I'm Really Not The Demon God's Lackey

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Novel Summary

Lin Jie, a transmigrator, is the owner of a bookstore in another world.

He's kind and warm-hearted, often recommending healing books to customers who are going through a tough time. From time to time, he secretly promotes his own work too.

Over time, these customers begin to respect him greatly, some even frequently bringing local specialties to repay his favor. They often seek his professional opinion when it comes to selecting books, and share their experiences with this ordinary bookstore owner to people around them.

They respectfully and intimately refer to him using names such as the "Demon God's Lackey", "Propagator of the Flesh and Blood Gospel", " 'Corpse Devouring Sect's Rites and Customs' Author" and "Shepherd of the Stars".

Story Summary

This is the story of Lin Jie, a compulsive book collector from China who made a deal with the devil to get his own bookstore in another world. He thus arrived in the land of Azir and set up shop in the city of Norzin, Upper City District, 23rd Avenue, at unit 412.

He kindly solves the emotional problems of the people who pass through his shop by giving them words of wisdom and recommending them books to read.

What he doesn't realize is that all of the books in his shop only appear as normal books to *him*. To everyone else, they are texts filled with Eldritch Truth and Taboo Knowledge, and a path to great power, at a great price. As such, they tend to be fearful of him, understanding him to be a god-like existence playing at being a normal man, while taking his each and every word wildly out of context. It doesn't help that most of his customers are people deeply entrenched into the supernatural world.

This is a story of comedy, mystery, and horror alike, all wrapped up in the comfortable and ordinary life of a completely normal man. Don't mind the cults popping up around him.

Also, did we mention the Demon God sleeping in his shadow?

Brace yourself, Jumper. You will spend 10 years in this mad and mysterious world.

You gain 1000CP to spend on this document.

Background

A strange person in a strange world. Who are you, really? Only you can give the answer in its entirety, but perhaps we could summarize a bit?

Time and Place

You arrive in this world as Ji Zhixiu enters the bookstore for the first time, three years after it first opened for business. You may choose to start anywhere in the land of Azir.

Origin

The beginning of your story. Choose one, Jumper. It will forever mark your past, but have no weight on your future.

Transmigrator (Drop in)

You made a choice, Jumper. Or perhaps the choice was made for you? Regardless, you now find yourself in an entirely new world. Although Azir is comparable to Earth in the 20th century, supernatural forces are prevalent here. A mix of magic, demonism, godhood, and eldritch truths are now part of your new reality.

Take care, and hope to be prepared for the wonders and horrors of this new world of yours.

Or perhaps it is Azir that should prepare for your arrival, Jumper?

Native

You were born in this world. Its workings and common sense are no mysteries for you. You, like most of the population, once believed in science and logic, only hearing rumors of the supernatural occasionally, but never giving them too much credence.

But now, Jumper, you have received fragments of the eldritch truth along with memories of your past Jumps. You know what hides behind the veil of this reality, you know the powers which beings of flesh are capable of attaining, you know of the world hidden in the shadows and its ruling organizations.

Perhaps, it is time for a new player to enter the game?

Age, Sex, and Race

Choose whatever you wish, Jumper, they are of no consequence. However, you will be human.

Perks

Perks under your Origin will be discounted by 50%. Discounted 100CP Perks are free.

General

The Inner Soul (Variable)

The power levels of this world vary greatly, but a few things remain consistent. To start with, the power of one's existence comes from their soul and is applied upon the world through Aether, an energy that can be likened to mana, serving as a bridge between reality and dreams. There are many ways to strengthen one's Inner Soul and use Aether. Do keep in mind that, in this world, there is little difference between a soul and a dream, if any at all.

Black Magicians learn the spoken languages of supernatural creatures, with the aim of finding their own, personal language within their Inner Soul. A black magician can, as such, use spoken language to alter the world with their words. In the same way, a White Magician uses written language.

Hunters kill supernatural creatures known as Dream Beasts, powerful existences living just beyond the veil of reality, and consume their blood in order to gain their powers. They are constantly at risk of losing their sanity and identity to the beasts they devour, being devoured in turn by the spirit in the blood. Fear the Old Blood, yes?

Warriors strengthen their bodies and skills, and use all sorts of weapons and artifacts to supplement their battle power. Some even go to the point of replacing their limbs with mechanical equivalents fitted with powerful weapons.

There are plenty of ways to become powerful in this world, Jumper, and plenty of powers and strange abilities exist as well, all driven by one's hold over the Aether. However, regardless of the source of their strength, supernatural existences are generally divided into four categories.

Abnormal-rank (100)

You may choose to become an Abnormal-rank existence. The source of your power will be decided upon later.

At this rank, you are barely aware of the supernatural world. Your mastery of your own soul and Aether only help you become a threat to a small group of ordinary men with great effort. You can learn more in time, but you are the weakest of the weak on the supernatural scene. The door to greatness is open, Jumper, you only need to march through. And perhaps, acquire the aid of a certain bookstore owner?

Pandemonium-rank (400)

Pandemonium-rank is where the supernatural starts being noted as an actual threat by the various organizations protecting humanity from the shadows. At this level of power, you may destroy a city with a lot of effort.

Should the various supernatural organizations be aware of your existence and your unchained status, you can expect them to come after you very soon, be it for recruitment or a preemptive strike.

Destructive-rank (700)

At Destructive-rank, a supernatural existence is a threat to a country, with some work. An example of this would be one of Lin Jie's first customers, Frank Wilde. This Black Magician of the Destructive-rank was able to destroy an area with a diameter of *thousands of kilometers* during a fight against the ten strongest warriors of one of those supernatural organizations.

You can expect to approach his level of power. Before he became one of Lin Jie's customers, of course.

Supreme-rank (1000)

Supreme-rank is the top. Whoever stands at this level is a potential threat to humanity as a whole, a threat to the *world*. The power levels here vary wildly, but in your case, you are one of the weakest Supreme-rank beings ever born. You could still erase continents from existence with great effort, even then.

Do be careful, Jumper. Even at this level of power, there are things far greater than even you, and they may take notice of your existence. Not only that, but humanity as it stands does have protocols to deal with beings like yourself, should it be needed.

As a precision, Jumper: this Perk is all about Aether quantity, how to control it, and the metaphysical weight of one's existence. Everything else will come later.

A Gentle Girl At Heart (100)

One of Lin Jie's strongest beliefs is that the toughest guys really are like gentle girls at heart. Perhaps it is true, perhaps not.

Whatever the truth is, it might just be the case for you. You now possess a font of eternal childishness within your heart that prevents you from getting bored of anything. You won't get used to the things you like to the point of not liking them anymore. Whatever you do, you will forever enjoy it at least as much as the first time.

Similarly, you are not at risk of losing hope or happiness anymore. At least, not for long.

Some Dreams Have To Be Woken Up From (200)

Sometimes, the world truly loves to play with one's feelings. Nostalgia, love, joy… Who would want to leave a world of beauty, a dream of eternal happiness?

You, Jumper. You do. You are always aware of when something or someone is playing at your heartstring to make you feel something. It could be charisma, it could be a dream constructed to trap you inside, it could be straight up mind control, it matters not.

Though you may not know the reason *why* they are doing this, you will not be able to ignore this fact, and you will always have the courage and will to ignore their attempts, to *wake up*.

Some dreams just have to be woken up from, Jumper. And now, none may trap you in their sweet lies and promises for long. Now that you know, you just need to find the way out.

Make Your Voice Be Heard (400)

Well, this will be either a gift from the heavens, or very awkward for you, Jumper.

You just have immense luck in recruiting followers and creating organizations around yourself. You don't need to do anything, it just happens. The people you meet will somehow become close enough to you to start creating entire churches with you as the high priest. They might even believe that they're doing it at your demand, at that!

This is a mixture of charisma and sheer dumb luck. Whatever weighs the most in the balance here doesn't matter, what does is that it keeps happening *all the time*. Perhaps in ten years, the Church of Jumper will be one of the greatest religions in the world?

Longevity (600)

It is a common theme in all those kinds of stories. The more powerful a being becomes, the longer they live. Most beings only become powerful in search of that longevity, with the ultimate goal of reaching immortality.

Very well, Jumper. Here is the endless life, delivered to you immediately. You will never age more than you so choose. You will always be able to revert the clock back to any physical age you wish to show, or even push it forward as much as you like.

Age is now nothing more than a dial in your mind. Rotate it forward, backward, play with it as you wish, the result remains the same.

You are Jumper, the immortal. Endless eons will never bring your story to an end.

The Hidden World (800)

Somehow, someway, the supernatural part of this world is completely hidden from most of the population.

It may seem logical, given the existence of memory-wiping spells and other magics for invisibility or such things, but the truth is, it should be *impossible*.

We are talking about entire city blocks being destroyed in a night, yet everything is fine in the morning, the “gas explosion” excuse is used, and no one is wondering what happened. Hundreds, if not thousands, of people disappear over the weeks, sacrificed for the rebirth of an evil god, yet no one is missing them. Earth-shaking battles in the middle of cities, impossible weather, gods and monsters everywhere, and *no one is asking questions*.

You too, now, have such power. Whatever supernatural thing you do or is done in your name, Jumper, will be entirely hidden from all beings uninvolved with the supernatural world. Memories will be erased and collateral damage undone (or justified) immediately upon your departure from the area. All far-reaching consequences of your actions, such as floods or other disasters, will be entirely ignored and forgotten within days. Footage or physical proof of supernatural happenings will disappear into thin air.

Whatever you do that is even slightly supernatural and that you do not want known, will not be known by those outside of the supernatural world, no matter how obvious your actions are.

Post-Jump, this effect extends to all secrets you wish to keep. *All of them*.

Did you start a secret chess club at school? Only the members will be able to remember anything pertaining to your actions as a club. Did you spread the knowledge of how to create guns in a high-fantasy world? Only those with the knowledge will be able to remember anything pertaining to it. Did you head a magical school in a space opera setting? Only the school staff and students will remember anything relating to magical happenings in the setting.

Well, you get the idea.

And yes, if you were to create a new supernatural scene in an already supernatural setting, it would become a possible secret to keep.

For instance, did you bring the Realms of Oblivion and Elder Scrolls-style magic in a setting based on Immortal Cultivation? Those not already aware of the Realms of Oblivion and Magicka will be unable to remember anything pertaining to them, even though they are supernatural too, because they are not from the same supernatural scene.

Of course, this is all selectively toggleable.

Transmigrator

Master Chef (100)

Not this kind of chef, Jumper. Rather, like a certain protagonist, you can serve “chicken soup” like a master of psychology. This comes with a great aptitude for reading the feelings of others, and deducing their past from what you read.

Just be careful. You are *very* perceptive and empathic, but not omniscient. Although it sometimes seems like you could be to others, your readings will only be accurate within what you know. The better you know your customers and the world, the better you will understand them in turn.

The Taboo (100)

Sometimes, knowledge should really be kept out of sight. Sometimes, it really should be revealed. This Perk is for such times, Jumper.

Any book you touch, you can choose to turn into a seemingly ordinary book, containing ordinary knowledge and stories. And anyone you meet, you may choose to give them the power to peer through that elusive veil, and see the knowledge for what it truly is.

Keep in mind that this is, essentially, a weak illusion. Anyone with even a small spark of supernatural power will be able to see through the veil by focusing a bit, with or without your permission.

The All-Powerful Jumper (200)

You have a knack, Jumper, for being absolutely *terrifying*. Just turn on this Perk with a mental flick of a switch, and all of your actions and words will appear extremely threatening to others. Not in a way that would make them want to attack you, but in a way that captures their attention and *respect* by making you seem impossibly more powerful than they are.

You are the Jumper, All-Powerful and Supreme. They know this, welcome your blessings, and willingly cater to your needs and offer gifts in order to earn them. The more you can demonstrate your power over them, the greater and more unshakeable the effect.

A Kind Nature (200)

You have a gift for seizing the hearts of others, Jumper. So long as you treat them kindly, they will treat you kindly in return.

They may treat you with fear, but will hide it well. They may be aware of your eldritch nature, but will ignore it. They might get angry at others trying to give them life lessons, but not at *you* because they know that you mean well.

Despite what you look like, despite how you act, your kind nature shines through. Do not expect this to affect those incapable of kindness, however. Or those who have personal grievances against you.

The Omniscient Jumper (400)

To those who know you, it's like your every word and every action is carefully handpicked, all leading up to some ultimate design that only you know of. Everything you say and do *must* hide a double meaning that pertains to them, specifically.

Perhaps you were giving them a warning? Perhaps you were helping them grow by letting them realize some Great Truth? Perhaps you were giving them a mission to accomplish as repayment for your previous wisdom?

What matters is, whatever you say to others or do in front of them, they will find double and triple meanings in it all. And on top of that, if they choose to act upon these "hidden meanings" that they have "discovered", it will somehow end up benefiting your allies greatly, or causing your enemies' downfall, reinforcing their idea that you are indeed omniscient.

The more powerful they believe you to be, and the more vague your words and actions, the greater the effect and what will result from it.

Relying On One’s Memory (400)

An interesting fact about the protagonist of this story, is how easily and casually he simply does impossible things.

One time, he found himself in a lucid dream, meeting a new friend. He wished to gift her a book, and simply recreated the entire hardcover copy of “Grimm’s Fairy Tales" from memory to offer it to her.

How many stories are in there? Two *hundred*.

Two hundred stories known by heart, word for word, page by page, all recreated in an instant. This is the power of Lin Jie’s memory. And now, it is the power of Jumper’s memory as well. Whatever you learn, you may immediately recall it perfectly at any time, in its entirety.

Does that seem very little for a Perk with such a cost? Very well.

In addition to your perfect memory, it will also automatically protect you from your own mind. It will block dangerous knowledge, blur memories you want to forget, and act as a dam protecting your mind from getting crushed by memory transfers of any kind.

Dark as it may be, Jumper, you will never have to fear your own mind.

The Center of the World (600)

Does it sound arrogant to you, Jumper? And yet, you may as well be.

Powerful and interesting people just keep crossing your path. Powerful and interesting items and trinkets just keep falling into your lap. Whatever you need, you will often find in the following days by sheer coincidence.

You have a kind of luck, Jumper, that answers to your desires and needs. Pray that it does not send something you cannot control your way. On the more positive side, should you require peace and quiet, it will grant you just that.

The more powerful you are, or the more power you have at your disposal, the greater this luck and its effects.

An Ordinary Person (600)

You are completely ordinary, Jumper. Or at least, that is how it seems to those who can see you. You appear to leave no fluctuations whatsoever in the supernatural energies of the world, being completely invisible within it. In fact, you are so ordinary that anyone in contact with you will be as ordinary as you are, anything supernatural about them being shut off temporarily.

Of course, this makes you all the more terrifying to those who gain the chance to observe your true power, as only a being so much more powerful than they are could hide so perfectly.

…Or at least, that is the case for sapient beings. Animals and other beings much more in tune with their instincts will immediately fear you as the ultimate predator, not even daring to move in your presence. At least, at first.

An interesting point about this ordinariness of yours is that it lets you easily adapt to supernatural powers. As such, your existence grows as you interact with the supernatural world.

Perhaps you might gain a set of numerous, very sharp teeth from interacting with the eldritch for long enough? Perhaps your soul will be reinforced against intrusions to an absurd degree? Whatever the case, you may choose to either refuse the changes, or let them happen.

The Author (800)

You are a masterful writer, Jumper. Whatever subject you decide to study, you will be able to write a book on it within a day, and it will be a masterwork. Of course, this won't help you get the knowledge you need to write down, but you can be sure that your writing speed or mastery of the written language will never be a problem again.

But, the really interesting thing is *this*. Whatever knowledge or abilities you have, Jumper, it can be perfectly transcribed in books in such a way that *anyone* would be able to learn and use that knowledge. In fact, should that knowledge of yours have prerequisites to use, such as a specific kind of blood or a type of energy, whoever reads your books will immediately gain those requirements and the potential to go further, eventually accessing the full breadth of the knowledge within the book.

Supernatural energies, psychic powers, inherited Gifts, Gamer Systems, Personal Realities and more. Whatever you know, you can turn it into a book for someone else to learn from. In fact, with someone else's help, you could create books of what *they* know in turn.

Well, as the author of these works, feel free to put a little surprise into them. Knowledge is alive, Jumper, and when you read a book, it is also looking at you. A book on fire techniques that sets unwanted readers on fire, a book on souls that invades the reader's own, a book on herbalism that actually grows herbs in its pages… So long as you could do it, Jumper, the possibilities are simply *endless*.

Native

The New Normal (100)

A thing to note about Azir, is that its humans are very… *special*.

All humans in Azir appear to be essentially anime characters, with unreasonably colored hair and eyes, as well as a natural kind of beauty that would be rarely found on Earth.

You, too, are one of them now. Choose yourself a new appearance, Jumper. Color yourself as you wish, and be assured that whatever you choose, you will be breathtakingly beautiful.

Rat Senses (100)

You have an instinct for danger, Jumper. You know when it is coming your way, and where it is coming from. With this, you will always have the chance to jump ship before it is too late.

Just keep in mind that this isn't absolute. Some people can, and absolutely *will*, avoid your rat senses.

Good and Evil (200)

Like the long-lived elves, you understand the true difference between good and evil… And their similarities. You will never lose the ability to distinguish between the two, but you will never fall into the trap of absolutes.

You are now capable of considering evil acts as easily as good ones, and can act on either without hesitation or guilt, depending on your needs at the moment. You are, essentially, the perfect pragmatist.

That is not to say that you are incapable of calling yourself good or evil, or of seeing actions as such, or even of acting that way. But, you can understand the actions of those who are far too different in values from you, you can put yourself in their shoes… and you can do the same things they do without feeling bad about it, should you feel the need to.

You understand Good and Evil, Jumper. They are what you want them to be.

Drink Your Milk (200)

You know how children sometimes love to do exactly the opposite of what you tell them? Or how traitors will mysteriously “forget” to do that super important thing you told them to do?

Not for you, Jumper. From now on, when someone respects or loves you, they feel a compulsion to do everything you tell them to. The more they love or respect you, the greater the effect.

Tell your kid to drink their glass of milk? Well, they may be in their rebellious phase and kinda *totally* hate you at the moment, but you are their parent after all, so they’ll drink the milk. It won’t stop them from trying something later for daring to give them orders, but the milk will be drunk.

Tell that traitor in your organization to lock the doors at night, so your enemies can’t get into your secret base? Well, it might help their camp a lot to *not* do just that, but you are the revered and respected Jumper after all, so they’ll do it anyway. It won’t stop them from opening the doors when their allies come later and ask for it, but they wouldn’t think of taking the opportunity on their own.

Artificial Human (400)

You weren’t born, Jumper, you were made.

You are an artificial human made with the protection of humanity in mind. You were crafted through the use of many magical artifacts, such as a philosopher’s stone. Unlike all of the others, your lifespan is left unchanged, and you will not need to fear exploding without reason.

Your status means that your body, your mind, even your *soul*, is as perfect as can be in all aspects.

All of your physical and mental capabilities are at the peak of human biology. You learn faster, to the point that you could learn a new language in three days. This learning speed is especially prevalent when it comes to the magical arts, and you have an immense affinity with all things supernatural. In times of need, you can even overclock your brain for a few minutes, making it work far faster and more efficiently than normal.

Additionally, you can choose to remove all human imperfections of your body, such as fingerprints or the belly button. As a side effect, your body temperature is also unusually low.

Given time, you will undoubtedly grow into a true powerhouse. Reaching Supreme-rank levels of power in a decade is not a goal for you, but a glorious inevitability.

A Soul As Pure As Water (400)

Your soul is the purest thing imaginable, and forever it will remain as such. Not only does this quality of yours make you worthy of praise and respect by all beings capable of seeing it, it also allows you to perfectly inherit and use the powers bestowed upon you by others.

A pure soul makes you, in essence, the perfect vessel for all supernatural powers and abilities. It also makes it very easy to gain the trust of those who would share such powers. After all, a being with a soul as pure as yours would never abuse their gifts, right? That's probably the reason why, once you gain those powers, they are yours forever and cannot be taken back.

Take care, Jumper. Such powers are not easily found nor obtained. And in the meantime, a soul as pure as yours would no doubt look truly *delicious* to all soul-eating beings in the world.

Additionally, this clarity of spirit acts as an endless font of determination and willpower. Should you wish to do something, you will definitely do it, and nothing will be able to stop you as long as you live.

Rationality and Clarity (600)

"Rationality, noun. The quality of being based on or in accordance with reason or logic.", and *"Clarity, noun. The quality of being coherent and intelligible."*

This is what you have now, Jumper. The words "Rationality" and "Clarity" define a part of your existence. You can think of this as a mix of ensured sanity, self-control, and sense of self.

Simply put, nothing can turn you insane, no emotions can cloud your mind, nothing can stop or impede your ability to think at all and think rationally, nothing can stop you from being *you*. Not unless you want it to.

Not only does that mean that you may read eldritch knowledge without negative consequences, you will also be immune to the endless rage resulting from berserker states, no form of possession or effect that would seek to change your way of thinking or replace your mind will have a hold on you, nothing can knock you out, and you may go forever without sleep.

There are plenty more effects, of course. "Madness is like gravity, all it takes is a little push", was it? Well, not for the Jumper. *You fly*.

Like This Dream Is To Me (600)

Aether. The bridge between reality and dreams.

It truly is a *fascinating* thing, you know? An energy, a stream of thoughts, a structure of memories, the Aether is all of that and more.

Aether is the reason why all beings can use magic, using it as a means of applying their wills and thoughts upon reality. Aether is what creates Abnormal existences and raises them to Supreme rank. Aether is the lifeblood of Dream Beasts, and the very structure upon which this reality is constructed.

And yet, energy requires a battery, blood stems from a heart, a dream… A dream is birthed from another Dream.

All beings in this world have their own personal Dream, a chunk of the Dream realm that houses their reality, one entirely their own. A world only for them that stores their memories and their Aether. When the Dream grows large enough, it seeps into reality and becomes a Domain. Being of such capability, we call Gods.

You, Jumper, have taken this principle much further. You have a Dream which is your own, completely unbreachable and undetectable from the outside. It cannot be felt, it cannot be suppressed.

Your Dream acts as a container for all of your thoughts, desires, memories, and every part of your mind, keeping them safe from the outside world, though not from the things *within*. It also acts as a gate into the Dreams and minds of others, and later as a Godly Domain by asserting the Dream upon reality, with a bit of practice.

But, most importantly, your Dream is a storage area for all of your supernatural energies. It is capable of storing endless amounts of any kind of energy that you may then use as you wish. In fact, it will even allow you to convert between the different kinds of energies in there at will.

The Cornerstone of Everything (800)

The Cornerstone of Everything is a change in one's soul that essentially turns reality into a video game. All abilities one can learn become skill trees that are automatically unlocked and can be immediately acquired by accumulating and spending experience. Experience, in turn, can be continuously gained by practicing those abilities and through learning.

There, in your mind, is an endless skill tree of abilities you can acquire, new branches being added for every new powers and abilities you witness, for every new knowledge you learn.

There will be no bottlenecks nor impediments with regards to your progress anymore. Reach for the stars, Jumper, and the universe beyond them.

Items

Items under your Origin will be discounted by 50%. Discounted 100CP Items are free.
You may import similar Items and buildings you already possess into these.

General

Common Umbrella (100)

It rains a lot in Norzin, don't you know? Well, weather will not be a bother for you any longer, Jumper. What you have here is the perfect umbrella. It is an entirely normal umbrella, of course, but it will somehow perfectly protect its holder from the rain, no matter how they hold it.

Do keep in mind that it isn't unbreakable. However, it will be back in your hands completely undamaged whenever you need it. Just give it a few minutes to repair itself.

It comes in any color you want, and you may change it every time it is summoned.

Fashionable Life (200)

The 90s really had a way to show off, didn't they? Classy and gentlemanly suits, beautiful dresses, cool clothes with jeans and leather everywhere…

Well, no use dreaming, Jumper. You now own an entire wardrobe full of the stuff. It's mostly European fashion at first sight, specifically of the British kind, but it goes on and on and *on*, and you might just find clothes from other continents entirely as you dig deeper.

S-rank Zone (400)

This is a qualifier that you may place on any and all buildings that you own, Jumper. They will from that moment on be marked as "S-rank zones", which means that all government agencies and organizations will know to not cause trouble of any kind to whoever is inside.

An S-rank zone is considered hallowed ground, basically. No one starts a fight there, no one even goes there if they can avoid it, no one has any kind of jurisdiction over the owner of the land, no one does *anything* without the owner's permission while inside the S-rank zone. The S-rank zone is your safe zone, and no one will ever try to ignore that fact… Well, no one normal and sane, in any case.

Keep believing that "safe" is what the "S" stands for, if it makes you feel better.

Inheritance (600)

Eat a fruit to become a “perfect human” and turn part-dragon, suck the power from a fossil to inherit the strength of the being it came from, be recognized by a soul stuck in a sword and gain all of its memories as a gift… There are plenty of ways to inherit the power of those who came before you, in this world.

Pick your poison, Jumper. Once every ten years, you may mysteriously find yourself in the possession of something, *anything*, that anyone may consume in order to gain greater power. Perhaps it will simply increase the amount of Aether you have access to? Perhaps it will change the very nature of your biology and make you a member of a long-extinct race? Perhaps you will suddenly find yourself in possession of a bundle of memories full of knowledge and techniques from a long-gone past? Perhaps something else entirely?

Who knows? You do, of course. This will be entirely your choice each and every time. Although, whatever power you may gain from this item will be restricted to the lower rungs of the Destructive-rank, and what can be found in-Jump. Don’t expect to become the heir to the full power and knowledge of the Primordial Witches from this. You may try your luck with a dragon, however.

A Wall of Fog (800)

Silver, the witch that controlled snow. Life, the witch that controlled fire. Walpurgis, the witch that controlled the night. Fraxinus, the witch that controlled the trees. These were the Four Primordial Witches.

It is said that the Four Primordial Witches, working together, split the boundary of the dream realm and reality and raised the Wall of Fog that shrouded the entire Azir, protecting people within from the invasions of the Dream Beasts outside.

You, Jumper, now possess your own Wall of Fog. A boundary between dreams and reality, leading to a world entirely your own. Behind the Wall of Fog, you are God. All that you imagine can be made true and will obey your every whim. Unfortunately, all that exists beyond the Wall is merely a dream, and as such cannot exist within reality. It will, however, act as an endless source of Aether for you.

You may have this Wall of Fog exist in all worlds you go to from now on, and you may enter and leave the world behind it at will. In fact, you may even give access to the beings in reality to its endless power of dreams. This will let these new worlds access and master Aether, the energy that bridges reality and dreams. Supreme existences may be born in all worlds under this power.

Do be careful, however. Whatever powers others will gain from beyond the Wall of Fog will be out of your purview, leaving you with no control over them.

Transmigrator

A Really Good Story (100)

You receive a book, Jumper. Two of them, in fact. One is the complete novel this world was created from, the second is *your* story.

A novel continuously written about your actions in this world, adding different perspectives as you learn of the thoughts and actions of others. A new book will be written for every Jump you go to.

And yes, this is retroactive. Enjoy your sudden bout of nostalgia, Jumper.

Comfy Seat (100)

This is a chair, Jumper. Or perhaps, a sofa? No, this is *definitely* a couch.

Whatever. What you have here is a seat, and it is the most comfortable seat you will ever have the pleasure of sitting on. In fact, it is simply impossible for anyone to develop back or leg pains while sitting on that seat, no matter how much time passes.

We are certain that you will put it to great use, Jumper.

Rain or Shine (200)

This is a phone number, or the local equivalent. You can reach someone on this number at any time of any day, rain of shine. They are willing to help you out with whatever problems you may have.

They are powerful, certainly, and rather rich as well. They have plenty of weight to pull in the government, too. They can help you with a lot of legal matters, but don't try to take advantage of their generosity, or it will backfire.

A call once a year should be all you need, and really the most you should do.

A Gift From A Friend (200)

Lin Jie received many gifts from his customers. The most mundane one was probably a cellphone equivalent that was quite ahead of the ones in circulation.

You are now the target of monthly deliveries, Jumper. These deliveries will include the greatest height of the local technology, the kind of prototypes that would be spread across the population in the coming few months or years.

Enjoy your gifts, Jumper, and mind the small glitches.

Covenant of Jumper (400)

This, Jumper, is a Ring of Covenant. You may create copies of it, as many as you wish, though only one every minute, and grant them to others. Whoever wears the ring will be forced to obey your each and every command, becoming your vassal in all things. There are caveats, however.

Firstly, the ring may only be worn willingly. Anyone may put it on even if they are not aware of its effects, but you *cannot* force anyone to wear a Ring of Covenant by any means. In exchange for that restriction, you are the only one who may take the ring off someone's hand, as others will be completely unable to do so themselves, even by cutting off a finger.

Secondly, the ring gives the wearer the ability to act in your name. The ring will carry a bit of your aura, enough to let the wearer be recognized as your voice of authority by those sensitive to such things. Even if they aren't, no one will doubt that they are acting in your name. So, be *very* careful and don't let those things lay around.

You may absorb copies of the ring into your own on contact, should you ever need to remove a few.

Most Importantly, My Door Was Destroyed! (400)

Sometimes, a burglar smashes your window to get through. Sometimes, a terrorist sets off an explosion in the middle of your café, ruining your furniture. Sometimes, a supernatural fight happens in the street across from your shop, destroying the street, and most importantly, the utilities like water pipes and electric cables. Sometimes, an assassin gets to their target right in front of your home, smashes your front door and gets eaten by your cthulhu-cat… and now you are missing a front door!

And guess who needs to live with all of that, and pay for the repairs? Truly, this world is dangerous to your wallet. Well, no more! Rejoice, Jumper, for from this moment forward, absolutely everything you could call "yours" with at least some degree of legality benefits from Fiat Backing, or something similar.

This means that all of your things that you break, lose, or that otherwise become unusable will be fixed or replaced by the next day. Unless, of course, you intended for them to end up in that state. And yes, this includes fixing the things that need to be fixed for your utilities to work, even if they are technically the property of one company or another. Just keep in mind, they will be fixed to the best state they were in since the moment you owned them, "best state" being for you to define.

No one will question those sudden repairs, or why they only happened for you. Perhaps you shouldn't either, Jumper.

Of course, you could choose to *not* have some of your items benefit from this… But why?

A Simple Ritual (600)

This is a guide on how to perform an occult ritual. It is simple enough that a random human in a modern world would be able to perform it.

The purpose of this ritual is to fulfill one's wish. Simply have a wish in mind as you perform the ritual, and go through with it. Once it is completed, you will be offered a choice: to stop this right at this moment, or to have your wish fulfilled at a cost. The greater the wish, the greater the cost.

The ritual may sometimes be hijacked by powerful local entities who can fulfill the wish in question and require a Champion of a sort, but it is otherwise perfectly safe to perform.

The only problem? Three of them, actually. First, the cost *must* be paid, no way around it. Second, someone may only use this ritual once every 10 years, and only if all previous costs have already been paid. Can't have multiple contracts at once now, can we?

And third, the power of the ritual is limited to the power of the beings it can reach. It is essentially a phone call into the void that can be taken by whoever is interested. If no one has the power to fulfill your wish in the local multiverse, you'll have to think of another.

Crown Of The Elf King (600)

A simple mark upon your wrist. It shines, when you want it to, but is otherwise inconspicuous.

This mark is no other than the Crown of the Elf King, a portion of King Candela's soul, and the proof of Elven royalty.

This mark gives your soul an immense amount of strength to supplement it, enough to reach the boundary between Destructive-rank and Supreme-rank, without any of the control or techniques required to make use of that power. It also marks you as royalty to all of elvenkind everywhere you go. All elves will recognize you as their rightful ruler and respect you as such.

This is a crown, Jumper. As all crowns, it can be inherited and passed down to those you believe are worthy of it, should you so choose.

An Ordinary Bookstore (800)

This is an ordinary bookstore, Jumper. A perfectly ordinary bookstore with nothing even slightly supernatural about it.

No amount of force, supernatural or otherwise, will be able to damage it or anything inside. The gargoyle at the entrance may awaken and tear apart unwanted intruders. The flowers, beautiful as they are, will eat the soul of whoever stares at them too much. The godly pet cat tends to “clean up” intruders with its tentacles-mouth when you are not looking.

And the bookshelves, Jumper. Oh, the bookshelves!

The bookshelves are filled with *completely ordinary* books. Thousands of them, with no repetitions. To whoever opens them, they are filled with Eldritch Truth and Taboo Knowledge, giving them a small view into the true nature of reality and how to take control of it. And wouldn't you know, the bookshelves refill themselves with entirely new books every day.

Everything in this bookstore is *yours*, Jumper, on a conceptual level. It all obeys your will, follows your desires, and respects your greatness as it should. In the same spirit, all who enter are subject to your rules and may only bring to bear as much power as you allow, although you will never be able to deny them the right to leave.

Everything about this bookstore is ordinary, Jumper, so long as you want it to be. But in truth, hidden below the surface is a repository of *Greatness*, all yours to peruse as you wish.

Just keep in mind: of what is in the bookstore, only the Jumper, the customers, and the books may leave.

Native

Heirloom Pendant (100)

A nice-looking pendant. Its only use is to protect the wearer from the supernatural. It can only ward off entities of the Abnormal rank, and will barely slow down anything more powerful trying to eat your soul or similar, but it will help *somewhat*, before it breaks from the effort.

Should it ever come to that, you will gain a new one at the start of the following day.

Wantonly Warranted Warrant (100)

Do you know what one of the most interesting things about the supernatural world in this Jump is, Jumper? It is actually very closely working with the mundane side of things. For instance, A member of the Secret Rite Tower would also be given an equivalent rank in the police force. After all, there are far more mundane policemen than supernatural ones, and sometimes you just need manpower.

Well, we don't rightly know if you are part of the force, Jumper, but you have a piece of paper that says so. This, right there, is a warrant. A warrant for what? A warrant to arrest people in the streets and even search their homes if you need to. No one will find it stranger than an actual policeman showing up with an actual warrant, but, *maybe* don't show it to an actual officer? It *is* fake, after all.

Ceremonial Knife (200)

This is a special obsidian knife. Whenever someone is killed by it, you will get the opportunity to observe their soul, or their essence, and everything affecting it. A very useful tool to trace back an undead or controlled being to their master.

It also allows you to cut the connections between such a controlled being and the master, which results in great, soul-rending pain for the latter.

The Most Precious Fuel Is Life (200)

It can be baffling sometimes, to realize just how many of those Eldritch artifacts are powered by sacrifices of some kind. Souls, flesh, desires, minds, *life* itself…

Well, though procuring those things may be considered evil at worst, and in a gray area at best, it is a problem for you no longer, Jumper.

What you have here is a pile of souls, flesh, blood, bottled minds full of desires, and lifeforce in cans. You may use them as fuel for your… less than palatable abilities. This stockpile will replenish daily with the equivalent of ten normal humans worth of *components*.

Diehard Fan (400)

Well, someone certainly likes you, Jumper. They are present in every Jump, but you will never meet them, nor will they ever bother you, and they really, *really* like you.

They like you so much, in fact, that this diehard fan of yours will spend around the equivalent of 300 million dollars in local currency on anything that reminds them of you every year. Somehow, someway, you will always receive that money in full for your personal use.

S-rank Account (400)

Somehow, you have an account with S-rank level of access for any database you can get into. It essentially gives you administrative access to that database.

No one else can use this account, or even discover its existence. As far as you are concerned, it only exists while you are using it.

And in this case, “database” includes physical ones, such as libraries with restricted access.

Aetheric Surveillance Network (600)

The Aetheric Surveillance Network is a device capable of modeling a large area, let’s say the size of a country, and monitoring all supernatural happenings in there.

It can tell you what sort of supernatural being was where at what time, what supernatural energies were used to do what, and what supernatural areas exist within that range. It keeps a record that you may look up at any time.

In fact, if you were to provide it with a sample, it could tell you the location and actions of a specific being within that area.

Use it well, Jumper, and remember: Big brother is watching.

Supreme Dreamcatcher (600)

This is a seemingly ordinary dreamcatcher. Hidden inside of it is a lucid dream that anyone may enter, simply by sleeping next to the dreamcatcher.

The original version of this item was a beautiful and peaceful dream that contained great dangers. Nothing worth mentioning for someone at the Supreme rank, but enough to destroy anyone else's soul instantly on arrival.

Your dreamcatcher is a bit more special than that. You have the power to decide everything that will be found in the dream. Sources of power, legendary techniques, love and friendships, great adventures, a simple and calm life…

A year of life could happen within the dreamcatcher as you dream for only one hour in the real world. And on top of that, any change made to your existence within the dream may be brought into reality.

However, this has a caveat. For every powerful opportunity within the dream, an equally powerful threat will appear to defend it. Nothing but leaving the dream will help you save your life against these threats, and you will be forced to face them to earn your rewards. On the positive side, all that you have in the real world may be used in the dream, and not all threats will have to be fought off, instead requiring a more intellectual or social challenge of some sort.

Or, if you simply wanted to enjoy ultimate power within your fantasies, or train with what you already have, you could specify that nothing within your dream will be brought into reality, nor will death be permanent. But in that case, beautiful memories will be the only thing you take with you to the waking world.

Take care, dreamer, that reality does not leave you behind while trapped in these beautiful illusions.

The Coin of Destiny (800)

The Coin of Destiny is actually two coins stuck together, The Coin of Fortune and the Coin of Misfortune. They were both forged from the eyes of the Goddess of Fate. They both look exactly the same, with three concentric circles and spindle running through them in the middle.

While both coins can be used to cast powerful causality magic, they also have side effects. The Coin of Fortune would bring anyone who touches it great fortune, while the Coin of Misfortune would bring them great misfortune. It isn't unheard of for people who touch the Coin of Misfortune to die in ridiculous accidents shortly after.

As the Coin of Destiny, its power over causality is multiplied tenfold and all side effects from touching it are removed. In fact, the coin's owner would simply have most everything in their life go exactly as they want it to go, both for themselves and others around them. It won't be a strong effect, but noticeable enough.

On the other hand, the Coin of Destiny can be tossed and flipped with a goal in mind. Should it show the face of the Coin of Fortune when it lands, then you can be certain that your goal will be attained, and that chance will help you in attaining it. If the opposite happens, perhaps you should rethink your plans.

When it is tossed without a specific goal to "measure" in mind, the Coin of Destiny will simply take hold of the surrounding probabilities, and make things happen. What things? Who knows! Perhaps it will land on a glass and shatter it, spilling its contents all over a specific item? Perhaps it will land right in the motor of a moving vehicle and cause an explosion? Perhaps it will simply land on someone's face and divert their attention to somewhere specific?

No matter what happens, fear not. You can be certain that it will be to your benefit.

Of course, if you have a use for it, you may separate the Coin of Destiny into its two components once more. You will have no trouble bringing them back together at a later date.

Normally, the Coin of Destiny would require a great amount of Aether as payment to use, but this one is entirely free of such costs, for your personal usage only.

Skills & Powers

Welcome to the Skills & Powers section, Jumper. ***Only those who purchased at least a level of the Inner Soul Perk may make choices here****. Others, move on.*
You gain as much CP as you spent on the Inner Soul Perk, for this section only.

The Voice of Azir (Variable)

The powers of a black magician allow them to use spoken language as a means to alter the world. Depending on the origins of the language, its power and effects vary wildly. A language spoken by a race of devils would be a great means of crafting curses, where plain English would be very weak, but capable of many things. The amount of CP you spend will decide the number of languages you know, and your skills in using them.

Breaking the Silence (100)

You stand strong in the Abnormal-rank in skill level. English is all you know, along perhaps with a few languages of the modern world. You will achieve great things in time, we are certain, but the current you is simply… lacking.

Well, choose yourself a focus, Jumper. Something you have more than a little success in, it will become usable by you without any ingredients to supplement the effect. Perhaps you are good at causing pain? Or at moving objects to your whims? Perhaps at producing fire? Your choice, Jumper.

Echo Chamber (400)

Your skills have reached Pandemonium-rank. Most Black Magicians are seen in a bad light at this level, not because of their practices, but because they burn so much money in their research that they are generally dirt-poor.

You know some ancient languages, Jumper. Specifically, languages that are *really* good at supplementing your preferred specialty.

Reaching for the Inner Song (700)

Now we're talking. Your skills in magic have reached Destructive-rank, Jumper. Not only do you know the languages of some extinct species from the first era, you are also capable of great feats that would make you a nightmare to fight, as you burn a forest with a word or curse someone for decades to come with another. You barely even require reagents anymore to use your powers effectively.

The only way you may proceed forward at this point is by searching your Inner Soul for your own, personal language. The Language of Jumper. Who knows what it will be good for? Regardless, it will be powerful, so long as it is used by you. This is, after all, the first step to godhood.

Calligraphy Champion (Variable)

The powers of a white magician allow them to use written language as a means to alter the world. Depending on the origins of the language, its power and effects vary wildly. A language used by a race of spirits would be a great means of manipulating the elements, where plain English would be very weak, but capable of many things. The amount of CP you spend will decide the number of languages you know, and your skills in using them.

Reaching for a Quill (100)

You stand strong in the Abnormal-rank in skill level. English is all you know, along perhaps with a few languages of the modern world. You will achieve great things in time, we are certain, but the current you is simply… lacking.

Well, choose yourself a focus, Jumper. Something you have more than a little success in, it will become usable by you without any ingredients to supplement the effect. Perhaps you are good at creating barriers? Or perhaps magical items? Perhaps at producing illusions? Your choice, Jumper.

Growing Poet (400)

Your skills have reached Pandemonium-rank. Most White Magicians are seen very differently from their counterparts, because their magic costs nearly nothing to use beyond some special inks and paper.

You know some ancient languages, Jumper. Specifically, languages that are *really* good at supplementing your preferred specialty.

Writing Your Own Story (700)

Now we're talking. Your skills in magic have reached Destructive-rank, Jumper. Not only do you know the languages of some extinct species from the first era, you are also capable of great feats that would make you a nightmare to fight, as you create nearly unbreakable seals over areas from a scroll, and ensure eternal loyalty through brands in the soul.

The only way you may proceed forward at this point is by searching your Inner Soul for your own, personal language. The Language of Jumper. Who knows what it will be good for? Regardless, it will be powerful, so long as it is used by you. This is, after all, the first step to godhood.

Farewell, Good Hunter (Variable)

The powers of a Hunter are decided entirely by the blood they have injected into themselves.

First, find yourself a gimmick, Jumper. Can you phase out of reality? Can you meld into the shadows? Can you invade the dreams of others? Can you spew fire? Can you fly?

Second, decide what animal this power comes from. You will gain the ability to shapeshift either partly or fully into it. Take care, while extinct and mythic species are allowed, they will attract a great amount of attention to you.

Third and last, pay a certain amount of CP. The same costs as the Inner Soul Perk, for the same ranks. This is the level at which your ability will stand, as well as the skills you have at using it.

Here are two warnings. First, purchasing a Supreme-rank beast power here is forbidden. You will have to go kill a god on your own for that.

Second, if you purchase a rank higher than your rank in Inner Soul, you may not have the Aether required to use your ability too often or effectively.

Praise the Sun (Variable)

A priest, are you? Interesting choice. Your powers stem from the Great Existences hidden in the Dream Realm. You are simply limited in how much power they grant you, and how effectively you can wield that power.

Fortunately for you, for some reason this great existence exists in all of your Jumps, and demands nothing from you. Your power will always remain accessible. However, we would warn you against choosing a higher level of power here than you did in the Inner Soul Perk, your body, mind, and soul may not be able to handle it for long.

Also, as your style requires prayers and sometimes sacrifices, it is a tad slow to use in a fight.

Now then, onto the serious matters. Choose yourself a God, Jumper. You may pick from the Witches if you wish, the Sun, the Moon, or anything else you fancy. Just keep in mind that your God has limited capabilities, *Spheres and Domains*, that it will grant you access to.

Then, simply choose the amount of power you have access to. The ranks and costs are equal to those in the Inner Soul Perk.

However, the Supreme rank may not be purchased. To reach that, you will have to prove yourself strong and pious enough to take your God's place and start inheriting their full power. Depending on who it is, it may be as simple as slaying an enemy on their level for them.

I Cast Fist (Variable)

Most people would say that a warrior only knows how to fight head-on. They would be right, but also very wrong.

You are a Warrior, Jumper. All of your focus was put in body reinforcement and weapon-wielding skills. Sword beams are also a thing. As always, the ranks and costs are equal to those in the Inner Soul Perk, and Supreme rank may not be purchased.

To reach Supreme-rank and beyond with this, you will have to look at your inner self, Jumper. Once your body reaches its limit, the Dream must start supplementing your battle style.

Eldritch Freelancing Program (300)

One of the many powers that can be acquired in Mister Lin's bookstore. You have gained a connection of a sort to many great existences, Jumper. They are always present, and will never be a problem. Very much the opposite, in fact.

You may, at will, use that connection in your mind to sacrifice absolutely anything in your possession to those great existences. They will give you something in return depending on their mood, and the value of what you sacrificed.

Knowledge, power, strange abilities, plenty can be gained from them. However, it will be at their whims. Who knows how you will grow, in time?

Heart-Shaped Box (300)

One of the many powers that can be acquired in Mister Lin's bookstore. You have learned how to tie emotions, feelings, and impressions into the words to speak to others. This forces them to feel those emotions, feelings, and impressions, and makes them so much easier to manipulate and turn to your side.

As you grow in power and learn more, you may even become capable of radiating emotions, feelings, and impressions as an aura to affect those in your surroundings, no words required. At that time, it would be easy to do things such as radiating a feeling of "uninteresting" to make others ignore your presence.

Friendly Neighborhood Soul Tentacles (300)

One of the many powers that can be acquired in Mister Lin's bookstore. Your soul has transformed into some sort of tentacle monster. It's actually quite cute, and also very useful. The tentacles can act as "feelers" for the presence of souls in a large area, and will also help you dig into the souls of others to observe them and the things affecting them.

A very useful sensory power, all in all. On top of that, it also works as a reactive defense, should someone try to touch your core self inappropriately.

Unlimited Dream Works (300)

One of the many powers that can be acquired in Mister Lin's bookstore. You have learned the method to craft dreams into your personal Dream, and to materialize those dreams in reality. Of course, the more powerful these fake items and effects you craft, the more costly it becomes to materialize them.

But in time, who knows what you will be able to create? Entire armies, fortresses, cities… Your imagination is the limit, Jumper. Well, that and Aether.

Om Nom Nom (300)

In this world, there is a plant called the Seed of Desire. It is capable of growing in any way the owner wants it to grow, and as such can look like anything. The more interesting capabilities of this plant include the ability to grow more of itself from flesh and blood, the intelligence of an average puppy, and the ability to eat desires.

You too now possess that last ability. By staring at someone in the eyes, they become completely paralyzed and you can start eating at their desires. You can differentiate between the different kinds of desires well enough, but keep in mind that eating too much will kill someone as a result. The desire to breathe is a thing, after all. So is the desire to stay alive, or to get up in the morning. You actually gain sustenance from doing that, by the way.

You are also capable of keeping your eyes open forever with no adverse effects. You will be unbeatable in staring contests, Jumper.

Should you be lacking eyes, you may create a temporary one whenever you are using this ability.

Companions

Some people will follow you to the end. Some, you will follow in turn.
What is a story, without anyone to share it with?

Import (Free / 200)

You may import a single Companion for Free, or pay 200CP to import **up to 8** of your previous Companions to accompany you during this Jump. they all gain an origin and **800CP** to spend on this document. While they can take drawbacks as well, be careful: they accumulate.

On the other hand, you may choose to create entirely new Companions with the same conditions. You will meet them quickly after you arrive.

Do you think that it is costly, Jumper? You should, this is a great service after all. Do you even understand how difficult it is to mask your arrival from all beings in this world? To do the same for eight more people?

Beloved Character (Free)

If you can convince someone in this world to become your Companion, you may take them along free of charge. Yes, anyone at all.

Beware that some of them are necessary to the continued existence of this world, or have great consequences for being brought into a setting at all.

Drawbacks

All Drawbacks will leave you as you leave the Jump, undoing the curses holding you hostage and restoring all that was lost.

Extended Stay (+100)

You must remain in this world for 10 more years. Let us hope you will survive them, Jumper. You may take this Drawback as many times as you wish, but do keep your lifespan in mind. You may only benefit from this Drawback **six** times.

Misunderstandings (+100)

For some reason, you truly misunderstand the words and actions of everyone around you. The more powerful you believe them to be compared to you, the greater the misunderstanding.

This won't cause you many problems in your day-to-day life, but we will be surprised if you do not become a conspiracy theorist during this Jump.

Here To Stay (+100)

It is really *fascinating* to think of how little Lin Jie leaves his bookstore. Forget his job for a second, it's like the man never even goes *shopping*. There are some mentions of him going to the market every now and then, as an afterthought, but we almost never see him walk down the streets or meet anyone outside of his bookstore.

Well, the truth behind all this doesn't matter. What does, is that you have an aversion to traveling, Jumper. Wherever you first arrive in this Jump is marked as your "home", and the further away you go from it, the more uncomfortable you will feel, to the point of heavy sickness.

Missed Opportunities (+100)

Sometimes, good luck just happens. You find this one person with a gigantic repository of eldritch knowledge, you stumble upon a relic from an ancient era, you coincidentally meet someone who would be very useful to your plans…

Well, you will have a hard time making use of all these opportunities. Though they will still happen, someone else will always be in position to make use of them before you. *Always*. You will have to fight for your luck, Jumper, or you can be certain that you won't be benefiting from it too often.

Sordid Blood (+200)

Like most hunters, you have been injected with a high concentration of Sordid Blood, the blood of Dream Beasts. Unlike hunters, you gain no benefits from this, only the downsides.

Sometimes, new limbs and organs will grow out of your body. They will never be usable, and may in fact impede you quite a bit. The only way to deal with them is to remove them.

On the positive side, they're not connected to anything important other than some of your nerves, so you can just tear them off your body without consequences beyond extreme pain.

These extra growths appear once per day on average. You may take this Drawback up to **three** more times, causing the effect to worsen in an exponential manner. At three times, you'll wake up every morning with half of your body weight in additional limbs and organs.

Elven Mind (+200)

You are like an elf, Jumper. No, not the longevity, the beauty, or the pointy ears. Rather, the rampant xenophobia and racism. You simply, naturally, instinctively *hate* what is not like you from the bottom of your heart.

We are certain that you could learn to surpass this flaw eventually… but why would you want to?

Chaotic Neutral (+200)

Most people who meet Lin Jie tend to see him as a godlike being with extreme power, and a very scary mind that likes to toy with the fates of others.

They also see him as an insane being, one leaning towards kindness, but willing to extend that kindness to absolutely every single one of his customers, regardless of their alignment.

The truth is, Lin Jie simply isn't aware of his customers' alignments or actions beyond his walls. You, however, truly have that mindset.

When you are out of a fight, you will treat saints and monsters in the exact same way, giving them all the same opportunities and punishments for breaking your rules, whatever they may be. If someone is not standing directly against you at that specific time, then they are no different than everyone else, in your opinion.

Simply put, your feelings towards someone are not affected by their alignment, their morality, or their actions towards others… so long as the "others" in question are not people you personally care about, of course.

Heart-Sealed (+200)

This… honestly sounds a lot more visceral than it actually is, yet the level of severity could be seen as equivalent. It's like every person you meet is exuding an "aura" of a sort that broadcasts feelings, *impressions* to you, and forces you to feel them in turn. Not their actual feelings, though. You are no empath, Jumper.

No, what they are putting out is the impression they *want* you to have of them. So, if someone wants you to like them, you will feel that, and you will actually like them. Much the same if someone wants you to fear them, or love them, or hate them… You get the picture, we are certain.

You will never be able to trust your own feelings when around others, Jumper. Let us hope that you are at least somewhat pragmatic and level-headed.

Actually The Protagonist (+400)

It just never stops, Jumper. One day, you might encounter a powerful person in need of aid. The following day, a church hated by the world named you their prophet. The next morning, a fledgling goddess will land on your doorstep.

Adventure calls for you, Jumper, and it won't take no for an answer. There is no plot armor here, so let us hope that you survive it all, shall we?

Frail Kindness (+400)

Something has latched on your soul, Jumper, and it is not going away, nor can anyone detect it. The consequences of its presence, however, are very much detectable.

You periodically suffer from hallucinations. They start as auditive ones, then become visual, and quickly grow to affect all of your senses. The secret to this are your "inner demons". The more in control of your emotions and the more sane you are, the less this affects you. The more you feel guilt, anger, sadness, and fall to insanity or otherwise refuse to deal with your feelings, the more this will affect you.

Oh, and before we forget. This ensured sanity and emotional well-being you have through your Perks? It isn't so absolute anymore.

Lost Desires (+400)

Have you perhaps angered an elf of the Iris clan, Jumper? The symptoms you exhibit are certainly similar to what would result from such a confrontation, when they do not choose to kill their opponents outright but use a Seed of Desire on them instead, that is.

You have no desires of your own, Jumper, beyond those you require to stay alive. Your desire to better yourself is gone, so is your desire to achieve anything in life, or your desire to see your family… Well, you get the idea.

The only desires that remain are your desire to stay alive, your desire to continue your JumpChain, and your desire to obey.

Perhaps there are ways to replace those missing parts of your soul, but nothing you have from previous Jumps will help you there, Jumper.

Nor will you have the desire to fix this, in any case.

Darwin's Golden Child (+400)

No, not of the "evolution" kind, but the "award" kind.

It's honestly baffling at times, the number of people who go bother Boss Lin and his bookstore despite the numerous warnings and the string of previous failures. It's like someone in every organization ever had simply decided that they wanted to anger God, and they would stop at nothing to make it happen.

Well, be proud to count yourself among their number, Jumper. You are stubborn to a fault. Once your mind is set on something, you will absolutely do that thing. Oh, sure, you will plan your moves, you will prepare as much as you can… But you will also ignore every warning sent your way, your repeated failures, and will keep on trying until you die.

Even if someone gave you a good reason to rethink your plans, you would not pay attention to them. Not unless you trusted them absolutely and failed at least a couple times already.

I'm Really Not The Jumper (+600)

Interesting choice, Jumper, or whoever you are now. You lose all of your memories of the JumpChain, all of the Perks, Items, buildings, and everything else that you did not gain from this document.

As far as you are aware, you are now at the very beginning of your JumpChain, transmigrated in a new world for no apparent reason.

You may choose to replace Lin Jie, if you so wish.

An Ordinary Life (+600)

Somehow, someway, you will never witness anything supernatural during your life here, Jumper. It's like the entire supernatural world has decided to hide from you. Or perhaps, that you refuse to acknowledge it at all.

This is more dangerous than it sounds. You will not feel Aether, you will not see the Dream Beasts creeping up on you, you will not feel the soul getting sucked out of you, and more besides. Not only that, but the full memory of the current setting has left you as well.

As far as you are aware, the supernatural is not real and it cannot hurt you.

Oh, Jumper. But it is. And it *can*.

Jumper Is Not An Evil Spirit (+600)

Indeed not. Clearly, you are far, *far* worse than that.

There is just an impression about you, Jumper. An aura that warns others to not anger you, to keep their distance if they can, and to run away at full speed when you are not looking.

Some beings might not care about this aura, most will follow their instincts and treat you with great fear, others may attack you on sight.

Let us all hope that you have the power required to back up this level of infamy, shall we? Otherwise, we do not believe that you will have very long left to live, Jumper.

Transhumanism Gone Wrong (+600)

When Father Vincent inherited the Sun's divinity, he became a walking sun in human form. Though he was able to retain a human form, his true form was then that of a sun, temperature, gravitational force, and solar flares included.

You, Jumper, went through the same treatment, only for something *really* problematic. Not only do you keep your vital organs despite the transformation, you also gain the weaknesses of the thing you were transformed into. And that thing is very weak indeed. Perhaps you are now made of grass that can burn? Of foam that will disperse at the slightest wind?

The only positive side? You can choose to be the paper-human you always wanted to be, Jumper. Go and drown the world in papercuts, let them share your pain!

Post-Jump, you may choose to keep that as an alt-form, this time without the vital organs and with normal human levels of resilience.

Prelude To The End (+800)

We have no idea what you did, Jumper, but it seems that the Four Primordial Witches want you dead. They all have awakened and were released in reality, though not at full power. They do not yet know where you are, but they have churches, tribes, entire races under their rule, all ready to move every pebble in the world to find you. And that is on top of their already immense power.

Speaking of immense power, they are the ones who created the Wall of Fog, the barrier that keeps the dream from invading reality, thus protecting all living beings in the setting. Should you kill even one of them, the Wall of Fog will lose in power, and thus more and more powerful Dream Beasts will be allowed entry into reality.

Should you kill them all, the dream will completely merge with reality. Who knows what will happen then, but you can be certain that all of the eldritch entities waiting on the other side will be *very* happy indeed.

On The Other Side (+800)

Ah, well, there must have been a mistake on arrival, Jumper, we are sorry to say. You did not arrive in the land of Azir. In fact, you arrived beyond the boundary of the Wall of Fog, the wrong side of it.

You start your Jump in the Dream realm, Jumper. Where Dream Beasts dwell in every corner, where Eldritch creatures observe the boundary forever in search of entertainment, where the nightmares of an entire world are given form and permanence, where dreams are made and crushed, where reality has no hold and logic makes no sense.

You are in the Dream realm, Jumper. Though Fractures may appear on the Wall sometimes for you to pass through and reach reality, it is unknown whether you will be fast enough to reach them before they close, or survive long enough to wait for them as the Dream itself attempts to devour you. Do keep in mind that hundreds, thousands, *an uncountable amount* of Supreme-rank existences are standing on your side of the Wall, trying to get entry in this wonderful playground for millenia already.

And before we forget: Fractures are the only passage you will find between the Dream and Reality. Give up on this idea that you can instantly leave under your own power, **it won't work**.

Bringing An End (+800)

Dreams and Reality should not interact with each other. That is your truth, Jumper, and you will stand by it no matter what. In fact, you will be completely unable to leave this Jump until you have entirely separated the Dream from Reality.

The Wall of Fog simply isn't enough. You must ensure that the Fractures will not form anymore, that no Dream Beasts will ever cross to the real world again. You must cut off the flow of Aether, and remove all things supernatural.

Somehow, you must make this setting a truly ordinary world, Jumper. **You will not leave** this Jump until you succeed.

Good luck.

To Be Divine (+800)

There are many allusions to a level of power beyond Supreme rank, but they are not properly addressed until rather late in the story. We know that the Four Primordial Witches are considered divine, we know that there is an organization whose members are dedicated to reach the ranks of divinity, and we know that a divine can crush a Supreme existence with little effort. Beyond that, not much else.

Well, you will have the opportunity to find out for yourself, Jumper, because you are not leaving this Jump until you reach the fabled Divine-rank.

The End

How many decades has it been? Does time even hold any meaning here?
Regardless, you have reached the end, Jumper. It is now time for you to make a choice.

Wake Up

So your wish for a fantastic life has been fulfilled? Very well, there must be an end to all Dreams, after all. Here is the path back to your world of origin, the very beginning of your own, personal story. You may keep with you the powers you have accumulated, as well as your Companions and items you have gained along the way.

However, the JumpChain bids you goodbye, former Jumper. The doors to the Omniverse are now closed to you forevermore. We hope it was all you expected it to be, and more.

Now… Wake up.

Keep Dreaming

Does this world appeal to you, Jumper? Very well, you may stay and keep dreaming forever. You may keep with you all that you had before, should you so wish.

This is goodbye, former Jumper. Never again shall you Jump from world to world, traveling the Omniverse and witnessing its spectacular sights.

Perhaps, all you really need now is a place to call yours, a world to call home?

Once More

And so the story continues. Another world, another end, another beginning. On and on the story goes, the Wheel of Worlds turning upon the Jumper.

Gather your Perks, Items, buildings and Companions. Ready all that you can, and brace yourself, O' Jumper. Don't trip on the way out. Once more, your new adventure begins in three.

Two.

One.

Jump!

Notes

General Notes

- Source: link
- I haven't actually read it to the end. I'll see if I can do that later.

On Power Levels

- The Four Primordial Witches are far more powerful than their names would have you believe.
    - For instance, Walpurgis, the witch that controlled the night. She created the Sun Moon, and Stars, she controls all times of the day and night. Her true domain would be Time itself, and her true range of believers includes all living beings and all beings that possess magical powers. Assume that all of the other Witches are her equal.
- The levels of power are actually not clearly defined. Pandemonium-rank is "A transcendent being capable of causing mass panic", and is stated to include plenty of people whose power reaches Destructive-rank already.
- There are levels above Supreme-rank, but they are unable to exist outside of the dream realm as far as the locals can tell.

On The Setting

- There are multiple supernatural organization keeping the supernatural and the mundane separate
    - **The Church of the Dome** is a church that worships the moon. Their priests are generally powerful and act as a go-between for the superstitious populace and the lower ranks of the supernatural world. If there are small scale problems, like evil spirits to take care of, they will generally take care of it. Their power comes mostly from the Moon, or the existence usurping its identity.
        - Destroyed and replaced in the middle of the story.
    - **The Truth Union** is an assembly of scholars who like to get as much knowledge about everything as they can. They will even go steal it directly if they have to. Generally good magicians as their members have powerful souls. As a result of their knowledge, they have a lot of supernatural artillery, and automated factories, and other such devices and machinery.
    - **The Hunters** are made up of multiple organizations, each with their own agenda. They are mostly mercenaries, and take their power from the blood of Dream Beasts, which has the side effect of changing them into Dream Beats themselves over time. That is, until Ji Zhixiu comes along with knowledge from the bookstore owner to fix that.
        - Think *Bloodborne*.

    - **The Secret Rite Tower** is, essentially, the military force of the supernatural world. They have magicians, warriors, and knights aplenty. They work closely with the Truth Union when it comes to the defense of humanity.
    - **The Ash Chamber of Commerce** is an association of Druids. They acquire supernatural materials and sell them to everyone. They also take care of things like creating legal identities, banking, and purchasing property.
    - **The Path of the Flaming Sword** is an association of 10 extremely powerful members, having spies and plans that span all of the other organizations as far as we can tell. Their members are humans named after the 10 angels of the Bible (Michael, Gabriel, Metatron, …), and the goal of the organization seems to be for its members to become true gods.
    - Plenty of others.
- The Sun and Moon both died in the past
    - Apparently, something has taken up the role of the moon, and the day/night cycle continues on unimpeded, somehow.
- The Four Primordial Witches are currently trapped in Dreams as a result of creating the Wall of Fog.

On Known Characters

(Keep in mind, novel knowledge here. Not manga, except for the pics.)

Lin Jie



Lin Jie is the protagonist of this story. He is a rather smart man with a great memory. He was once a cultural anthropologist of a sort (as well as an assistant teacher?), and held the dream of one day owning all the books in the world. Faced with the impossibility that would present, he then decided to try out a magic ritual he found while studying a culture, and got into contact with a great existence (later named “Blackie”), who offers him to watch over a bookstore for him.

Lin Jie agrees and becomes the proud owner of an entire bookstore with replenishing books in the land of Azir. He thus spends his days reading and copying books, as well as catering to the needs of his very few customers.

He accidentally starts insurrections, new organizations, religions, and upsets the balance of power throughout the whole world simply by giving his advice and help where he can, being completely ignorant of the power that was given to him at his arrival in Azir.

He, somehow, remains completely ignorant of his own greatness, the effect he has on people, or the true nature of both his customers and his bookstore, mostly due to his incredible dedication to ignoring and justifying the supernatural happenings in his life. Still, he is in general a very perceptive and kind person, an upright man with a great sense of justice and maturity, as well as quite greedy sometimes.

Ji Zhixiu



The third customer to Lin Jie's bookstore. She is the daughter to Ji Bonong, magnate of Rolle Resource Development. She is also a Hunter, an Abnormal existence who utilizes the blood of Dream Beasts to gain more power, at the cost of suffering backlash from blood overdose.

She enters the bookstore after a fight that leaves her injured, fleeing a betrayal from her companions over a magic artifact. This marks the start of the story. Upon telling her story to Lin Jie, and being misunderstood as a heiress being heartbroken after a bad breakup, she is given the method for Hunters to control the power of blood, later paving the way for a strong organization of Hunters as they would not die early anymore.

She is rather naive, for a member of the supernatural scene. Though Lin Jie teaches her to be ruthless to her enemies, she very easily trusts new people. She becomes the catalyst to leading

the Iris Elf clan to Lin Jie through this kindness, and essentially kickstarts the birth of the cult of the bookstore.

Frank Wilde



Frank Wilde is the second customer to Lin Jie's bookstore, and a Black Magician of great power, which means that he can alter reality by speaking. He enters the bookstore only a year after it opens for business, and only a short time after his "loss" against the ten radiant knights of the Secret Rite Tower. He has a rather good relationship with Lin Jie, who calls him Old Will, and benefits greatly from his books.

Frank Wilde is a ruthless man. He is cruel, decisive, and is one of the most wanted men in Norzin for a reason. He is, however, surprisingly kind, soft and even loving at times. Though he works hard to master the knowledge granted to him by Lin Jie, he doesn't hesitate to listen to his words of wisdom and even gift him some rather powerful magical artifacts at times (though, to be honest, he probably wanted to suck up to him). He also once took disciples, one of which was like a son to him and is long dead by the start of the story, the other of which is a traitor and will die shortly.

Fun story: his mask is fused to his face. Even funner story: his first gift to Lin Jie is a gargoyle of the Pandemonium rank made using the life, flesh, and soul of 990 people.

Joseph Abraham



The fourth customer to Lin Jie’s bookstore. He is an ex radiant knight from the Secret Rite Tower who retired after being crippled during his fight with Frank Wilde. He is the stereotypical military man. For the first half of the story, he wields the Demon Sword Candela, a cursed sword with great power that tends to make all of its wielders go insane and cause them to die. He is a Warrior, meaning that all of his power is focused on reinforcing his body. One of his arms is a mechanical prosthetic.

He later leaves the Demon Sword Candela to Lin Jie, who immediately and accidentally erases the curse on it, and at the same time gives Mr. Lin the opportunity to fight off a God of the Rain who decided to intrude on his turf (it was all a dream, from his perspective).

Joseph overwise puts Mr. Lin “on the map” for the supernatural world, and makes sure, through his apprentice, that the bookstore will not be bothered too much by the police and other legal matters. He essentially kickstarts the bookstore’s habit of sharing information between factions that normally wouldn't bother communicating with each other.

Melissa



Joseph's daughter. Customer number… Who's counting at this point? Regardless, she comes to the bookstore after seeing it marked as an S-rank zone by her father in the super secret database, and because of the book Joseph got from there. She is a tomboy, rather bratty (in Lin Jie's humble opinion), and is suffering from an inferiority complex on top of a teenage rebellion due to her father dismissing her power level.

She is given the Cornerstone of Everything, but only for knight-related abilities, and essentially grinds her skills until she falls into a coma for a few weeks (months?) from overwork.

Vincent



A priest from the Church of the Dome. He initially comes to Lin Jie's bookstore after being called by Lin Jie's neighbor for an exorcism… which did not go well, obviously. Kinda terrified by him, Vincent decides to stay and listen like a good boy, and eventually makes some discoveries. There's a whole conspiracy about the Church promoting cigarettes as meditation tools, but they're actually full of parasites used to turn them into nutrients or something. Then there's the Moon that the Church worships not actually being the Moon but an impostor… well, there's a *lot* going on.

Regardless, Vincent is given the power of the Sun (and there's a glorious Praise the Sun moment somewhere), and decides to eradicate the Church and replace it with his own, actually true and good faith. And essentially becomes set up as the next sun god or something?

Overall, he is a good person.

Interesting fact: his eyes are covered because in the Church of the Dome, from the moment of a priest's baptism, all of their memories of the moon are removed and they're not allowed to look at it, ever. This is actually how he starts understanding that something is wrong with the church: he starts seeing the moon in his dreams even though he shouldn't even remember what it looks like.

Mu'en



Or "Moon", or "Clay Idol No.277". She is an artificial human, grown in a vat to be used as a member of a… imagine the clones in star wars, but all of them are super arch-wizards. Basically that. Except the experiment doesn't go well, and the clones in question only have one year to live before they go *boom*.

No.277 escapes the lab during a God attack (yes, I did just say that), and makes her way through the city, fleeing the people who probably want their experimental subject back. She eventually is found by Lin Jie in front of his bookstore, and he decides to adopt her as a bookstore assistant/daughter, renaming her Mu'en (Moon) in the process.

She is a very kind and naive person. She is also an extremely fast learner, although that could easily be because of her being given the *Melissa Treatment*™ with the Cornerstone of Everything stuff, but for runes instead.

Sometime while her new identity is still being processed, she gets into contact accidentally with the Primordial Witch Walpurgis in a dream, who gives her the divinities of both the Moon and the Sun, along with all of her remaining power, in exchange for her killing the false Moon one day. She accepts and is set to become the next Moon Goddess, while she gives the Sun part to Vincent sometimes later.

She lives at the bookstore.

Cherry Chapman



The very first customer to Lin Jie's bookstore, and in fact the one who helped him get it operating legally 3 years before the start of the story. She may look like a child, but she's actually over a century old. Her apparent age is due to her Druid heritage. She is one of the inheritors of the Ash Chamber of Commerce (or something like that. Definitely a member of the family that rules it). Her current position is due to her chance meeting with Mr. Lin, who gifted her the knowledge of how to control the minds and emotions of people. She essentially helps him with every legal problem he has, and would be glad to do much more than that if he ever asked for her help.

Her personality is difficult to place, mostly because she has a giant crush on Lin Jie and as such all of her moves regarding him cannot be used as a general reference. She does have a maid who thinks very highly of her, if nothing else. Although, she does seem to act like a child most of the time.

Silver



One of the Primordial Witches, Silver. Not actually human despite her appearance. She is trapped in a dream that Lin Jie can occasionally access as he sleeps, and they become fast friends as a result. She is the one who eventually teaches him how to use Aether.

She is a very friendly person, and seems apparently ignorant of how feelings work. There's a clear case of "How do I human?" in there.

Apparently has some sort of relationship with the dragons of the first era? Her dream has a giant, yggdrasil-style tree shaped like a giant dragon that gives fruits that turn people into part-dragons.

Doris Iris



Doris Iris is an elf of the Iris Clan, who worships Silver. She first comes to Norzin attracted by the power of Silver's remnants as well as a prophecy, and is led to Lin Jie's bookstore by Ji Zhixiu on arrival. From Lin Jie's bookstore, she gets books on the old culture of the elves, and decides to get started on rebuilding the clan around him.

She is a prophet, she can see the future. The "years later" visions only happen sometimes, while "next few seconds" is reliable enough that she uses it during fights. She doesn't seem to suffer from the harsh xenophobia elves are stated to exhibit. She doesn't hesitate to save the life of someone in need and nurse her back to health, but she also doesn't hesitate to cut her enemy to pieces and serve him as a soup, literally. Make of that what you will.

She gives Lin Jie a cute little soul-eating flower as a sign of respect.

On Aether, Magic, and Abilities

- “Anything is possible” seems like a good rule of thumb for Aether. So far, magic has been used to:
    - Create dreams
    - Separate reality from dreams
    - Change the weather
    - Fire kamehameha equivalents
    - Resurrect the dead as seemingly living zombies
    - Transform into a cat
    - Create multiple magical artifacts
    - Recreate a living supernatural creature from its blood
    - Kill a living being with a word
    - Put magical signatures on objects permanently, scan for them, and recognize them
    - Track the movements of Aether over a large area
    - Get information from souls and minds
    - Manipulate emotions and minds
    - Enforce loyalty upon souls
    - Convert flesh into plants
    - Explosions
    - Enhance the body
    - Send messages across distances on a book (think TMR’s diary from Harry Potter)
    - Get a half-beast form
    - Feel the presence of souls in an area
    - Steal knowledge directly from books and minds
    - Radiate an “impression” over an area that others will feel towards the user
    - Do I need to keep going?
- There’s an elf that can see the future and make prophecies
- Some church members are reincarnated by exploding out of the body of another church member?
- Dreams Beasts have their own specific capabilities
    - There a wolf that can phase out of reality temporarily and fly
    - There’s a shadow demon thing that can travel through shadows and hide in them
    - If we count the plants, there’s one that eats your soul by staring at you and produces more of itself using flesh as nutrients

Changelog

Version 1.1

Complete review of the doc, fixed some grammar..

Version 1.0

Made a Jump.