Dungeon Meshi Jump

Version 1.0.2



It began in a tiny village. One day the floor of the catacombs caved in with a small rumble, and a man emerged from the deaths. The man said that he was the king of a golden kingdom that had fallen a thousand years ago. The once splendid country had been sealed deep beneath the earth by a mad sorcerer and there it remained.

"I bestow my entire kingdom upon the one who defeats the sorcerer." With those final words the man turned to dust and vanished.

And thus begins the story of Dungeon Meshi. It is a rather generic fantasy world, with elves, dwarves, halflings (called half-foots), gnomes, and of course monsters and dungeons. Though there is a twist. This is a story of food and meals. This is a story of things that are delicious in the dungeon.

Of course the world is a whole lot wider than that single dungeon. There's entire continents with other dungeons, so maybe you will find your own journey and not just tag along with Laios and his companions. Still to help you with your menu take these:

+1000 Cooking Points

Good luck and good jumping.

Location:

You may choose to appear on the island, or even in the first level of the dungeon, or somewhere else that is appropriate to your origin (or just somewhere non-secure in the case of a drop-in).

Age and Gender:

Your age and gender are free to choose as appropriate for your origin and race, unless you're a drop-in in which case your gender is the same as the last jump and your physical age is the equivalent to that which you ended at in the last jump for your current race.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Cook: You seem to have been living on your own for some time, attempting to be self-sufficient whether in the dungeon or just somewhere in the wilderness. Either way you have few connections to the world. Alternatively you may completely forgo connections and a history in this world and choose to be a Drop-In.

Fighting (Wo)Man: Whether as part of an army or just to challenge a dungeon, you are a trained and proficient warrior. You have been taught to fight, and are equipped for such. Maybe your strong arm will be what it finally takes to defeat the Mad Sorcerer and clear the dungeon?

Freak: You are… abnormal. Oh, it's nothing physical. It's a deformity of character really. You seem to be obsessed with monsters to an extent that is not natural, and which interferes a bit with your ability to socialize and care about normal humans.

Magic-User: You have a knack for the art of magic. Without perks you'll only be a neophyte at best, able to perform only a few simple spells to identify items and ensure they're not cursed, but still you have begun to tap into the magic of this world, and perhaps you have even touched upon its Ancient Magic.

Thief: Well pick lock might be the more proper term. Still you are an RPG thief or rogue, serving as a scout and trap specialist for your group. Hopefully you can put your skills to a good use.

Race:

Select a single race. If you want to be a half-breed, such as a half-elf, take and pay for the race you take after more strongly. Post-jump a race other than tallman becomes an alt-form.

Tallman (Free): You're what would normally be called a human, though around here this includes several other races such as elves, gnomes, dwarves, and half-foots. You're rather ordinary, although the tallest type of humans.

Dwarf (50 CP): These humans are short and stout, with powerful builds. Among the long lived races. Their heavy bodies mean they lack somewhat in stamina, but they are significantly stronger than tallmen - and surprisingly good jumpers. They also live centuries and have a penchant for metalworking.

Elf (50 CP): The longest lived of the long lived races, elves are known for their beauty, grace, and possessing the highest mana capacity of all races of human. They also possess a powerful kingdom to the west, from which they send out elite squads of dungeon investigators to make certain no one is meddling with the dark arts, and no dungeons are fully maturing.

Half-Foot (50 CP): Small, short, and light enough not to trigger pressure plates made for the larger varieties of humans. Half-foots are about the size of a tallman child, though their ears are proportionately larger and their other proportions are more those of an adult. They are the shortest lived of the human races reaching full adulthood at only 14.

Gnome (50 CP): Looking somewhat like a cross between half-foots and dwarves, gnomes possess the second largest mana capacity as well as an affinity for nature and nature spirits which the other races lack.

Kobold (100 CP): A race of demihuman instead of human, kobolds appear somewhat like humanoid-(wild) dogs. They possess canine-like olfactory powers and resistance to poisons and venoms.

Oni (50 CP): Coming from the islands of the east where they are the only race other than tallmen, oni (or ogres) are probably within the bounds of humans as opposed to demihumans. The only race of non-monster demihumans or humans which are taller than tallmen, oni stand about head and shoulders above tallmen, and are comparatively broader and more densely muscled than tallmen.

Orc (50 CP): Another race of demihumans though with more porcine features though these are milder. While slightly shorter than tallmen, they are broad and powerfully muscled possessing great strength much like dwarves.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

The "Rule" (100 CP): Anything which has been fully digested by another creature cannot be resurrected. Even the magic of the dungeon which prevents true death cannot overcome this rule. Now you carry this rule with you into future worlds as anything which you have fully digested cannot be resurrected. If you consume a creature they cannot be revived.

Beastkin (200 CP; discounted with Two Souls): You are not wholly human. Through the use of ancient magic your body and soul have been mixed with that of a monster resulting in you possessing a form which is a mix between your race and that of a beast. This has granted you greater than human strength, agility, and reflexes, as well as keen senses which for mundane things merely rival those of a half-foot, but which can occasionally pick up feelings about spirits or magic in the area. You are however both human and monster and effects which would normally only affect monsters may have an affect on you, though it will also grant you some resistance to effects which would only affect humans.

Post-jump this becomes an alt-form, and if your race was not tallman you gain both a tallman beastkin alt-form and an alt-form of your race without the beastkin modification.

Dungeon Navigation (150 CP): You have a strange affinity for dungeons and their layouts. You simply have a feel for how they should be designed and shaped. While this won't tell you their exact rooms, you will know when they need a secret passage connecting two points, where stairs up and down should be, and the general shape that things have to follow, helping you to navigate through them even if their master is actively changing the layout.

This applies to an extent to other locations where space is warped and bent. While you won't know the exact directions to take, you seem to have an instinctive grasp for the rules of direction and navigation in regions where space is twisted.

Dungeon Master (300 CP; discounted with True Dungeon): You have been recognized as a dungeon master by… well that's a good question. In your case it's by any CP backed properties or dimensions you possess. While within one of these properties you are able to cause the structure to rearrange itself. You can't create new structures and furniture,

but you could cause buildings to move, or change the placement of rooms. Once you have used this ability you must wait for a period before doing so again. You are also able to issue mental commands and compulsions to any creatures which come with or are generated by the property while you and they are within it.

Two Souls (300 CP): Perhaps you're a chimeric creation of ancient magic, because you seem to have had another soul mixed in with yours. This is no simple layering of them like bacon and eggs, but a thorough mixing like an omelet. This second soul has a surprisingly minimal effect on your personality and nature, but it does seem to provide you strong resistance and protection from effects which would attack your mind or emotions, almost as if you had a second heart within you which was slightly different and as such they would have to affect two different minds at once in slightly different ways to get the intended effect. As this second soul seems to be that of a monster it also grants you resistance to effects which would only affect humans. Also you have two souls; this may not have many notable effects here, but it could still prove useful to you in the future.

Scent Which Monsters Fear (600 CP): Well it's not just your scent - though they do fear it - but seems almost like your presence as a whole. Almost as if you were cursed to never be able to get close to the monsters you are fascinated by, monsters seem to be actively repelled by your presence. Most monsters will not come within miles of a region in which you live, and will run from you when you approach them. Even your mere scent lingering on objects is enough to keep monsters away from an area. This is less effective against monstrous creatures of human or greater intelligence or those actively compelled by other forced which may be able to conquer their unreasoning fear of you at least for a time.

Desidivore (1000 CP): Are you a demon? Well given you come from infinity maybe you are. Either way you possess an ability similar to that of the demon. Not the ability to extend infinite energy into the world from another dimension of pure mana. No. You are able to sense and 'hear' the desires of others, and by licking them, nibbling on them, or consuming their body you are able to consume their desires as well. Minor desires are easier to consume, something like the desire to tend to their hair being just the smallest of a morsel, while larger desires might take multiple bites. You are even able to only consume certain desires, like eating someone's desire to resist, or to show restraint. These desires can eventually be replaced with similar desires, but it will take time and usually some outside impetus. Do be careful, though, as consuming someone's desires can leave them rather erratic, and if you consume enough listless and unable to survive without

someone making certain that they perform basic behavior of life such as sleeping, resting when exhausted, eating, or going to the bathroom.

Eating these desires will give you a long lasting, but ultimately temporary boost to the power of any magic you possess. This boost will end no later than the end of the jump, though will typically not last an entire jump's duration. This increase will be negligible from weak desires or common ones such as basic survival necessities, money, and security. For a noticeable effect you will need strongly held, but rarer desires, the sort of desire which drives an organism to risk self-destruction for something more than themself.

Cook Perks

Hermit (100): If you're going to live in a dungeon you have to get used to living alone. And you have. You are able to live, and thrive, with minimal social interaction for years at a time. You won't forget social niceties and how to interact with others, but neither do you need such interactions to live a fulfilling and psychologically healthy life.

Monster Cook (200): You are an expert cook, able to make a wide variety of delicious dishes. You are especially good at cooking monsters it seems, having a wide knowledge of which are edible and which are not as well as which parts. You might not be familiar with cooking every monster you encounter in this world, but you know how to prepare and cook many. And should you encounter a monster, or other creature, you don't know how to cook yet, you've got a good sense for how you might prepare it well. This isn't perfect, but you'll have far more hits than misses, and you have a very good idea of what is poisonous or not.

More importantly, though, you know how to make delicious food. This is not particularly special with ordinary ingredients, but when dealing with monsters and magical plants you seem to bring out even more deliciousness from them than normal, enough to make people who are revolted at the idea of consuming monsters begrudgingly admit that it might be among the most delicious things they have ever eaten.

As a final note, your experience in dungeon cuisine has left you resistant to heat. You could stick your fingers into 180 degree oil without pain much less burning it. This won't save you from a dragon cooking you with its fire breath, but you can probably do without oven mitts.

Filthy Beard of Magic Resistance (400): Well you might not have a beard, and if you do it's hopefully not as filthy as Senshi's, but you seem to still be resistant to magic despite this. You are highly resistant to magic used against you. This won't do much against an explosion or chain lightning spell which uses magic to create energy which then strikes you, or a summon spell that manifests a creature, but spells that directly affect you such as curses, water walk spells, or those that affect your mind seem to be warded off by this.

The effectiveness of this resistance seems to be based on your will. If you want some magic to affect you it will do nothing at all, and if you're unaware it will only be somewhat weakened - maybe 20% - but if your will is strong enough this could reduce magic's effectiveness by as much as 80%.

Sharing Meals (600): Sharing meals together brings people closer together. This is never truer than when you're the one cooking the meals. When you cook a meal to share with others this helps to reinforce the bonds of friendship and fellowship of all who are there, and makes those eating the meal be more likely to deal with conflicts they may have in a peaceful and diplomatic manner which takes into consideration the well-being of others who are there at the meal. These effects are especially strong as they relate directly towards you - a good meal may make you instant friends, or get people who were planning to execute you to instead provide you with supplies and assistance.

The more delicious the meal the stronger this effect is; if you make someone something that tastes horrible (compared to what they're used to) this won't do much, on the other hand if you make the best meal someone has ever tasted you may have earned yourself a friend for life, and a 7 day feast which serves the best food they have ever eaten in their life you might bring peace to warring nations, make major strides in resolving tension between different races, or provide a strong support for your candidate for king of a new formed nation.

Fighting-Man Perks

Warrior (100): You have the fitness and skill necessary to serve as a warrior to challenge the dungeon. This won't guarantee you're powerful enough to defeat the dungeon, and really you'll certainly need allies and friends, but as a tallman you'd be strong and skilled enough to put up a good fight against most of the monsters you would encounter beneath it. You're tough enough to take a blow from a dragon and live, strong enough to cleave off the head of a basilisk in a single blow or cut through the main stem of a man-eating plant, and you're skilled enough to put up a fight. You're nothing special - as a human you'd be roughly equal to Kabru against a monster, or as a dwarf Namari - but you're still capable enough to put up a fight against monsters and beasts who possess greater strength and power than humans.

Oh I Never Shot One Before (200): You're a natural when it comes to weapons. It doesn't matter the weapon, even if you've never seen one before, you can use it at least at a level of basic proficiency. And the better you are with one weapon the better you seem to be with all weapons. If you were a master swordsman you'd be a skilled marksman even if you'd never fired a bow before. This won't make them all equal your best, and as you progress into the realm of the superhuman it will take more and more of an improvement to your best weapon to see a noticeable improvement in weapons you're less skilled in.

As a side effect you're very good at using improvised tools as weapons such as throwing a kitchen knife, or using a pot as a shield to bash someone with.

People Pleaser (400): You are excellent at ingratiating yourself with others. Most people are usually rather well-inclined towards you, but more than that you know how to act to make friends and a good impression. Even when people are in no position to make friends or have no desire to do so, you can usually convince them that you'd be useful. This also makes you quite the ladies man, quite good at leaving the girls - or guys - with a pleasant impression that makes them want to get to know you better. There are some total freaks though that this charm may fail against.

You are also a very good liar. You don't seem to have the smallest tell, and could even eat something that utterly repulsed you without showing a sign of it. It'd take you saying something that was obviously not true, or outright magic to tell that you were lying.

Man Slayer (600): You may not know the weak spots or biology of monsters, but you are an expert on how to fight and kill humans. Besides granting you extensive knowledge of how humans fight and their anatomical weaknesses, you simply seem to be better when you are fighting a human foe. All your combat abilities are boosted when directed against human foes; you are stronger, faster, luckier, your magic more powerful, etc. This is strongest against creatures which would be considered human by the standards of this world - elves, dwarves, half-foots, gnomes, tallmen - and similarly near human creatures. As they diverge further from humans this will get weaker, but it will still give benefit against demihumans, undead made from humans, and the like.

If taken with **People Pleaser** you will become extra sensitive to the motives and behavior of humans around you, helping you further to ingratiate yourself with them. This will also help you determine the behavior and tactics of humans in combat feeding back into your ability to fight and kill them.

Freak Perks

Eccentric (100): It's not unusual to pick up strange behavior and desires on your journeys. Maybe you want to eat monsters. Or be a monster. Or… well there's a lot of options out there. Now people are capable of separating you from your quirks. They may still not like your quirks, but as long as your behavior isn't harming others or directly impacting them, people won't judge you too harshly on them. Oh they'll still think the quirk is weird, but just because you want to eat monsters, or dress up in bizarre kobold costumes doesn't mean you aren't necessarily a good person or a proper king. Of course once it starts affecting other people this protection begins to fade; if you try and make someone else dress up as a kobold or eat a monster, or get your lover to accept you having another lover, this won't help you much.

Surprisingly Resilient (200): You ok there? That dragon just sent you flying. Oh, you're standing up and running. I guess you're fine? Well you probably aren't but you are pretty good at continuing to function with non-lethal injuries and powering through pain. A dragon could be currently biting off your leg - the same leg which you're hanging upside down from - and it'd not stop you from stabbing it in the throat, or you could have your ribs broken by a blow and continue to run about and even heal yourself with magic. This won't help you against immediately fatal wounds, or let you function without your limb, but pain and injury has a greatly reduced impact on you and your ability to function.

Desperate Strategist (400): It seems like the worse the situation and the more out of their depth Laios and his party find themselves in the better Laios grows at strategy. And the same seems true with you. The worse the situation you find yourself in the better you become at creating a plan to get yourself out of it. This is more about dealing with immediate problems than long term strategic goals, but still the worse the situation is the better you are in finding a way out of it. And the luckier you seem to be in your plan going as you need it to as well. You can still get in too far over your head, and your strategies will still be reliant on your knowledge so the better you understand the situation the better use you can put this to.

Monster Otaku (600): You know a lot about monsters. I mean you know a lot about monsters. Even when you don't know something about a monster you can probably figure it out with just a little period of observation. You know the basic behaviors, habits, weaknesses, vulnerabilities, and the likes of the majority of monsters from this world; some rarer creatures or ones actively kept secret might elude your knowledge. And while this won't update automatically for new worlds, you shouldn't need it.

See, with minimal observation you can decipher such creature's behaviors, habits, weaknesses, vulnerabilities, and the like. Even with faulty information to begin with you can quickly unravel how a monster really works, and every bit of accurate information you glean seems to provide you with 1 or 2 rather accurate guesses. You can even figure out how they fit into the local ecosystem and how that will affect their behaviors. This is at its best with creatures which have animalistic behavior and function based on instinct, but even more intelligent monsters aren't beyond it. Of course it does only applies to creatures which would be classified as monsters - and not in the human monster sense.

While this won't give you a boost to your abilities against monsters like **Man-Slayer** does against humans, your knowledge should help you a fair bit in combat against monsters whether it's predicting how they will attack, when, and coming up with the best countermeasures for their capabilities.

Magic User Perks

Item Appraisal (100):You possess knowledge of the magic needed to appraise items to detect curses and magical properties upon them. The more information you want about an item the more mana and time this will require; learning whether an item is or is not cursed is quick, if you want precise details of something's magical properties it will take a substantially greater amount of time. This can also be used to determine if an item is haunted, and because you're paying CP for this it will tell you if and how it's magical (or cursed) with other world's magic, or other supernatural qualities - such as if it is attuned to the Force, psychically enchanted somehow, or the like.

Gravekeeper (200): Well you may not be a professional gravekeeper, but you would probably make a good one. Like Falin you possess a special way with spirits of the dead. You can see them - and hear them - when others would not be able to, and can even disperse and exorcise them temporarily with nothing more than a physical blow. This affinity helps you to figure out and understand why they are lingering, and their true intentions - often difficult for others as the spirits themselves will forget much of what they were and why they remain - and by showing them affection you can temporarily disperse their darker desires, meaning you may be able to exercise spirits with nothing more than a hug.

In addition to this, you possess a natural affinity for magic of this world which deals with spirits of the dead, protective magic, and healing magic. On its own this won't be much more than some lower end healing spells - enough to fix broken ribs painfully but not to resurrect the dead even in the island's dungeon where no one can truly die - and possibly a spell to help break a weak curse or petrification effect. If you were an **Adventuring Mage** you could pull of difficult resurrections inside the dungeon, heal people painlessly (by dulling their sense of pain as you did so), ward individuals from being noticed by the undead, protect them from a dragon's flames and more. If you were a **Canary** or proficient in **Ancient Magic** who could say.

Adventuring Mage (400): You possess the abilities required of an adventuring mage. This gives you a high mana capacity, as well as the ability to cast a variety of spells and magic of this world while under pressure and with relatively short cast times. On its own this perk will place your mana capacity and skill at a level similar to Rin's; enough to make you a powerful participant in a dungeon adventure, but with a lower mana capacity than an elf like Marcille, and slightly less overall skill than a high end magical scholar who has turned to adventuring like Marcile.

With just this perk alone resurrection magic even in the island's dungeon will be difficult for you and possess a potential to go wrong especially with those who are more substantially wounded, and teleportation magic will be very risky and difficult even for something as short ranged as teleporting out of the dungeon. Still you possess a wide variety of magical capabilities - detecting traps, preventing them from activating, water walk spells, attack spells, and more. This will not give you access to the more forbidden ancient magics, only the sort of magic traditionally used by adventurers in dungeons, but you may grow and expand in skill from here.

Taken with **Gravekeeper** you would begin as skilled as Falin at various healing and protective spells surpassing Marcille in skill with these magics and ease at casting them.

Ancient Magics (600): You have begun a study into the so-called dark arts, the forbidden magics of the ancients. From magic spells which mix the souls of humans and monsters to create beastkin, to Thistle's spells to summon forth monsters, to those which tap into the dimension from which mana comes from to draw forth infinite power by summoning demons.

You have made a study of one form of ancient magic, with a proficiency with it similar to Marcille's in her studies, or Lycion's in theirs. You will be able to study and learn other forms of ancient magics with time, and your studies have provided you with a strong grounding in magical theory allowing you to better understand how magic - both of this world and others - works. This understanding will help you to dispel or counter magic in this world and others.

Taken with **Adventuring Mage** this gives you a general proficiency on the level of Marcille, capable of dispelling Thistle's magically summoned "eyes" with a good hard whack and a simple spell.

Rogue Perks:

Pick Lock (100 CP): You have the basic skills of a pick lock. You are an expert in picking locks as well as disabling mechanical traps and other intricate mechanical devices. If you wanted to put these skills to a less adventurous purpose, you'd also make a rather good locksmith if you ever tried it.

Ninja (200): You possess the full capabilities of a ninja of this world. This provides you with a wide base of skills - disguise, bodyguard work, climbing, infiltration/exfiltration, acrobatics, making simple gunpowder bombs, use of kunai, and of course stealth. You're quick and agile in a fight, able to dodge attacks with greater ease than other adventurers, possess a knowledge of martial arts which allow you to fight unarmed even against monsters, and are stealthy and silent in your movements. It's this last that is especially impressive as a group of ninjas could sneak up on an adventuring party that includes a half-foot with more than human senses; though you might need to wait till their guard is down or create a distraction.

Traps Are My Specialty (400): You might not know how to disable them - that'd be **Pick Lock** above - but you are an expert at finding traps, concealed doors, secret switches, and other disguised and hidden mechanisms. Simply by glancing about a room you could tell that it was rigged to drop a portcullis when someone enters it, as well as the locations of multiple other traps and switches which could trigger or disable them. A bit of time and you could figure out which switch is which and how to use these traps for your own purposes. In general it is almost as if secret mechanisms are highlighted to your vision, helping you to find where they are hidden with ease.

If taken with **Pick Lock** this will also synergistically improve your ability to disable traps, or manage to use them for your own purposes, such as partially disabling a fire trap to make it spew unignited but near boiling oil which you could catch.

Cautious (600): You have an eye for danger. Whatever situation you're in you have a vague idea for what level of immediate danger it represents to you and your likelihood of coming back alive. This isn't perfect, but you can tell the difference between certain death and a 1 in 10 chance of coming out alive; and you definitely won't feel something would be a cakewalk when it's almost certain doom. This doesn't give you any awareness of what you're in danger from on its own, but you can estimate the danger to you from known threats with surprising accuracy as well, helping you to tell if running up to the dragon to distract it and buy your allies a chance to defeat it is more or less dangerous than just trying to run away.

You can estimate the danger to others around you, but this becomes much vaguer even if you are fully aware of their capabilities, and drops off steeply as your knowledge of their capabilities decrease.

This is all based on immediate danger, so while it might tell you a room that you'd get ambushed in is dangerous, it would not tell you not to trust someone planning to betray you in an hour.

Racial Perks:

Astonishing Strength (100 CP; Free Dwarf, Oni, or Orc): Whether you're from a race that's stronger than humans, or simply some sort of freak, you are stronger than most would expect. You possess the strength to trap an undine in a pot, or to be the main melee damage dealer of a party of adventurers. In addition to your raw strength, you seem to be quite the jumper, able to make high jumps higher than your own height with relative ease.

Bestial Sense (100 CP; Free Kobold): Select a single one of your senses. It has been greatly enhanced to levels which one would normally associate with animals over humans. You might have the nose of a dog, the ears of an owl, the eyes of an eagle, or night vision like a jungle cat's. You may take this perk multiple times selecting a new sense each time. Kobolds must take scent as their free purchase.

Mana Capacity (100 CP; Free Elf or Gnome): Your mana capacity is significantly greater than the norm for a tallman, more like that of an elf or a gnome. For context when turned from an elf into a half-foot Marcille could barely cast a single explosion spell due to this difference, where normally she cast at least 2 or 3, and when well rested more in a fight. In addition to this increase to your mana capacity for this world's mana, you will see a (much) smaller increase to your capacity for any other forms of magical/spiritual energy. This won't increase your maximum output, but will see a small but noticeable increase to your stamina with such powers.

Maybe Human Definitely Cute (100 CP; Discount Oni or with Beastkin Perk): The physical features and traits that would differentiate you from a tallman are downplayed, and relatively moderate for your race or alt-form. They're still present and noticeable, but seem to have been brought closer to the human norm in a way that makes them appear cute or adorable, so that they add an air of exoticness to you while minimizing the manner in which they make you seem non-human to the human eye.

Keen Senses (100 CP; Free Half-Foot): Your senses are across the board better than those of a tallman. On a boat you'd be the first to hear a mermaid sing, soon enough to let the tallmen on the crew avoid it. Your eyes are keen, helping you to see small signs of traps or hidden secrets, and your sense of smell is more fine tuned than a human's as well. While no one sense will be up to the levels of **Bestial Sense** above, all of them will be improved over a normal tallman's.

Senshi Sparkles (100 CP; Discount Elf): You are beautiful. Even by the standards of an elf you'd be attractive. Your features are fine and refined to the point that you possess a beauty which even someone who personally disliked you and came from a species with a

different basis for physical attraction would be hard pressed to not admit that you possessed a form which was aesthetically pleasing to look upon at least. You almost seem to sometimes sparkle like a bishonen in a manga.

Great Aim (200 CP; Discount Half-Foot): Your aim with ranged weapons of all sorts is impeccable. Even when rushed in battle you can reliably hit your target even as it moves as well. Whether it's throwing a kitchen knife into a dragon's eye, or shooting a golem's core with your bow, while this doesn't give you the force or power to do damage, you possess excellent aim even on the run or in the middle of a heated battle where you can't take the time to calmly line up your shot.

Poison Resistance (200 CP; Free Kobold): Like a kobold, you possess powerful resistance to poison, venom, and toxin. Venom so deadly that no antidote exists because no human could survive long enough to receive one might merely make your face swell up uncomfortably but with no true risk to your life. Lesser toxins might go completely unnoticed by you, or maybe you'd have an itchy bite.

That's My Wife. And Her. She's One Too (200 CP; Discount Orc): Orcs seem to possess no problem with polygamy, or at least polygyny. You will find that this cultural trait now extends to your romantic partners as well. As long as you adequately perform your duties as a lover and husband/wife, you will find that your lovers are accepting of the idea of you having multiple lovers or spouses, and that feelings of jealousy between them are greatly downplayed; as long as you don't too overtly play favorites you should be fine there.

Armorer (300 CP; Discount Dwarf): Dwarves and their weapons have a long history and connection. And you live up to it well. You are an expert on the quality and nature of weapons and armor and their maintenance. It takes only a few glances to determine the quality of a piece of weaponry or armor and how well it has been maintained.

But more than that you are skilled at working with special metals. You could reforge a shield made of a metal so hard that a dragon couldn't break through it into a cooking pot (or the reverse), or work with mithril, and you will find it similarly easy to work with other such fantastic metals and alloys in the future.

Friend to Spirits (300 CP; Discount Gnome): You possess a strong affinity for elementals and nature spirits. Unless enraged by some misdeeds - such as someone pouring boiling water on them - such beings in this world will take kindly to you or at

least see you as an acceptable and non-threatening presence as long as you do not act hostilely to them. You even know how to train these spirits to serve as your protectors and to obey simple commands.

In future worlds you will retain this affinity with animalistically intelligent nature spirits and elementals. For those with a more human-like intelligence there will still be a feeling of kinship and you seem to be more charismatic in your dealings with them though this is not a guarantee they will see you as an acceptable presence or be compliant to allow you to train them.

Canary (600 CP; Discount Elf): Well you may not actually be part of an elven elite dungeon investigation squad, but you possess skills which may be on their level. You know a highly specialized magic with which you are extremely skilled. You may choose the exact type of magic. Perhaps you are highly skilled in short range teleportation magic like Mithrun, mind-affecting illusion magic like Cithis, or protective barrier magic. Whatever you choose you are able to use this magic with extreme ease in battle, and are much more efficient in your use of mana than a normal adventuring mage.

Taken with **Adventuring Mage** your magical skill sees a general increase as well.

Taken with **Ancient Magic** and **Adventuring Mage** you would possess skill on the level of Thistle; though you would not possess his free access to the mana of the dungeon as its master. Still you might manage to create monsters from the blood of dragons, create new chimeras, or summon dragons.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Adventurer's Meals (50 CP): This is 1 week's worth of wine, meat, and bread designed to stay good when traveling. It will resupply every other week.

Frog Suit (50 CP): This suit made from the skin of a giant frog protects the wearer from the stings of the tentacles which are found in this world. It will likewise protect the wearer from the poison stings of tentacles in other worlds, as well as being noticed by animalistic tentacle monsters - though cephalopods will still notice.

Kelpie Soap (50 CP): This is a small 'horn' (actually part of a mimic claw) of soap made from kelpie fat. While it is especially excellent for keeping hair healthy and clean, it is usable for clothes, dishes, and hands as well.

Multicultural Holy Water (50 CP): This is a vial of holy water made by Senshi's eccentric method of holy water creation. Still this is extremely potent holy water, able to easily disperse spirits simply by passing through them. It will be similarly potent against other forms of undead as well - though some you may need to splash it around on instead of simply club through them. Some undead may be too powerful for it, but it is highly potent and powerful holy water.

Comes with a rope for using it as a swung weapon against ghosts and incorporeal spirits, though be warned doing so will cause it to freeze. Of course since it has slime jelly and copious amounts of sugar in it this will just turn it into sorbet.

Tastes of the Dungeon (200 CP): This is a daily delivery of ingredients taken from this world. Specifically these are the sorts of ingredients one might find in a dungeon. A variety of monsters and the occasional more mundane vegetables to help round out meals. You get enough ingredients to make 3 square meals for 4 individuals each day. The exact ingredients you get each time are unpredictable, but should provide you with many delicious meals.

“Safe” Dungeon (300 CP): This is a small natural dungeon. That is to say it is a cave in which there is an abnormally high mana concentration, and a functioning ecosystem which keeps this mana level high. It does have enough space to grow some magical plants such as a garden of mandrakes, and it does seem to have the start of such a little magical farm.

True Dungeon (800 CP): This is a large dungeon, one on the scale of the dungeon underneath the island. It even possesses a similar spell that prevents true death from happening to humans within it. This multi-layered dungeon is large enough that it would take an adventuring party days to pass through it, even if they weren’t exploring and hunting for treasure. And it does contain treasure, along with a fully functioning dungeon ecosystem to keep the dungeon healthy and full of mana.

The dungeon seems to lack a demon, or at least the demon is strangely inactive. This does mean you will need to keep the ecosystem working since you won’t be able to draw infinite power into it to fix your mistakes, and that the dungeon is less likely to provide adventurers with what they need. But on the other hand you don’t have to deal with a being that is a piece of infinity trying to escape from the dungeon and extend its influence over the entire world.

The dungeon will refill with treasure at the start of each jump, and if its ecosystem has been damaged it will fix itself.

Even if you did not take the **Dungeon Master** perk, the monsters in the dungeon are strangely apathetic to you, not treating you as an enemy unless you attack them, though they will not obey you particularly either. If you took the **Dungeon Master** perk you are recognized as the dungeon’s master, able to rearrange it and command the monsters within. Beyond this you are able to make extensive use of its mana when you are inside of the dungeon, accessing it more easily than other mages.

Cook Items

Dungeon Herbs (50): In this small satchel there are a variety of medicinal herbs. Mana replenishing herbs, anti-petrification herbs, burn soothing herbs, antidote herbs, medicinal herbs, etc. They're the general types of low end healing herbs dungeon explorers might carry, and while most adventurers don't know this, they can be put to good use in cooking. There aren't many of them, and they only restock monthly.

Farm Golems (200): These are three golems created from high quality loam. The dirt of these golems serves as excellent soil for crops to grow in, and the golems instinctively seek moderate amounts of water to keep their soil moist but not soggy as drying out would weaken their bodies. In so doing they will ensure that any vegetables or crops you plant in them will grow under minimal or no care from you. Their mana rich soil even improves the flavor of the vegetables grown within.

These golems accept you as a sort of master. They will not attack you or defend themselves from you, will allow you to designate certain individuals they should not attack - though they're not very smart so if you want to designate more than about a half dozen it might be a good idea to instead designate some emblem or symbol of protection and safety - and will even allow you to designate what areas they should patrol and defend.

Dungeon Cookware (400): This is a large, general purpose pot - with lid - and a large kitchen knife.

The pot is made of adamantine, making it spread heat perfectly and be far less likely to burn anything. One could say it's the best cooking pot you are likely to find in your journeys anywhere, and makes it far easier to get things perfectly cooked and unburnt. It is also made of a material hard enough to be able to resist blows - but not fire breath - from dragons and which as a weapon could break their bones. Its lid is made of the same material, and the both of them could be used as effective shields if you were willing to waste such perfection on defense instead of cooking.

The knife is made of mithril, making it capable of slicing through the flesh and bone of any monster. At least in this world. This is useful should you need to chop them up to eat. Though I guess you could use it to fight a dragon, though it is a kitchen knife leaving it a bit lacking in range and depth of penetration for something like fighting a dragon.

You also get some other more mundane pots and pans for when you're making a larger meal. These possess no abilities worth noting of their own however.

Fighting-Man Items

Arms and Armor (50): This is your choice of melee weapon, and a suit of armor designed for traveling the dungeon in. Neither are particularly noteworthy other than that as purchased items they will be replaced over time if lost or destroyed. Though the armor will always fit you no matter what alt-form you assume, shifting to match your form.

Enchanted Bells (200): This is a pair of small bells. They are enchanted so that when one is rung it will ring the other bell. This connection works over any distance, even between dimensions allowing them to be used to send signals, or to keep track of an individual's continued existence. Holding one bell can give you a vague idea of the location of the other bell, and help aim teleportation magic towards it.

Tachi (400): This sword from the eastern islands might not be made of mithril or some special metal, but the blade is sharp. Capable of decapitating a giant sea serpent in a single blow, or piercing the scales of a dragon - even if the bones will give it a bit of trouble - the blade cuts far better than mere steel really should. Beyond that the blade is light in our hands, almost seeming to help urge your blows onwards, making your strikes faster and harder than they would be with other normal swords.

And because you're paying CP for this you never need to worry about this sharp edge dulling.

Freak Items

Anti-Rabbit Armor (50): This is a rather ordinary suit of armor except for its gorget. While somewhat bulky, this gorget rises up in a long ring some distance from your neck proper. Besides being a mundanely extra reinforced gorget, since you're paying for it this gorget is significantly harder than steel. Not quite up to adamantium but a good deal closer than it should be. Never fear the decapitating dungeon bunnies again. The rest of the armor is rather ordinary.

Sword Creature (200): A living armor mussel has taken up residence in the hilt of this sword. This doesn't impair its function as a sword, though the sword creature will sometimes act to encourage you to draw the blade in response to danger. It's especially perceptive of monsters that use mimicry to get close to targets, but seems to have a sense for monsters in general. It will even work on human hostile intent, but it's not very good here, while you shouldn't be getting false positives, best not to rely on it to warn you that a person wants you harm.

And unlike a normal living armor mussel, it does not seem to require the increased mana density of a dungeon, and won't hibernate in normal mana concentrations. Somewhere that's specifically mana dead might put it to sleep as it tries to avoid starvation though.

Monster Farm (400): This is a large farm complete with staff which has a few oddities. Specifically they seem to rear monsters instead of regular animals, such as minotaurs instead of cows, barometz instead of sheep, and so forth. The farm staff will run the farm on their own, providing you with a steady supply of monstrous ingredients for use or sell if you'd like, or you can oversee it yourself.

This farm has an additional benefit, though, as monsters find themselves calmed and made much more docile while within it. Some may resist this mental effect, if they're particularly powerful, proud, or intelligent, but most monsters will become tame and docile while on this farm.

Magic User Items

Staff (50): This is a simple wood or metal staff. It serves as a focus for your magical powers making them slightly easier to use and significantly easier to aim.

Bottled Undine (200): This bottle contains an undine. Actually a colonial organism consisting of microscopic water spirits, it is highly protective of you and will obey basic commands as well as being responsive to further training. It can also serve as an emergency mana potion, and it won't even stab its way out of you if you try and eat. This protection doesn't extend to other people.

If it dies - or you drink it - it will respawn 1 week later, long enough for all the microscopic spirits to have been replaced.

Teleportation Scrolls (400): This is a pair of scrolls made to be hung on a wall. Alternatively you can have a pair of paintings. These paired objects are linked and when both are hung up and uncovered one can pass from one to the other. It's a bit of a tight fit for a tallman, but still if you leave one scroll outside of a dungeon it will give you a quick means of retreat. And since you're paying CP for this you don't need the 2nd scroll to accurately represent the room its counterpart is hanging in, and something like a kobold fiddling with the windows won't risk breaking the spell.

Rogue Items

Lock Picks (50): This is a set of lockpicks. They are of high quality and very well made. And will reappear in a safe location - such as your warehouse - within a day if lost or destroyed. They will also update in future jumps to include the basic tools to deal with locks in those settings - such as a stethoscope to listen to tumblers of a padlock or safe, or the tools to help spoof an electric lock. They won't ever adapt for magical locks, unfortunately, or those that cannot be dealt with by basic tools.

Kunai (200): This is a ninja throwing knife. It is very well crafted, perfectly balanced, very sharp, and when you throw it (or drop it) you will find you have it back to throw again within a few moments.

Underground Tavern (400): This is a door in your warehouse, another property you possess, or failing that somewhere near your start location. It is linked to a door in a shady tavern, club, or similar entertainment venue somewhere in the world. While you're not the owner of this tavern, you are considered a welcome guest and something of a VIP, able to make use of its services - at a discount. This place will provide a safe haven for criminal activity, and attract criminal elements helping you to find criminal contacts or illicit services when needed.

This door will connect to a new, existing criminal-frequented venue in each new jump, though you will retain your VIP status when visiting, and this will ensure that the site remains shady and semi-legal at best.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than a demon.

Ultimate Monster Laios (300 CP): By paying this increased price you may not only take Laios as a companion, but he will gain the ability to assume the form of the Ultimate Monster as an alt-form.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Eternal Hunger (+100 CP): It would seem your desire to stop eating has been consumed. Or maybe some sort of curse? Either way you are never full, always feeling no more than 40% full, and at least a little hungry.

Hay Fever (+100 CP): You seem to have rather bad plant-related allergies and hay fever. This is annoying when dealing with mundane plants, leaving you sneezing and your eyes watering, but when dealing with plant monsters you'll find your nose stopping up so badly you can hardly breathe and your eyes watering so much you can hardly see through the blur.

Mimicry (+100 CP): Living armor, coin insects, man-eating planets, and most famous of all mimics. There are a lot of monsters out there that pretend to be some sort of innocuous object, and you will be encountering a surplus of them when you enter any dungeon, and even running into them outside of dungeons.

> **+Shapeshifters (+100 CP, requires Mimicry)**: Of course objects aren't the only things that are mimicked. Shapeshifters, succubi, and doppelgangers all take the appearance of people, and they're not alone. You're now liable to encounter more monsters that take the appearance of others even when you're not in a dungeon, and somehow they seem resistant to out of jump means to simply determine real from false.

Monster Gourmet (+100 CP): We all know why you're here. You want to eat monsters to see what they taste like. Unfortunately you can no longer hide that fact at all. Like Laios you are overly eager to share your love of consuming monsters with everyone you encounter. Beyond this you are willing to put your desire to taste the flavor of new and varied monsters before other goals or your safety. You won't do something obviously suicidal (then you couldn't eat more monsters), or abandon a loved one to die or something like that, but you can expect to be more eager than is healthy to be eating these monsters.

Picky Eater (+100 CP): You find that there are many foods - and you won't know which till you encounter them - you just can't stand the taste of. This isn't anything utterly debilitating, but it will make it hard to maintain a balanced diet for a healthy lifestyle and a long life.

Terrible Sense of Direction (+100 CP): Maybe you were once linked to a dungeon? Though that can't be it because you don't have an odd sense for their design and layout. Either way you have a very poor sense of direction, and risk getting lost going anywhere out of immediate line of sight. You're very poor at retracing your steps or managing to actually travel in a straight line, and don't try teleporting far distances if you care about precisely where you land.

Three Rules (+100 CP): Eat a balanced diet, rethink your lifestyle rhythms, and get plenty of exercise. These are three rules you now live by religiously, because if you don't live a healthy life by these rules, you will die before the end of the jump. Oh you can slip up here and there, but you must live an all around healthy life. And even if you would normally not have to eat, sleep, or exercise you do now. Even if you're some sort of robot or disembodied spirit. Though it might be hard to manage that as them.

Mana Dependent (+200 CP): Larger monsters can't function without high quantities of mana like those found on the lower levels of dungeons. And it would seem you can't either. You'll be perfectly fine in a high mana environment like that found in the island's dungeon on its lower floors, but near the first floor or in a smaller dungeon you will find that your body and mind are sluggish and weak, and should you venture outside of the dungeon completely you will find that you can barely function in any way. Maybe if you could increase the amount of mana in the world, though that could have disastrous, even apocalyptic, results.

Nutrition is Important (+200 CP): Everything that lives needs to eat. Oh, plants create their own food from light, water, and nutrients in the soil, and there are things that 'eat' chemicals or radiation, or even 'desires'. But you have to eat plants and/or animals like most things. Even if you didn't before. To make things worse any automatically renewing supplies of food materials will no longer resupply while you're here. And finally all your out of jump perks, powers, and abilities? They run on calories now. The more you use them the more you will need to eat; to give you a general idea of how much… something that makes food will burn more calories than the food it makes, but generally the bigger and more powerful the ability is the more calories it burns. And when you get too hungry you simply can't use them at all. Mercifully we'll give you a chance now to turn off any passive abilities you want to not be fueling for the jump; they'll be back after the jump don't worry.

If taken with **Three Rules** your out of jump powers are also mana dependent. Passive powers will function perfectly fine in a dungeon, drawing on its ambient mana, but more

active powers will drain your mana reserves threatening to exhaust your mana, and outside of a dungeon even passive perks and powers may start to fail if you have many.

Parasites (+200 CP): You seem to have developed a rather bad case of stomach parasites. It seems like no matter what you do you can't get rid of them - even as a disembodied spirit. You will always be able to feel them burrowing through your stomach causing you a great deal of pain. The amount of pain ebbs and flows, there will be hours where it's completely debilitating and where you can do nothing but writhe in agony, but there will also be longer spaces where it's merely a dull pain which can be pushed through and ignored. Oh, and they're eating some of your food so you'll need to eat extra.

Social Skills 0 (+200 CP): You are socially rather inept. You just don't seem to understand people and how they think in a society, making it hard to tell when someone is maneuvering for power or to do so yourself. You're rather completely deaf to social cues, and make even Laios seem like a brilliant social mastermind. This also makes you completely hopeless as a liar. You can still lie, but it'll be almost impossible for people not to catch on that you are with the face, and voice you use, and you seem to be unable to remember this fact. Similarly you are rather horrible at determining who you can and cannot trust. For context, Laios had a 1 out of 5 here, and seems to be finally developing more at the end. You're stuck at 0.

Consumed by Desires (+300 CP): You don't seem to be one for long term planning or delayed gratification. Maybe the demon ate your desire for self-restraint. You are seemingly ruled by your desires, with no thought or worry for the long term consequences. You will act on every whim or wish you have, even those that are obviously self-destructive, and you will do so without hesitation. And be warned this includes subconscious desires. It's almost like you're your very own demon.

Consumed Desires (+300 CP; incompatible with Consumed by Desires): Your desires have been consumed, leaving only the merest scraps of your being. You are no longer able to care for yourself, as you no longer desire food, sleep, to use the bathroom, etc, and will ignore your own basic needs if left unattended. You possess only a single, overriding desire left, something that is not directly related to your own welfare. Hopefully it's not something you can do easily, because once it's sated you will be little more than a vegetable, as unlike Mithrun you won't be developing new desires afterwards.

Demon of the Dungeon (+300 CP): Well not the dungeon on the island, but a dungeon somewhere. You have been sealed in a dungeon along with any followers or companions

you possess. You are unable to free yourself, or in fact act at all. Thankfully it is a fully functional dungeon with an ecosystem, and someone will arrive at the dungeon and become its dungeon master shortly. You, and those who came with you, are only able to act to fulfill the dungeon master's desires, though this does include unconscious ones. To break free from this dungeon - and if you don't break free by the end of the jump you will be locked into staying in this jump permanently - you must attract enough individuals with strong and rare desires into the dungeon to cause it to grow larger and more powerful. Only once it has been fed with enough desire can the seal be broken allowing you to escape. Unfortunately the long lived races are familiar with the life cycle of dungeons and will go to great lengths to prevent this from coming to pass. And no, you and your companions/followers can't become the dungeon master yourselves.

In case it needs to be said this sets your starting location to a dungeon off of the island somewhere. It won't be too close to a major town either.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

I don't particularly like the Cautious perk. It's too much of an exaggeration of Chilchuk's capabilities, but the Thief background was hard to think of perks for.

Desidivore increases your magical power as the best way to simulate what the demon(s) get from it. While it's unclear how much power they actually gain from it, they do need to eat desires to grow the dungeon and grow powerful enough to break the seal on a dungeon. Laios didn't show this, but this could just be a lack of opportunity to showcase it (he didn't have one), or it could be that the demon(s) only got more power because by eating desires they got more attention from the infinite being that they were each projections of causing it to expand that particular projection thus giving them more moment to moment power. Either way, unlike Cautious, it felt acceptably within the range of what was shown in the manga to be included, and even if not a perfect reflection felt sat with me better as **a** reflection than not having the effect.

Dying in the island's dungeon will not count as death unless you are digested or your soul grows completely detached from your body. This is because you're not really dead by the setting's rules until your soul is completely detached from your body (and even that is reversible with a touch of ancient magic if the soul is still lingering on the physical plane).

Resurrection magic only works in the island's dungeon because of Thistle's enchantment preventing true death. However, it is stated that with sufficient mana it could be performed on the surface… but it's too much mana for anyone to do it. Resurrection magic is also just an extreme form of basic healing magic.

Even in the island's dungeon, resurrection magic is hard. It was noted early on that Marcille could mess it up on a relatively intact corpse. Though this might have been Laios trying to get her to conserve mana. Without using ancient magic to draw a substantial amount of mana through the dungeon's links to the dimension that the demon was from, she only resurrected relatively minor structural damage (e.g. slit throats or a panic induced heart attack). When she did use ancient magic, she accidentally merged her soul with a dragon's (admittedly because she was rebuilding her body from dragon meat), and Falin's 2nd resurrection was performed by a pair of canaries who were experts on the process because without that link to the demon's dimension Marcille wasn't up to the task of rebuilding a digestive system. So what mileage you get out of resurrection magic may vary.

Your mileage on using ancient magic to tap into endless mana from a dimension of the infinite may also vary.

We don't know the exact limits on teleportation magic. We don't see it ever used for further transport than out of the dungeon. Falin managed it in a pinch, but she was specifically not licensed to do it and it had a high chance of killing everyone involved. Other times we saw it was the return spell which used a pair of either scrolls or paintings, and seemed to require a pre-prepared room on the surface, and a character is told not to open the window in the surface room as it could disrupt the spell. And then there's Mithrun who used impressive combat teleportation magic. It didn't seem to have the danger of accidentally making you appear inside of something lethally like Falin's was stated to, instead transposing you with whatever was in the location you were teleported to, and being able to be used to teleport portions of things - effectively cutting them by teleporting them. Mithrun was limited to teleporting things he was touching - unlike Falin's spell - and had limited accuracy.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added Dungeon Navigator perk. Made Desidivore grant increase in magical power. Added Terrible Sense of Direction Drawback. Added some notes on Desidivore, Resurrection Magic, death in the main dungeon of the manga not causing chain failure, and teleportation magic. Fixed a typo in Traps Are My Specialty.

Version 1.0.2: Added Oni race. Added Maybe Human Definitely Cute perk.