Miss Kobayashi's Dragon Maid S

Season 2 Update!

Jumpdoc by u/TacticalSonnet



Welcome to Koshigaya, Japan! This bustling but relatively mundane city is the home to Miss Kobayashi, a talented programmer for an engineering firm. Though she lives a lonely and work-centric life, Kobayashi is satisfied with her emotionally-distant existence. All that changes one day when a heavy night of drinking lands her a late-night encounter with Tohru, a wounded dragon freshly exiled from her magical home. The two bond over a shared bottle of sake, and an off-hand comment turns into an informal arrangement; Tohru can come live with Kobayashi and in return work as her maid.

And so starts a whirlwind of events that will change both of their lives forever! More colorful characters will follow Tohru from the Dragon World, bringing their own excitement and conflicts into Kobayashi's life. You begin your journey on the very night Kobayashi stumbles into the woods and finds a dragon impaled on God's sword. All that's left to decide is what part you'll play in the story to come.

Take these Choice Points and shape your own destiny.

+1000cp

Location

Japan is filled with many exciting locales and scenic backdrops for your story. Roll 1d8 to determine your starting location.

1) **Mountains:** These mountains near Koshigaya, Japan feature dense forests and a surprising amount of caves. Stay here long enough and you'll see plenty of stray dragons!

2) **Apartment Complex:** You've found yourself in front of Kobayashi's apartment complex! Whether you're looking to find your own apartment or are just visiting, there's plenty of interesting people to find here.

3) **Local Shopping Market:** Look at all these amazing deals! Though this shopping center doesn't have all the offerings of a modern shopping mall, you'd be hard pressed to find a friendlier place to look for groceries.

4) **School:** Class is in session! This elementary school, and the high school down the road, serve the entirety of Koshigaya. With so many students, teachers, and parents around, you'll have no trouble finding someone to help you.

5) **Convention Center:** I love your costume, Jumper. This expansive complex has all the meeting halls, merchant stalls, and public forums to celebrate all of the glorious nerdy hobbies this dimension has to offer!

6) **Beach:** Time for some fun in the sun. This stretch of white sand is the perfect place to work on your tan, enjoy some summer treats, or just cool off in the ocean.

7) **Dragon World:** Oh, it seems you're not in Japan at all. Whether you're a native or have somehow found your way here, this world resembles a storybook more than the modern world.

8) **Free choice:** Fate smiles on you! You may pick any location, in the Human Realm *or* Dragon Realm, to serve as your starting location.

Species

[0] Human: It doesn't matter if you live in the Human Realm or the Dragon Realm, ol' *homo sapien* is still as weak and pathetic as ever. Barring any supernatural abilities, otherworldly gifts, or extensive training, you won't even come *close* to the raw power of a dragon. But that doesn't mean that you can't lead a successful life. Indeed, you may find that it's easier to fit in when you're a simple, unassuming lifeform.

[400] Dragon: You are a being of unrivaled power and majesty; you are a dragon! With titanic strength, mythical durability, and potent magic, even the youngest of dragons are forces of nature. Whether you take after the European style, Asian style, or even Native American style of dragon, your staggering abilities are matched only by your destructive potential.

Dragon Factions (Exclusive to Dragons)

Not all dragons agree on how to interact with the human world. Optionally, you may choose to align yourself with one of these factions. If you do, magic you possess that corresponds with your faction's core values will be greatly strengthened.

Harmony: Allying themselves with humanity, the harmony faction upholds law and order. As a force in the fight against the evil gods, you have a talent at bestowing blessings onto your followers and allies, and can conjure especially strong defensive magic.

Chaos: Whether you seek the destruction of humanity, like the Lord of Demise, or simply wish to tear down society, you oppose the good gods and their servants. You've got a knack for illusions, and any trickery magic you possess will receive a similar boost.

Spectator: Some dragons work their games while others choose not to play. You do not concern yourself with the great conflict of good and evil, and instead would rather observe. As a result, your divination magic is second-to-none, letting you observe events, detect creatures, and even intuitively sense nearby workings of magic.

Age & Gender

Gender matters little in either the fantastic world of dragons or the modern world of Japan. You may choose your gender freely. Alternatively, you may roll to determine your gender for an extra +**50cp**. **Roll 1d6**; 1-2 is female, 3-4 is male, 5 is genderfluid, and 6 is nonbinary.

Age is a little tricker, since dragons live for so long. You may choose any reasonable age, considering your Species. Alternatively, you may roll to determine your age for an extra +**50cp**. **Roll 1d8**. On a 1-3, you are a child by your species standards. Whether you are a fledgling grade schooler or a boisterous teenager, you've still got some growing to do. On a 4-6, you are a young adult. Whether you are just striking out on your own or are already a productive member of society, you're ready to earn your keep. On a 7, you are of middle age, perhaps with a family of your own. Finally, on an 8, you are elderly and worldwise.

Background

[Free] Drop-In: You may be a resident of the Dragon World, or perhaps you are just passing through, but either way you have only recently started calling the Human Realm home. With no established friends, foes, or connections of any type to this world, you have the freedom to make your own way in life.

[Free] Maid: It is your pleasure to serve! By profession or persuasion, you have found your calling in serving others with the grace, respect, and proficiency that only a true maid can provide! You may be officially employed by a wealthy family or may act in a more informal role as a stay-at-home caretaker, but few will ever doubt your power to provide for others.

[Free] Workforce: Whether you work for Jigokumeguri Systems Engineering or another major firm, you are a cog in the great machine of capitalism. While you may not always be recognized for your contributions to your company, the compensation they provide ensures that you can eke out a living for yourself. Though, perhaps your life is a bit *too* mundane at the moment…

[Free] Student: Well aren't you just the cutest! No matter whether you attend a primary school, secondary school, or a university, you've still got some things to learn before you enter the world of adults. Your biggest worry isn't over putting dinner on the table or debugging software, but over friends, exams, and other schoolhouse drama. Someone else is probably taking care of that other stuff for you. Probably.

[100cp] Sorcerer: Magic is not *gone* from the Human Realm, only secreted away. Your family, like several across the world, escaped the Dragon World to make a quiet life for yourself on Earth. Whether you are carefully collecting your strength for a grand return to the Dragon World or are content with the more subtle celebration of spellcraft, your gifts make you a bridge between the worlds of magic and the mundane. *See the Notes section for more on the magic of this world.*

Perks

Perks that match your Background or Species may be purchased at half-price. You receive your Background's 100cp perk and ONE 100cp perk that matches your Species for free.

General Perks

[Free] Force of the Heart: In this world, love can overcome any obstacle, be it prejudice, society, or even great magical boundaries. Now you too can experience such genuine devotion, so long as you open your heart to it. With this perk, any barriers that stand between you and your other half will come crashing down. Personal preferences will give way to authentic chemistry, societal pressures will seem less burdensome, and even powerful magical laws will bend around you and the one you love. This perk doesn't ensure that you will never face heartbreak or turmoil, but if you open your heart to love, the right folk will always find their way to you.

[Free] Finding Fulfillment: What could a world filled with pathetic, inferior humans *possibly* offer a being as powerful as a dragon? For many months to come, Tohru and her friends will seek their own answers to this question. However, this perk makes that journey much smoother. No matter how powerful you become or how drastically you diverge from the people around you, you'll always find a way to enjoy your life. Even a dragon, with their incredible power and lifespan, could find meaning in the people and experiences around them. With emotional stability like yours, you could find peace and happiness almost anywhere.

[100cp] Frightful Presence: Look upon me and face your doom! Whether you are a dreaded wyrm immobilizing your enemies with a glance or a determined young woman cowing a group of ungrateful dragons, you know how to intimidate others. This power scales with your own, meaning that while the average human might give even a dragon pause, a being as powerful as the Lord of Demise would cause the animals of an entire city to subconsciously flee, as though to escape a natural disaster.

[100cp] Fateful Encounter: You always seem to be in the right place at the right time. Go out for an evening stroll and you'll stumble into a genuine creature of myth. Help a wounded dragon and they suddenly are indebted to you. Even your mistakes have a way of attracting beings more than willing to lend a hand. No matter where you go, you have a much greater chance of meeting important people, earning favors by chance, and making new friends and allies. You can toggle this perk on and off, should you desire.

Human Perks

[100cp] Local Know-How: Even the mightiest of dragons may struggle to adjust to the Human Realm, though you never will. Through either a propensity for new places or a lifetime of experience, you understand the cultures, customs, and unspoken rules of the places you call home. You won't understand *every* aspect of your home's culture, nor will you have to give up your own traditions, but an outside observer would be hard pressed to separate you from the locals. *See the Notes section for details.*

[100cp] Mangaka: Have you ever thought about self-publishing? From writing and calligraphy to drawing and paneling, you have all the skills necessary to create your own manga. It will still take plenty of work, and you'll need to spread the word of your creations on your own, but with the right opportunity you'll have the makings of a bestseller!

[200cp] "Dragon of Destruction": You dare compare your strength to that of a dragon? Standing at more than six feet tall and rippling with functional muscle, you have the body of a particularly scary street thug. You could shake even mighty oak trees with your blows, and have a pain tolerance that would let you break your arm without fretting. You'd still get *absolutely wrecked* by a real dragon, but with your durability you could take a barrage of blows and be back on your feet before the day was out. *See the Notes section for details.*

Dragon Perks

[100cp] D for Dragon: I don't think you understand how human sizes work, Jumper. Like all dragons, your physical form displays many traits that others would describe as "world class". Your hair and eyes feature alluring colors and gradients, your proportions are picturesque, and you have a positively ridiculous rack for a reptile. Maybe you really *do* store all your magic in there. *See the Notes section for additional details.*

[100cp] Tone It Down!: Uh oh, it seems Miss Kobayashi doesn't like it when we go all out. We better play more like her. Even if you wield the strength to shatter mountains, you'll be able to scale it back to safe, everyday levels. This won't give you any extra precision with your abilities, but you won't have to worry about accidentally obliterating your apartment with your devastating breath attacks.

[200cp] Elemental Affinity: Some dragons have a deep connection to the forces of nature, drawing power and inspiration from their focal element. Whether you are a fire drake like Ilulu, a sea serpent like Elma, or can draw electricity from wall outlets like Kanna, you have an affinity for one elemental power. Your chosen element can no longer hurt you, and instead may be absorbed from your surroundings to bolster your body and enhance your magic. In addition, any powers, abilities, or magical spells that draw on your elemental theme will be similarly empowered by this perk. You may purchase this perk multiple times, selecting a different element with each purchase.

Drop In Perks

[100cp] Beneath Notice: You'd think that a colorful housemaid with the power to punch a purse-snatcher into the sidewalk would draw suspicion, but it seems that the average bystander is willing to ignore a lot of strange things if they're not directly affected. With this perk active, you'll find that most of your supernatural powers and otherworldly abilities are written off by onlookers. They might think your strange appearance is some sort of cosplay, while your incredible strength is just the result of martial arts training. You'll still startle some people if you stroll around as a dragon or start leveling buildings, but you'll have an easier time than most convincing spectators that they should ignore your quirks.

[200cp] Matchmaker: Like Take's grandmother or a certain ex-goddess, you have a talent for helping others grow and mature. With a few subtle prods, you could arrange for two compatible coworkers to develop a meaningful relationship, or help a pair of roommates admit their true feelings for one another. Even platonic relationships can be enhanced by your precise intervention, allowing your charges to become the mature, well-adjusted adults they were always capable of being.

[400cp] Insomniac: It seems you've picked up a rather esoteric ability. Like most of dragonkind, you no longer require sleep and are immune to any effects that would force you to fall unconscious. Exertion can still exhaust your body and mind, but you may remain awake while you recover. Of course, should you willfully choose to rest, the benefits of a night's sleep will be greatly amplified. With perfect control over when you doze off and wake, you'll never need an alarm clock, and you'll always rise feeling energetic, productive, and ready for the day.

[600cp] Gamer: Never before have I seen anything so leet! Your video game skills are off the charts, letting you pwn opponents with ease and level-grind in record time. No matter what genre of game you decide to play, your skills will quickly make you one of the best. These skills won't *stop* you from casually enjoying a game, but you could be a serious streamer or even world champion if you put your mind to it.

Of course, the leaderboards aren't the only places where you'll reap the fruits of your labor. Your gaming proficiency has granted you reflexes and hand-eye coordination that border on the superhuman, and your ability to strategize has been honed in the fires of competition. You know not only how to spot an opponent's weaknesses, but how to coordinate with your companions to maximize your strengths. From the office to the battlefield, your teammates would really benefit from your contributions.

Maid Perks

[100cp] A Maid's Foresight: A proper maid doesn't simply do as they are told. They are always in motion, working constantly to create the perfect household environment. You can instinctively sense what tasks need doing and can effortlessly keep track of your objectives to maximize efficiency. You're so good at anticipating your master's needs, they might just suspect you of reading their mind.

[200cp] A Maid's Temperament: You're just so bubbly and joyful! Your overflowing positivity can turn even the dullest of tasks into just another chore, letting you tackle the day with a smile! This well of sunshine also enhances your natural charisma, letting you quickly make new friends and negotiate amiable deals. Get a little extra out of the butcher when grocery shopping, or negotiate with your neighbors to create a more peaceful home environment.

[400cp] A Maid's Prowess: But a maid can't just make do on insight and promises, no sir! Thankfully, you've got the skills to make you worthy of your uniform. You are excellent cleaner and launderer, and can maintain even a grand mansion with only your own efforts. However, where you truly stand out is in your ability to cook! Your culinary skills are purely divine, and whether you're single-handedly running a busy restaurant kitchen or making traditional delicacies from scratch, your diners will always be glad to have you preparing their meals.

[600cp] A Maid's Discretion: Fine etiquette dictates that a servant's presence should only be known when absolutely necessary. You've taken this rather traditional belief to the extreme, honing your ability to move unseen no matter who may be watching. Through a combination of disguises, training, and perhaps even a bit of magic, you may evade the notice of even the most powerful dragons. You could silently chaperone your employer's children through a busy amusement park, follow a rebellious dragon around New York City without alerting her, or even give that slippery Santa Claus a run for his money.

Workforce Perks

[100cp] Just Another Day At The Office: It seems that the strangest experiences and circumstances seem to fall on the most ordinary of people. One day you're an unimportant cog in an uncaring modern society, the next you're playing hostess to a real life dragon and her friends! Thankfully, you can take the weird and otherworldly in stride. No matter how terrifying or awe-inspiring the supernatural elements of your life may seem, you'll always have the presence to react calmly and logically when the situation calls for it. After all, it's just another day in the life of an adult.

[200cp] Hold Your Liquor: Japanese business culture means socializing, and socializing means alcohol, so it's a good thing you have a liver of *mythical* efficiency. Like Kobayashi, you could match even a dragon's constitution when it comes to alcohol tolerance, and never suffer the severe negative consequences of overdrinking. You're also capable of shrugging off most mundane toxins and poisons. You still get tipsy, but that'll likely just make you more fun! Heck, you even seem to get stronger as you get more sloshed. Imbibe some high-grade sake and you'll have the strength to pull a giant claymore out of a wounded dragon. *See the Notes section for details.*

[400cp] Deadline Crunch: It doesn't matter that the work is divided unevenly, you have the drive to get the job done! When your work piles up and a deadline looms in front of you, your work efficiency ramps up dramatically. Need to do the work of several coworkers? Want to attend your kid's sports festival? Just work a few late nights to finish on time. This takes a hard toll, and you should still take a breather after the deadline passes, but you can push the edge of realism to get your work done on time.

[600cp] Code Monkey: You're not just any pathetic human, you're a programmer without equal! From coding and computer science to bug hunting and even game design, you wield programming languages like an artist wields a paintbrush. Whether you're a systems engineer for a massive corporation, an indie game developer, or even just working IT, few can use a computer like you can!

Student Perks

[100cp] Cute Like Kanna: You are absolutely, undeniably, overwhelmingly adorable. Your sweet and disarming appearance will make all but the most hostile individuals more willing to help you. They'd probably even apologize if they so much as hurt your feelings. You can do a lot with weapons-grade cuteness.

[200cp] Trash Talk: You're really starting to get on my nerves, Jumper. Like Kanna's precocious classmate, you excel at getting under people's skin. Whether you're goading people into doing what you want or trying to get an opponent to make a mistake, few could resist rising to your barbs. Those you provoke won't do anything overtly harmful to themselves, but a clever conversationalist could trick someone into acting brashly.

[400cp] Youthful Insight: Though many dismiss children for their naivety, there is a clear honesty that comes from youth. Like Kanna, you are exceptionally good at sensing the intentions and deducing the motivations of others. Your keen eyes can spot the subtle clues that reveal what sacrifices they make or the decisions they hide each day. What you do with this information is up to you, but few would be better equipped to understand a person's greater character than you.

[600cp] You Will Change Things: Life can seem so simple when you have a stable job and an apartment to yourself… until you have to provide for someone else, that is. Like Kobayashi's new friends, you have a way of bringing out the best in others, subtly encouraging better choices and behaviors that can change their lives for the better. Apathetic recluses can rediscover their passions, self-conscious prodigies will grow into healthy adults, and even a supreme lord of darkness can be softened by your honest soul. Some great evils may still be beyond your ability to change, but everyone else will be kinder, happier, and *better* for having known you.

Sorcerer Perks

[100cp] Hard Worker: One isn't just born into fantastic magical power! Well, some are, but not you! You'll have to work hard if you want to turn that fledgling talent into something substantial. Thankfully, you have the drive and willpower to train and study your way to greatness. While this perk alone won't speed up the rate at which you learn, you'll have no problem sticking to a study schedule. Of course, self-study can only get you so far. Fortunately, you seem to have a habit of attracting good teachers. Just listen to their wisdom and keep your nose to the grindstone and you'll be a great sorcerer before you know it!

[200cp] Bright Young Kid: Studying magic isn't just about strange words and hand motions, it intertwines with the common scientific practices of the Human Realm. As such, any burgeoning mage needs a basis of knowledge like yours. With a rudimentary understanding of physics, chemistry, geography, and ecology, you know more about the natural world than most undergraduates, let alone the elementary students Shouta shares his classes with. Recreating obscure atmospheric conditions in your bedroom or cross-referencing natural ingredients with their growing environments would be literal childsplay, and your reading level will be years ahead of your peers. Just be careful; "gifted" kids have a way of becoming isolated.

[400cp] Orbs of Power: What good is power if you can't share it with others? Like the magic users of this world and the Dragon Realm, you have the ability to sequester your own power in small orbs of blue crystal. These orbs can contain pure magical energy, a premade spell, or even one of your core abilities. Giving these orbs to another would allow them to draw on the power within and use your magic as if it were theirs, though only so long as they possess the crystal. You are aware of the location of any orbs you create and have a mental bond to any being drawing on their power. *See the Notes section for details.*

[600cp] Wizard of the Age: You have great potential, Jumper. Perhaps that's why so many powerful beings have taken an interest in you. Whether by bloodline, circumstance, or just a random act of fate, you may be the greatest wizard of your era. While your ability to rapidly learn new spells and magical techniques is impressive, what really stands out is your natural mana reserves. You possess a deep well of magical energy within you, and that pool replenishes at an astounding rate. Alone you could cast spells that would take an entire team of mages working in concert, and your ability to counter said workings would even let you turn aside the spells of the most experienced dragons. All that said, this potential represents only that; potential. Innate talent is no substitute for hard work, and only years of training and study will make the most of this tremendous gift. However, in return, you will be a mage without rival. Better get practicing!

Items

Perks that match your Background or Species may be purchased at half-price. You receive your Background's 100cp item and ONE 100cp item that matches your Species for free.

General Items

[50cp] Fancy Finery: Even if you're a dragon with fantastic shapeshifting powers, you still may want some clothes that *aren't* made out of your own scales. This purchase contains just enough to get you started in the Human Realm; some casual clothing, a few formal garments, and even a cute swimsuit for the beach episodes in your life. Subsequent purchases greatly expand one particular style of clothing, giving you plenty of variety in your leisure clothes, business attire, swimwear, or even ceremonial costumes, should you want to attend a festival.

[50cp] Kotatsu: Do I *really* have to get up? This heated table makes for a wonderful winter centerpiece. Sitting around this table will not only keep you toasty warm on those bleak blizzard-filled nights, but it also seems to help your daily stresses melt away. Treat you and your friends to a relaxing night in.

[100cp] Christmas Gift: How do you choose the right gift for that special someone in your life? Well, you give them this, of course! While it defaults to a wonderfully warm scarf, this thoughtful present will adapt to ensure that its recipient understands how much they mean to you. While it will never contain anything rare or expensive, it *will* be something heartfelt and meaningful to the person you give it to.

Human Items

[100cp] Dragonslayer: Whoooo boy, that's got a hell of a kick to it! This particular brand of sake is not only extremely delicious, but also extremely potent. Any who imbibe it, from the most mundane of humans to the most powerful of dragons, would quickly feel the effects of this staggering spirit. When emptied, this bottle strangely refills itself at the start of the next day. Let the good times roll!

[200cp] Personal Alarm Keychain: Help is only a cord-pull away. This inconspicuous keychain contains a powerful noisemaker capable of frightening off less determined foes and quickly calling others to your aid. Petty criminals and assailants are more likely to bolt when you sound this alarm, and though more determined foes may not flee, any ally of yours within the country will also be supernaturally alerted to your plight. Call in the cavalry with this compact panic button.

[300cp] Convention Center: Perfect for large gatherings, this sprawling expo center contains all the amenities needed to serve tens of thousands of convention-goers, from industrial-grade power and plumbing hook-ups to exhibition space, theater seating, and parking. Staffed and operated by loyal followers, this complex could generate a substantial profit for you if regularly rented out as a venue. Then again, there's no better place to host a big event of your own.

Dragon Items

[100cp] Book of Curses: I'm not sure it's a good idea that Fafnir was practically giving these away. This book of curses contains detailed instructions on how to perform all manner of curses, causing everything from mild misfortune and chronic concerns to instant death! Granted, the more powerful of these curses will need a dragon-sized pool of mana to fuel them, but perhaps you can start with the basics and work your way up.

[200cp] Dragon Realm Remedy: This powerful medicine was brewed by skilled mages, using only the finest ingredients Tohru's world has to offer. Of course, this isn't without side-effects. While consuming one of these pills can cure any illness or ailment, they also leave the user with a few animal characteristics for a few days. That said, whiskers and a pair of cat ears is a small price to pay for a clean bill of health. This small bottle contains twenty pale pills, and any expended medicine reappears at the start of each year.

[300cp] Hoard: What would a dragon be without a big pile of gold to sit on? This isn't a mountain of treasure like Fafnir, but you've got a sizable foothill of gold coins, art objects, and other non-magical wealth to covet. It would take a long time to liquidate this collection, and you'd *significantly* disrupt the local economy if you did it quickly, but most monetary woes are no longer a concern to you. Should you somehow manage to diminish these riches, any spent gold will reappear at the start of your next jump.

Drop-In Items

[100cp] Life Records: You can't just waltz into a new realm. If you want to get a job, buy a house, go to school, or do any number of fun things, you'll need a birth certificate, family registration, citizenship, a personal seal, and a dozen other little documents. With this purchase, you contain the necessary documentation to live your life in any world you find yourself in. Whether you want this to accurately reflect your history and skillset or help you turn over a new leaf, you'll never need to forge any personal documentation again.

[200cp] Gaming Rig: A gamer of your caliber needs a setup to match! This glorious television, top-of-the-line consoles, and pair of high quality headphones give you everything you need to play any video game your heart desires! If you purchased the **Two Monitors** item, you can incorporate both of these items together to create the most amazing personal computer to ever exist! *See the Notes section for additional details.*

[400cp] Mountain: Sometimes you just want a place where you can be all alone. Whether you choose for this landmark to be a true mountain or a more moderate foothill, this geographical feature and the surrounding wilderness is teeming with nature's wealth. Local wildlife fill the surrounding forests and rivers while mineral deposits and other natural resources are plentiful. There's even a cave system in the mountain should you want to build a subterranean residence. If you're looking for a way to escape the urban clutter of the modern world, you'd be hard pressed to find a better option. *See the Notes section for additional details.*

[600cp] Divine Blade: My word, this is the sentient holy sword that God himself threw at Tohru! Somehow you've managed to acquire it, allowing the sword to bind itself to you. Being forged by the capital-G himself, this blade has a number of wondrous properties. Most notably, the sword's physical form is merely a projection of the blade's conscious spirit, which lives in your mind. This allows the weapon to be summoned and dismissed with a thought, ensuring you are never unarmed. You can even alter its shape and size with a concentrated mental command. Secondly, this blade's incredible origin allows it to cut through almost any material and wound creatures with normally robust regenerative properties. Even the mighty dragons of this world could be permanently slain with a weapon like this. Finally, the swords' consciousness, though far from human-like, is friendly enough to offer you its considerable wisdom in tactics and swordsmanship. You could not ask for a finer weapon, though one might wonder what need exists for such terrible tools in this modern world. Don't let Tohru see this. *See the Notes section for additional details.*

Maid Items

[100cp] Maid Uniform: A maid without her uniform is just a busybody cosplayer! Whether this is a traditional design or a more contemporary fashion, this set of work garments will always be clean, always be presentable, and will always look fabulous. In both high society swarees and common apartment complexes, you'll always look like a professional.

[200cp] Tea Set: This vintage Victorian tea set is almost too beautiful to serve tea out of. *Almost*. Impress guests and your employer alike with this fine china. This purchase also comes with a wide sampling of superb-quality tea. Never fear flavor preferences again!

[400cp] World Wide Wizarding Web: So much work fills a maid's day that leaving to run errands can be counter productive. Thankfully, you've got a subscription to the finest delivery service in the fantasy world! Ingredients and foodstuffs of the finest quality, from elven spring water to Valhallen chicken eggs can be brought right to your door. Your purchase of this item already includes enough mundane market wares to feed yourself and your charges each week at no additional cost, but if you want rarer reagents, magical artifacts, or the equipment needed for arcane pursuits, you can pay from your own funds to acquire them. This works across each world you visit, allowing you to import groceries and materials from markets across the multiverse. All currencies, both local and exotic, are accepted, but high quality items may still be out of your price range.

[600cp] Maid Cafe: What's better than serving one person? Why, serving dozens, of course! You are now the proud owner of a quality eating establishment. Whether this business is a regular restaurant, a bar or tavern, or a classic maid cafe, it contains everything you need to serve your customers the finest foods while making them feel at home. Strangely, this eatery could easily be operated with minimal staff, though you do receive a few loyal followers to help run the place with this purchase.

Workforce Items

[100cp] Authority: It seems you're not just a simple desk jockey. Your boss has awarded you for your efforts with a small promotion and a team to oversee. You may be the floor manager for a large megacorporation or the shift leader amongst a group of waitresses, but whatever the role you find yourself in, you have at least a small measure of pull in your company. Purchasing this item doesn't grant you any followers or Companions, but it does ensure that whenever you work for a larger business or entity you will have a team of competent workers to assist you.

[200cp] Apartment: We can't all live in castles or country homes. If you want to *work* in the city, you have to *live* in the city. Thankfully, you've just signed the lease on a lovely new apartment. Located in a good neighborhood and surrounded by friendly neighbors, this residence has everything you could ask for, from parking and public transportation access to garden areas, balcony views, and public spaces. Your monthly rent has been taken care of, and your purchase also ensures you can find a similar dwelling should you ever need to relocate to another city.

[400cp] Two Monitors: Like many enlightened individuals, you have recognized the glory of TWO MONITORS! Courtesy of your favorite bunny-themed tech company, you've received an ultra-tier personal computer to do your work on. With an uninterruptible power source and a guaranteed internet connection, you'll never lose productivity to downtime ever again! This item also comes with an enormous software library with plugins and programs that let you do everything from write code to edit videos and design architecture. This still isn't a super computer, but it's about as powerful a personal desktop as you're likely to find. Finally, your purchase also nets you a modern smartphone with the same properties. Now your boss will always be able to reach you! Hooray… *See the Notes section for additional details.*

[600cp] Dagashi: No longer will you work for another's profits. You're going to run the show! Through inheritance or perseverance, you are the proud owner of a modest but successful business. By default, this store sells candy and snacks while offering locals a place to play arcade games and use vending machines, though the loyal customers you've cultivated would likely follow you to whatever enterprises you chose to pursue. The revenue that this storefront generates will keep you living comfortably for the rest of your days. It even comes with a few loyal employees, should you choose to step back from day-to-day operations. *See the Notes section for additional details.*

Student Items

[100cp] School Uniform & Supplies: Have you seen how much a modern student has to buy?! This item ensures that you have the clothes, consumables, and equipment to attend the institution of your choice. By balancing rigid conformity and cute individuality, you'll meet the requirements of your school while still letting a touch of your own style shine through. In future jumps, this item will adapt to any school, academy, or similar program you join, allowing you to continue your pursuit of knowledge!

[200cp] Bento Box: Hungry minds mean hungrier stomachs! Thankfully, you've got a hand-packed lunch from home. This bento box or similar container always holds a meal that is delicious, nutritious, and leaves you filled with energy. This home-cooked meal even seems to have a little extra, just in case you need to share it with a friend…

[400cp] High Quality Snacks: The best way to a person's heart is through their stomach, Jumper, and you'll have an easier time than most with treats like these. Adapting to fit the tastes and preferences of you and your friends, these snacks will greatly amplify any bread-breaking and friend-making you happen to be attempting. With plenty of human pastries for your Harmony Dragons, freshly baked sandwiches for your classmates, and superb pub food for your coworkers, all of your alliances, friendships, and other social gatherings will start from a rock-solid foundation.

[600cp] Vacation Tickets: Childhood is a time for enjoyment, whether you were raised by dragons, otherworldly heroes, or a normal family. With these tickets, you'll always have an amazing experience lined up and ready to enjoy. You may have weekend passes to a world-famous convention, admission to a theme park with a week of hotel rooms thrown in, or even boarding vouchers to a luxury cruise. Once expended, this item replenishes after an amount of time proportional to the excitement and exclusiveness of your vacation. You might be able to take an awesome trip to Parkour Land every month or two, but a visit to the moon will leave you without this item for the rest of your jump.

Sorcerer Items

[100cp] Hat & Robe: What kind of wizard practices magic in a shirt and jeans? No, you need a *proper* wizard's hat and robe! These well-made garments will always denote your skill as a mage, starting plain as a student but growing more stylish and elaborate as your knowledge and power grows. Thankfully the built-in enchantments will automatically repair any burns or tears and prevent staining, making sure you always look stylish no matter how many experiments blow up in your face.

[200cp] Magic Talisman: No matter how good a mage you are, a talisman like this will always be a welcome keepsake. This wooden charm may not seem like much, but the good luck seems to imbue on the holder will make a noticeable difference in your day. This totem also protects the bearer against minor enchantments and hostile spellcraft. This won't shield you from a fireball or a hostile entropy curse, but the malicious pranks of childish mages will roll right off you.

[400cp] Evil-Banishing Arrow: This holy artifact is the product of months of hard work by a master artificer. This golden piece of ammunition bears enough enchantments to kill any wicked or evil creature it hits. Of course, that does mean that you need to *hit* your target. This item will adapt to your weaponry, allowing you to launch it from any ranged weapon. Should you miss your target, this arrow will reappear the next day. Should you hit your target, however, this incredible weapon will return to you after one year has passed.

[600cp] Sorcerer's Laboratory: Just as you wouldn't sling spells in a bathrobe, you needn't stir a cauldron in your kitchen. This room fits nicely into any domicile you own and contains everything you need to cook up some proper magic. From common potion reagents to a library of magical tomes to even a powerful grimoire containing secrets and details about all manner of magical creatures and major enchantments. You may need to order specialty components and other rare ingredients, but everything else you need can be found here.

Companions

Additional CP may be transferred from you to your Companions at a 1:1 ratio.

[Free] Household Pet: Even the most reclusive of loners can often benefit from some animal companionship. This commonplace cat or dog is surprisingly well behaved for a new adoption and comes with all the necessary food and supplies for a happy critter, courtesy of your Benefactor.

[100cp] Custom/Import Companion Option: The journey of life is often more fun when you have friends along. This purchase grants you either one custom companion or the ability to import an existing companion. Your companion receives a free Background as well as **600cp** to spend on Species, Perks, and Items. Alternatively, by spending **300cp**, you may import or create up to eight custom companions, each with the same Background, discounts, and stipend listed above.

[150cp] Guide to the World: Entering a new world is so much easier when you have a local to help you. Just as the dragons had Kobayashi and Takiya, you have someone in your life who knows the lay of the land. This Companion comes with the **Local Knowledge** and **Fateful Encounter** perks and a free Background, as well as **500cp** to spend on Perks, Items, and a Species.

[200cp] Canon Companion: Maybe someone here has caught your eye? With each purchase of this option, you gain the ability to take one character from this world with you on your Jumpchain adventure. Note that this doesn't force the character to come with you, it merely gives you a good chance to persuade them.

[250cp] Soulmate: There are friends, there are Companions, and then there are the people that complete you. Whether your relationship with this individual is platonic, romantic, or familial, you will encounter them at some point during your stay here. Though your initial meeting may have its ups and downs, your complementary personalities will quickly smooth any wrinkles in between you two. This individual will gladly join you on your journey, and will be free to import into future jumps. In this setting and all future worlds, this Companion will receive a free Background and **800cp** to spend on Perks, Items, and other jumpdoc features. This may seem like an expensive option, but anyone who has met their soulmate will tell you that having a person like this by your side goes beyond any price.

Drawbacks

[+0] Character Insert Toggle: Maybe you want a more seamless insertion into this story? With this option, you may replace one canon character in this story. This option does not grant you any of their perks, powers, or species, merely their starting circumstances.

[+100cp] Sweet Tooth: You can't get enough of the sweet stuff! With so many delicious treats to be sampled from this world, you can't bear the thought of not trying everything out. Should you encounter any pastries, candies, desserts, or other delectables, you will feel an immediate compulsion to acquire them. This isn't a *debilitating* addition, but you will find yourself easily distracted by sugary treats.

[+100cp] Fish Out Of Water: Like the visiting dragons Kobayashi will encounter, you have a tough time adapting to new worlds. The customs and traditions of this new land will seem foreign to you, despite any previous experiences you may have with worlds like this. Though communicating won't take too much work, expect to get a lot of strange stares when you misinterpret that playground for a sparring space or when you take a local colloquialism too literally. Hopefully someone here has the patience to show you the ropes.

[+100cp] Debt Owed: Your entry into this world was not as peaceful as it could have been. You were mortally wounded by some force and it was only by the actions of another that you escaped death. Honor demands you repay them, and for the rest of your time here, you will be bound to serve and protect this individual however you can. Granted, this relationship mimics Tohru's debt to Kobayashi rather than any true indentured servitude, and the nature of your commitment is largely up for you to decide, but you will feel compelled to look after your charge for the duration of your jump.

[+200cp] Lower Back Pain: That old chair *can't* be good for your posture. Whether due to an old injury or improper workplace practices, you are plagued with regular bouts of back pain. Though they won't bother you every day, these painful episodes will sour more days than not. Some instances of this back pain will only mildly irritate you, putting you in a bitter mood. Other days, however, will see you laid out on your couch, desperate for relief. Massages, medication, and other treatments can alleviate and counteract this pain, but the problem will always return before too long.

[+200cp] Infatuated: You're really quite excitable, aren't you, Jumper? Like Saikawa, you've fallen hard for someone in this world. Luckily, they seem to have taken a shine to you and are not above a bit of sneaky flirting. Unfortunately, you can't seem to keep your cool when that happens. Even just a touch of romance or hint of intimacy will leave you a delirious mess. From furious blushing to nervous jitters to even cries of embarrassment, you'll be quite the spectacle. This problem can *eventually* be worked through should your relationship with your crush develop into something meaningful, but expect to spend A LOT of time working up to that point.

[+200cp] Inferior Species!: It seems you did not take the transition to the Human Realm well. Carrying the prejudices of your past home, you've become extremely judgemental of those not like you. A dragon with this drawback would find every opportunity to nitpick and demean the pathetic humans that surround them, while a human of this persuasion might go full witch-hunter on any magical creatures they were able to find. Of course, there's also plenty of mundane people to aim your ill will at. This attitude does not go unnoticed, and many you encounter will be just as mean-spirited and perhaps even violent towards you for your differences. This is normally such a happy place, Jumper. Are you sure you need the points that badly?

[+300cp] Overworked: Another extra shift? More mandatory overtime?! It seems your boss really has it out for you. No matter what job you work, you have found yourself over a supervisor who has no qualms about working you to the bone. It is work you are capable of, but perhaps that has only led to more tasks being added to your load. Much of your day will be consumed by meetings, projects, and other work that you will probably never directly benefit from. What little free time you do have will be tainted by the chronic exhaustion your work will leave you with. Even termination won't offer any escape, as you will find that any job you are employed to do will consume nearly all of your energy and time. Perhaps there is more to life than your work, but you wouldn't have the time to find out.

[+300cp] Fresh Start: Well this is a rough start. You have been exiled from your home, Jumper. Whether that be the Magical World or your native dimension, cosmic forces have barred you from returning. Similarly, these forces have stripped you of your supernatural powers and connections, leaving you without any Perks, Items, or Properties that you did not purchase above. You'll have to make your own way in this world with whatever you've managed to collect, but I'm sure you'll work something out. Who knows what or who is waiting for you out there?

Notes

Property & Item Importing: Instead of purchasing the items and properties above, you may also import a similar item or property to receive its special effects. Imported items must be similar in nature to the listed item. Properties purchased in this jump may be brought to future jumps and either attached to your Warehouse or imported onto land or a property you already own.

Sorcerer Origin & Magic In This World: Buying the Sorcerer Background grants you the skill of a novice with the magic of this world, with other perks (Ex: **Wizard of the Age** and the **Dragon** Background) increasing this baseline. From here, only time and practice will improve your abilities. A novice mage would have the power to create small visual effects, send messages over short ranges, and summon small items you're familiar with. Skilled mages can send messages between the Human Realm and Dragon World, form shields and attacks out of elemental energy, and create lasting enchantments on items and people. Should you spend the large majority of your decade in this world practicing, you can grow from a novice into a spellcaster nearing mastery on hard work alone. Dragons skew the entire scale as their power levels are already ridiculous, but the most powerful of them could level cities with casual displays of their power. See below for a list of all the spells and other magic seen in the series.

D For Dragon: These aesthetics will adapt to the Background, Species, or Age that you have selected. Jumpers that start as children will grow into this beauty while non-feminine jumpers will display equally exaggerated traits that align with their identity. As a side benefit, this perk also makes people more accepting of your appearance. Though many will remark on how extraordinary you look, no one will associate your most eye-catching and otherworldly features with a supernatural origin unless you actively draw attention to them. Don't worry about pupils that are the wrong shape or breasts bigger than your head, the average passerby will come up with their own justification.

Local Know-How: The knowledge received at the start of each Jump is equivalent to the information an average citizen of your home nation could be expected to know. For example, this might grant knowledge of your country's political structure and any languages commonly used by its people, but it wouldn't give you an encyclopedic understanding of every culture in your setting.

Dragon of Destruction: Taking this perk pushes your physical traits well into the superhuman, at least if we ignore the *actual* supernatural, dragon-slaying humans from the Dragon World. With the strength and speed to outcompete any olympic athlete and a durability that will let you survive WELL BEYOND anything a normal human should be able to sustain… you're still going to get outclassed by the anime-like feats of humans from the Dragon World. But you will be one of the most physically capable in *your* world. That's worth something, right?

Hold Your Liquor: With this perk, intoxication boosts your strength, durability, and your stubbornness. Your dexterity and agility aren't enhanced, but at least this perk will ensure that your coordination only slightly suffers from your drinking. These boosts will scale with how wasted you are, so getting a little buzzed might let you force your way out of a bar fight while getting completely sloshed will leave you with the power (if not the poise) of a superhero. After all, Kobayashi was able to lift God's sword, a thirty foot tall claymore, after a night of heavy drinking. Alcohol quality also enhances this boost, meaning that well drinks like light beers and cheap cocktails will give less noticeable power ups than fine alcohol and rare vintages.

Orbs of Power: The orbs of power you create can serve three uses:

- Mana Batteries: As a simple storage receptacle for magical energy, these orbs are destroyed when emptied.
- Premade Spells: These orbs contain one-use spells that will destroy the crystal when cast. These are cheaper to make than orbs that have constant, "always on" spell effects, which rely on energy from the bearer or environment to run.
- Bestowing Powers: You may seal one ability of yours in one crystal, either at partial strength or full strength, determined upon creation of the crystal. If partial strength is chosen, you keep the remainder. If you grant full strength, you temporarily lose the ability while the crystal is intact. The bearer of the orb possesses the ability so long as they have the orb. At any point you can dispel the orb and draw the borrowed power back to you regardless of distance. This ability can be used to share perks, powers, and other supernatural abilities acquired through jumpchain, not just magical ones.

A warning: don't eat the orbs. They are still marble-sized rocks, and can be even larger if you store more power in them. Fafnir only avoided the digestive concerns of swallowing one because he's a dragon and is hilariously more powerful than the spell.

Mountain: The natural resources provided by the Mountain item replenish at the start of each jump. You may also decide if construction and other deliberate changes are maintained or reset at the start of each jump.

Dagashi: You can adapt this business to any kind of pre-franchise trade that isn't covered by the maid cafe item. Hardware store, carpentry workshop, tailor shop, basically any single storefront with all the equipment and materials you need to operate your business.

Gaming Rig + Two Monitors: By combining these two items, you can create a legitimate supercomputer of your very own. Coupled with the software equivalent of the Library of Alexandria, and you should be able to cover ANY computing needs you would reasonably ever encounter.

Canon Spells & Other Magic Observed:

- Communication (up to interdimensional phone calls)
- Portal Creation (crossing cities, continents, and even to neighboring dimensions.)
- Perception Blocking (Nondetection magic to hide dragons from humans or defeat clairvoyance magic)

- Mental Manipulation (memory modification, sleep spells, and language translation)
- Clairvoyance (Seeing through pockets, observing an entire office at once)
- Summoning (Drawing items, clothing, plants, and eventually supernatural creatures to you. Lucoa and other masters could detect nearby summonings, intercept them, and choose to be summoned instead)
- Protection (shields against elemental attacks and hostile magic spells, scaling up to Elma who could protect an entire city from a rogue dragon duel.)
- Enchantment (temporarily transforming other living creatures, like when Illulu changed Kobayashi from female to male for a few days).
- Time Manipulation? (Lucoa jokingly offers to turn back time for Illulu, which implies that she has the ability.)

Dragon Abilities: (*Fair warning, dragons are kind of ridiculous…)*

- Titanic Form (Fafnir was 20m tall, Tohru was as tall as Kobayashi's apartment building, and even Kanna as a young dragon was quite large.)
- Durable Scales
- Regeneration (Tohru could regrow body parts in minutes)
- Shapeshifting (By enchanting their own scales, dragons can assume an individual "human-form". They can partially shift between their disguise and their dragon form, growing claws or tails, but cannot mimic other individuals.)
- Fire Breathing (Torhu ould create a city-wide fireworks display, more like Pompei than a summer festival)
- Speed (Can move at high speeds through air and water in dragon form. In human form, Tohru sprinted 200 feet so fast she appeared to teleport)
- Strength (Tohru once punched a man into the ground so hard he cratered the sidewalk)
- Enhanced Senses (Dragons can navigate by sonar to escape mazes and have a sense of smell powerful enough to detect the scents of specific individuals on nearby people. Illulu could spy on Kobayashi's apartment from at least a kilometer away)
- Energy Attacks (Multiple dragons have been shown summoning energy beams that can clear the sky of storm clouds or cleave canyons into the Earth. Tohru said going all out in a fight would level the surrounding city.)

Changelog

v1.0 - Initial Public Release