a problem. You are now the head of a newly formed but quickly rising in power Guild. This includes a large office building in your starting city, along with a number of support staff to manage the few small teams of Roused under your employ. In the coming years, Guilds are going to be major forces, on par with the military in some cases, and with wealth to match. If taken with Dimensional Lord, this can act as a Colony with no charge. After this jump, the Guild can be attached to your warehouse, or placed somewhere in-setting as an appropriate Guild/College/Company.

Temple (600cp, discount God's Seed) – A newly built temple dedicated to your newly formed deity. People will flock to it once they hear word of the miracles you can perform, and worshippers are more inclined to awaken into holy-type classes such as Priests and Paladins. If taken with Dimensional Lord, this can act as a Colony at no charge. The temple appears anywhere you'd like, and after this jump, you have the option to keep it on as a warehouse attachment, or set it down somewhere in-setting. Either way, the temple will fill up with the locals of that jump.

DIMENSIONAL DOMAIN

Congratulations, you've managed gather 3 Dimensional Fragments and formed them into a Dimensional Proof to acquire your own Dimensional Domain, a quite impressive feat! (That, or you just bought it with points, which is slightly less impressive.) By default, this is an area of land a few miles across, leading to a dark void. Through this void, other dimensional domains can be reached, and indeed many wanderers who've lost their home travel through these dark passages. Time passes 4 times quicker here, as well as in any worlds that are Synchronized (have mana). As a Dimension Lord, if you're killed you'll resurrect here in two weeks, just like Familiars, and indeed your familiars can all live in this dimension indefinitely as opposed to the featureless Summoning Room they're normally stored in. Post-jump, this functions as a one-time extra life for each jump. Post-spark, you can have fun dying as much as you want, though it'll still take you a fortnight to revive. If you're here from the Dimensional Domain item, you have 1000 Dungeon Points to spend in this section, and can convert CP at a 1:1 basis. If you manage to acquire three Dimensional Fragments in-jump, your Domain comes with all the freebies, and enough energy that you won't be immediately in danger. Either way, post-jump, you'll keep all Dimensional Domains, Dungeons, and Colonies with you, which can be deployed into the setting, or remain attached to the

warehouse. This goes for any owned by Companions as well. Make your own faction of Dimensional Lords!

Castle(Free) – A small castle located in the center of your Domain. The design is largely up to you, but after the initial construction, it'll cost energy to change the design and placement. Comes with two portals by default, leading to the Summoning Room of your familiars (if any), and a Treasury linked up to your Inventory, if purchased, which would greatly expand your Inventory. Portals to any Dungeons or Colonies your purchase will appear in the throne room.

Dimensional Store (Free) – This store, accessed via mental interface, allows the purchase of goods, buildings, and troops by expending the Energy Points of your Domain. Energy Points are earned by harvesting Bloodstones, or by defeating invaders to your Domain or its connected Dungeons and Colonies. Troops are spawned in any appropriate home you've purchased for them or directly into any Dungeon you own, goods appear in front of you or in your hand, and buildings are quickly constructed in a place you choose. This has a wide variety of items, literally thousands of possible building types, and troops from all corners of every dimension, so listing them all would be impossible. The items up for purchase below are simply examples. The only thing in this section that cannot be purchased with Energy Points is Dungeons and Colonies, which must be made from Dimensional Fragments.

Domain Battle (Free, Mandatory) – Simply being a Dimensional Lord makes you a part of this grand game. Every Dimensional Lord is ranked based on the number of Energy Points in their domain, counting up all purchases and additions to the domain. Any other Dimensional Lord can be challenged, either to a Duel, or Dimensional Battle. In either case, both parties are transported to an empty plane to fight. A Duel is a one on one battle with the other Dimensional Lord, and the Dimensional Battle plays out like a strategy game, with the troops and buildings available for purchase matching what the Dimension Lord has in their Domain. In the case of the Dimensional Battle, the Lord, or someone they've assigned to battle on their behalf, are restrained inside their castle, where they can see a top down view of their forces, or directly enter the body of one of their troops to control it directly. The winner will be able to raid the Treasury of the loser, or take a small percentage of their land to add it to their own with a chance to collect prisoners or Buildings, as well as any amount of Energy, Dungeons, Colonies, or Buildings that both sides have agreed to bet with. The loser of a Dimensional Battle has the Right to Revenge, forcing the winner into a Duel with the chance to win back the items just lost, in additional to plundering the original winner. In either case, there is a safe period after each battle. The winner has a 4 day grace period where they cannot be attacked, and the loser has a 12 day grace period. In addition, new Dimensional Lords have a 30 day grace period. Post-jump, you'll be able to fight other Dimensional Lords that have somehow sprung up across the dimensions of whatever universe you find yourself in, though you'll have the option to decline their challenges without penalty and by default they won't be able to place Dungeons to invade, unless you want them to for some reason. Be warned, this would be a two-way connection, so if there's anyone in a setting you wouldn't want become a Dimensional Lord, it might not be a good idea to allow this.

Bloodstone Plants (100DP) – One purchase of this means that Bloodstone Plants will start to sprout up throughout your Domain. After giving some time to mature, the flower opens up and a small Bloodstone

is formed. If not harvested immediately, the stones will grow steadily larger over the course of a few weeks. The stones can be sold or turned into Energy Points once harvested. The only flaw with this purchase is that each time they're harvested the plants will sprout in a new location. Multiple purchases increase the amount of plants grown.

Migrant Housing (100DP) – A small village, suitable for any wanderers that may stumble into your land in search of sanctuary. In exchange for allowing them to live in your Domain, you may impose a Bloodstone tax, demanding that they gather Bloodstones, either from your own Domain, or by raiding others' Domains and other worlds. They are also available as troops in the Dimensional Battle, though most are not as effective as monsters in combat.

Small Monster's Warren (First Purchase Free, additional purchases 100DP) – This small facility, placed within your domain, is essentially a spawning ground for a weak species of monster such as goblins, ratfolk, or kobolds(choose one per purchase). This warren will automatically generate monsters at a slow rate, but also allow you to directly purchase them with Energy Points

Bloodstone Mines (200DP) – A small mine is formed in the terrain of your Domain, placed wherever you'd like. Bloodstones can be mined from this tunnel, which will slowly recover mined Bloodstone ore at a steady rate. Occasional small veins of other ores will be found as well, randomly. Multiple purchases increase the number of mines, which can be separate or combined into a large tunnel system.

Domain Stores (200DP) – In addition to the Bloodstones you can acquire from taxing your residents and harvesting them, you can also set up simple stores and other facilities in order to ~~extort~~ collect more from any residents you may have. Each purchase places a single type of store in each village of your Domain, such as Pubs, Alchemy Shops, or General Goods Stores. The items available are automatically created via your Domain Store, but you can set the prices to return a profit of Energy Points.

Dungeon (First Free, additional 200DP) – A Dungeon is a separate dimensional space formed in another world. The Dungeon's entrance takes the appearance of the area it was originally, such as a cave, temple, or Subway Station in the case of Earth. If this entrance is cleared and the Return Stone is taken back to the entrance, a portal to your Domain is formed, where challengers can attempt to defeat you and raid your Treasury for a small portion of items. If 30 days pass without your Dungeon being cleared, the Return Stone synchs up with the other world, allowing your monsters to perform a Dungeon Break and invade. If you get your hands on a Dimensional Fragment, that can also be used to take ownership of an unclaimed Dungeon.

Medium Monster's Warren (300DP) – This training ground, placed somewhere within your Domain, spawns medium sized monsters, such as Orcs, Beastfolk, or even Humans (choose one per purchase). Can create stronger variants of creatures at a slower rate, such as Orc Warriors instead of just Orcs. You can also spend Energy Points directly in order to spawn the monsters instantly.

Colony (400DP) – A tower, tree, or other similar structure acts as the focal point of a Colony City, similar in many ways to a Dungeon, but placed directly on the surface of a world, instead of nestled away in another dimension. The colony acts as an extension of your Domain, allowing you to use the

Dimensional Store. It takes a day for a tower to form in a new colony, during which it's vulnerable to attack to break the connection. Once it's built though, it is permanent, unless destroyed by an invader, or captured by another Dimensional Lord. Two Dimensional Fragments can be combined into a Dimensional Shard which is used to create a colony in a suitable location.

Large Monster's Warren (500DP) – This large area acts as a spawning ground for a larger and stronger species of creature, such as Wyverns, Giants, or Trolls (choose one per purchase). Stronger, boss-type variants can be spawned once per purchase, allowing advanced versions of the chosen monster such as the Queen Wyvern or Cyclops. Monsters spawn naturally over time, but can be purchased directly using Energy Points.

Elite Monster's Warren (700DP) – For when only the best of the best will do. This spawning area will allow you to summon one kind of "Elite" unit, such as Dragons, Arch Wizards, or Elemental Kings (Choose One). These spawn naturally at a much slower rate than the other Warrens, and cost an exorbitant amount of energy to simply purchase, but there would be few adventurers who could stand up to a single one of these fearsome minions. As they are already at the peak, there is no additional stronger variant form to produce from these summons.

DRAWBACKS

No limit on Drawbacks taken.

0 Replace Kang Woojin (Dimensional Traveler Only) – Due to your multiversal travelling, you've displaced Kang Woojin as the main character of this story. This has several implications on the plot, but don't worry too much. You'll be the one sent to Alphen at the start of the story, instead of him. You'll have the Deletion Code (read: Plot Coupon) that he has access to, which is explained in the Notes section under Spoilers. There are also several powerful forces watching you, for better or worse.

100 Easily Duped – Something about you makes you easy to fool. Whether it's getting ripped off by salesmen, or dealing with people who promise to stay on your couch for "just a few days", you can't help falling for people's tricks. This doesn't extend to anyone trying to do you physical harm, but you might think you owe someone $4,000 dollars when they say "Four big ones" when they actually just meant $400.

100 Out of Touch – Whether due to landing in another world, spending too much time away from earth, or even just being an antisocial shut in without contact with the outside world, you're just not used to the way society works. Slang will confuse you, pop culture will remain a mystery to you, and you'll just seem plain odd to most people.

200 Kind of an Asshole – Well aren't you just a bit of a dick? Something has turned you callous and slightly sadistic, and you probably don't even realize it. Most people are just tools for you to use, and you definitely consider them beneath you. For example, you might not realize until many years after the fact that killing everyone in your kingdom to turn them into zombies is a dick move.

300 Desynched – Unfortunately, something's happened during your trip to this world. All of your out of jump powers and items apparently aren't synched up to the Earth you find yourself in. That means that for as long as you're in this world, you won't have access to any of your previous powers or your Warehouse.

400 Little Sister – Congratulations, you've got a little sister now. Unfortunately, she's pretty sick and suffers from semi regular seizures. And worse, it seems that the Lords of Trahnet are after her for some reason, and will do their best to find out where she is and send their forces after her. Needless to say, if your little sister is killed you lose the chain and are sent home as the timeline is reset.

600 Full Synchronization – Normally, it'd take almost 6 years from the onset of the Dungeon Shock before Earth reaches Full Synchronization with the other worlds it's connected to via Dungeons. Mana would slowly spread out, giving people time to raise their abilities as monsters got steadily less weakened by Earth's environment. With this drawback however, that process is skipped. The first Dungeon Shock will be the only Break needed, as Earth's environment is immediately acclimatized to Mana, meaning monsters can show their full strength, and Dimensional Lords will be able to break through and being establishing their colonies. The only upside to this is that the humans who survive and become Roused will be able to grow stronger more quickly due to the concentration of mana in the air.

Ending

Well, you've done it. Ten years have passed without dying, messing up the timeline, or getting your potential sister killed. If you haven't interfered with the plot too much, Earth should be saved and even Mars is starting to look good. No matter what you do, all drawbacks are revoked (except for Little Sister if you don't want her to just vanish). So, what'll you do from here?

Stay: You kind of like it here, and with the terraforming project on Mars there's still a lot of work to be done. As a bonus for staying, the level cap from the system is gone, so have fun getting stronger forever.

Go Home: Something about being back on Earth made you realize how much you miss your old home. You can head back, taking all of your items, perks, and companions with you.

Continue: The ride never ends. Continue onwards towards the next jump.

NOTES

By GW2anon

VERSION 0.1

VERSION 1.0: Jumpable

Version 1.1: Clarified Full Synchronization, added Elite Monster Barracks, Clarified Dimensional Lord resurrection post-jump, Clarified Domain Battles Post-jump, lots of Clarifications

Version 1.2: Typos, clarified Synchronization. Moved Dimensional Lord to Items, changed to Dimensional Domain. Added Dimensional Knowledge perk to remove possibility of zero-sum game.

Version 1.3: Added in Level Appropriate Gear, removed Unique Restriction on Achievement store, added in clarification on Classes. Clarified what can and can't be purchased from the Domain section in-jump.

Version 1.4: Switched point costs of Achievement Store and Dual Classing. Reduced cost of advanced class purchase from Dual Class. Reworded MLG Pro, The Best Teacher, and Prophecy to be more clear on how they work and how strong they are. Hopefully everything is balanced now.

Version 1.5: Added a Spoiler section in the notes. Clarified how enemy Dimensional Lords work post-jump. Clarified that all Domains, whether purchased or created, follow you post-jump.

DUNGEONS: A dungeon is a closed off dimension occupying the same space as a former underground location such as a cave or subway station. Dungeons are created naturally as part of a world's synchronization with other worlds, acting as gateways that Dimensional Lords can connect to. There also exists a secret ritual, utilizing Bloodstones, to turn an ordinary subterranean location into a new Dungeon. The default dungeon has a clear portal acting as the entrance that only the Roused can pass through. Up to 10 people can pass through at once, if they all enter within 30 seconds of one another. After that, the portal is impenetrable. Monsters are spawned in the dungeon between clears, so even if a group just exited a dungeon, more monsters will spawn immediately. To clear a dungeon, the Return Stone must be found and brought back to the portal. Humans have ranked dungeons by the amount of energy within them, from one star to six stars. One star dungeons have monsters that an ordinary human could be able to defeat with proper weapons, though yield few rewards. 4^{th} star and above dungeons have an added component to them. After the initial section (the part that resembles the area it was formed from), there is a second area. First, the entrance area must be completely cleared of monsters to pass through the exit portal (which is identified as different from its red color). Passing through this portal removes any clothing or gear which is not made of dungeon materials (ones that have mana in them). This second area is the Domain of a Dimensional Lord, where the Return Stone is located, and can be used to exit the dungeon as normal (along with returning all previously lost items).

DUNGEON BREAKS AND RESETS: If a Dungeon goes a full 30 days without being cleared, the monsters inside are able to synchronize with the Return Stone and use it to exit the portal into the world the Dungeon is located in. The monsters from weak Dungeons will be very little threat to the military and police generally, but those Dungeons are also the least likely to avoid getting cleared. If a 6 Star Dungeon were to undergo a Break, the monsters are at a level of strength that the nuclear option might be considered to minimize damages. Whether from successfully repelling a Dungeon Break, or after a set amount of Clears, Dungeons will Reset, greatly changing the monsters inside, and even connecting to a new location in the case of high tier Dungeons. Technology will allow people to gauge the energy levels of a newly formed dungeon and determine its rank (Which, worryingly, seldom goes down).

ACHIEVEMENT STORE: Enemies killed have to have some amount of power for the kill to award achievement points, not relative to you, but relative to the average human. An average human, even one trained in martial arts or with a firearm, etc. does not have a high enough "level" to give any achievement points. For reference, a Drabbit, considered one of the weakest monsters is a bit stronger than a wolf. Defeating one earns 1 achievement point. Defeating a Goblin, which has some intelligence and can use weapons, earns two, while a Hobgoblin leader with a Skill or two earns five. Kills need to be direct, but not personal. Summoning a meteor down to crush a monster horde is fine; ordering your Death Star to fire on them is not. Purchases from the store go directly to your Inventory if you have one, otherwise they appear in your hands, or directly in front of you. Common clothes cost a few points, and food and water is also very cheap, allowing for easy survival in a place without either. The weakest Skill Scrolls cost 10 points, something like Search, or a class's most basic skill i.e. Summon Skeleton Soldier, or Firebolt. The prices quickly scale up however, and a simple Electric Shock scroll, something a 2 star Hobgoblin could use, is 100 points. The same principle applies to weapons, equipment and other consumables. Post-jump, you'll be able to use the store to purchase items from other jumps that you've been to (including the current one), with items still priced according to their power. For example, weak leather armor is going to be the same whether it's made out of SSN Kobolds, D&D Kobolds, or GURPS Kobolds. Try and use common sense, this perk isn't intended to avoid ever paying CP for items again.

CLASSES: Many classes are available, probably more than I could list, or the novel actually shows. If you've ever played an MMO, you've probably got a good idea of what a class is. The main difference between the standard and Advanced classes, is just that Advanced classes are either specialized in one particular field, or cover a wide range of skills to the point of being a jack of all trades. Consider the Magician standard class. You probably know an attack spell, and maybe Shield or something. Focusing on learning only fire spells and skills could eventually have you controlling fire to the degree that people assume you're an elemental. The Necromancer focuses on controlling large amounts of undead that they create. The Archwizard though, has a wide variety of spells, including some for combat, some buffs, some healing. To be clear, if you start with a Standard class you can, through intense training, become an advanced class. Kang Woojin didn't train Warrior that much, so it stayed like that. But his apprentice , a magician, focused exclusively on fire spells and became the greatest Fire Mage in the world.

SKILLS: Skills are the basic abilities of every Roused (meaning everyone with a Class). In many ways, these are similar to abilities one might have in a game, with some skills having a Latency Time, and Mana/Energy Costs. Skill level goes from 1 to 100, scaling linearly. For example, Skeleton Soldiers will get steadily stronger, with some minor increases to armor and weapons along the way. Skills can be raised through training, but spending Skill Points is much more efficient. For those without The System, these skill points are spent automatically with no input from the user, in effect appearing as a faster training speed. The System just allows you to spend the points you would've gotten anyway immediately, and quantifiably. Some skills are class-specific, so don't expect to be summoning Fireballs if you take Warrior, even if you find a Skill Scroll of it. If you have another "class" from out of jump, you can use Skill Scrolls of appropriate powers. So, if you took Warrior in this jump but were a Firebender in Avatar, you're probably qualified enough to learn Fireball from a Skill Scroll.

DIMENSIONAL DOMAIN: This area is by default a few square kilometers and based off of a real location on some planet, but by spending Energy Points, or winning the Dimensional battle and choosing to steal land instead of raiding the opponent's Treasury, the land can steadily grow in size, to no upper limit. If you are killed by an adventurer who passes through your Dungeon, and the Return Stone is taken from your castle, you will lose possession of that Dungeon, which will automatically spend Energy Points left in it to respawn the monsters inside until it runs out and Resets, which leaves it up for grabs again. The same concept applies if a Dimensional Lord kills you and clears out your Colony they'll have the option to either Occupy or Destroy it. Destroying Colonies has about a 30% chance to net you a Dimensional Fragment, and in addition to that, they can be occasionally looted from other Dimensional Lords Treasuries. So, post-jump you'll be able to acquire them from other Dimensional Lords if you challenge the ones that appear. As a note, the Lords that appear post-jump do not automatically have any Dungeons or Colonies, or the ability to make them if you're worried about bringing that along to a different setting. And, as said earlier, you can essentially ignore them if you'd like and slowly expand your Domain on your own.

SYNCHRONIZATION: This refers to the process of a world acquiring Mana, becoming in-synch with the rest of the worlds. The process begins when Dungeons first appear, and from there Dimensional Lords begin to acquire them, seeding them with monsters. The Return Stone, if thirty days have passed without a Clear (120 days from the perspective of Synchronized worlds), synchronizes with the host world and the monsters within can Break out, attacking native residents to gather their energy, and spreading mana in the process. If monsters are killed in the Dungeon, and their Bloodstones are taken out, the mana they radiate over time, while incredibly useful for science and technology, actually hastens the Synchronization process. In short, if you clear the Dungeon, you're screwed, and if you don't clear the Dungeon, you're screwed. A fully synchronized world means that foreign monsters and Dimensional Lords can show their full power in the world, and in addition the world will "speed up" from the perspective of already synched worlds, with the normal 4 times slower rate matching other worlds.

SPOILER NOTES

VR: Yes, this world is a virtual reality simulation. The world is nearly dead, and the only remaining real people outside of pods (which are conveniently located in subway stations) are living on the moon. They're working on terraforming Mars, and using the dimensional doodads that make the pods work to teleport people to Mars (which is being terraformed into Alphen). The Dimensional Lords are Hackers that made their own worlds to dick around in, and want to become the ruler of all worlds to become God, somehow. Kang Woojin's Deletion Code can be used to end the simulation and, somehow, most likely because of dimensional whatsits, bring the VR earth and its inhabitants into the Real World, overlaying it over the dead earth. This will take him about 2 years or so after he returns, assuming you don't muck about with the plot too much. Even though this is VR, if you die it's a chain ender, unless you're a Dimensional Lord, though watch out that your Domain isn't destroyed while you're spending two weeks dead. If you have any other 1up perks, you can choose to activate them instead of the Dimensional Lord respawn if you want to come back immediately (you are briefly conscious while dead). The Roused are the only 'real' people, as in the only ones that are based on a person in the stasis pods, everyone else, while technically 'alive', are just NPCs. If you let Kang Woojin merge the earths, you'll stay where you are. You are the "real" Jumper, and not just a mental projection, due to Jumpchain fiat. Regarding Resets, it's unknown how many times the world has been Reset, but the Moon People have done it more than once. In Chain terms…it's complicated. As a special bonus fiat, to avoid making up rules for a system that we're told next to nothing about, you won't have to worry about a Reset during your time here. Either they won't attempt it, or it'll fail, etc.