God Catching Alchemy Meister Jump

In the Setetori region of the southern part of the Raulbhach continent lies the Mikelti Kingdom, and among the seven major cities of this region is the recently independent workshop city of Yuidora, a place full of ‘alchemists’ a fusion between mage and blacksmith, crafting the most awesome items in this world, of course not everything is sunshine and rainbows, the alchemists need to put their life in the line to get quality materials from monsters, elves refuse to work alongside with humans, and most mystic creatures tend to act independently, making difficult to pinpoint if they’re allies or enemies. At the east of Yuidora there’s also the Disnafrosy Empire, while boasting great military power, the country is suffering from lack of food. This is where you start the adventure, Jumper, a day before Wilfred Dion takes his second exam to become an alchemist. Here, take this **+1000 cp**, now go and make me proud.

Age & Gender: Feel free to select whatever makes you more comfortable.

Backgrounds:

1) Drop- In: Same old as before, won't get you any extra memories, but you're also on your own, at least for now.

2) Alchemist: You aren't any average Joe, no, you're an alchemist of renown, making incredible armor, weapons and potions is your daily call... and the way you pay bills.

3) Swordsman: You're someone with the strength to face any monster on your way and enough skill to use any weapon,If only it was that easy to get a decent job...

4) Mage: Deciding to focus on the arcane arts, you have come to master enough to go into a new adventure, totally not because you ran out of funds.

Location:

1. Yuidora Plaza: Yuidora doesn’t really produce anything edible, so they depend heavily in the commerce and trade, here is where most of the goods are sold in daily basis, good for getting a hold of peculiar items.

2. Alchemist Guild: The center of Yuidora foundation, the most remarkable alchemist of the city are here to discuss and decide the matters of the city, if someone see you here without an invitation, there will be trouble.

3. Bar: Why seeing you awaken in a bar doesn't surprise me, jumper? anyway, this is Tians Bar, in

Yuidora, good place to get food, rare alcohol, and information. Being a popular place for the alchemists in Yuidora, is a wonder how there are so little fights.

4. Yuidora Arena: Open to anyone that can put a good show, the arena is a good start to get money and rewards for punching people in the face.

5. Cliffside Church: A church outside Yuidora, It's said that an angel lives here.

6. Disnafrody Outskirts: Eastern country, while powerful and big their economy is in decrease , they don't take kindly to outsiders.

7.Deadbeat Dungeon: A dungeon hidden in the south of Yuidora outskirts, and while easy and rewarding to clear, those who enter here get marked as untrustworthy.

8. Free Choice: Anywhere from the above choices.

Perks **(First free to origin, rest is discounted)**

Drop in

Drop Dead Looks (100): No, this doesn't give you a killer stare, just makes you easier to look at, to the point people think that at your worst you still manage a 9 out of 10.

Identification (200): It's hard going around looting monsters and then not knowing what the loot can be used for, at least this perk gives you just that, making you capable of separate different types of plants, ores and monster parts, with an instinctual knowledge of what they can be used for.

Peerless (400): Somehow the things you do or make are way better than they had right to be, the spells are stronger, the swords you make cut better, the armor is more durable and shiny. This alone doesn't make you surpass masters while being a novice, but it's pretty close.

Ultimate Charisma (600): Sometimes you can’t do things alone, you need capable people, even when they’re difficult to find and tend to clash between them , but that isn’t a problem anymore. When in need of people capable, you will run into them easily, maybe in a bar or maybe they went to your store, in addition they will become surprisingly loyal to you or your cause. As a bonus you can find yourself rapidly gaining raises in whatever job you have (a novice alchemist would become leader of the guild and city in less than a year).

Alchemist:

Blacksmith Skills (100) : I don't get how you can try to make a magic sword without knowing how to make normal swords first, well, this covers that, basic blacksmithing, nothing fancy, but can grow in skill with practice.

Lucky Harvest (200): An important part of being an alchemist is being able to harvest plants, find ores, and recollect loot from monsters as materials, thankfully, this gives you an edge, you will need to put some effort, but just the minimal before you'll have more materials than you can use materials than you can use.

Enchanting (400): What makes an alchemist different from a mere blacksmith? Is the power to enchant their creations, grating a myriad of different effects, from giving resistance to an element, storing spells inside, or granting passive bonus to the user. And now, you too know how to enchant things, it will start with things like increased durability or constant sharpness to grant a weapon with instant spells, or make clothes immune to an element. The mastery over this will increase with practice.

Jump Catcher Jumper Meister (600): Jumper, there's a lot of power inside you, but I know, It´s not enough to satisfy you yet, there are lots of powers that you long for. The effect I offer you is simple, as long as you know the general theory behind the trick, you can make something with the same effect, this don't give you the skill or materials, merely the knowledge of how do it.

Swordsman

Weapon Mastery (100): Choose a melee weapon, any melee weapon, you're now a master of combat with it, you know the tricks, the pros and cons and a vast array of styles to use it.

Prevail (200): Some enemies try to take you down with everything they have, you laugh at the sight, after all, this grant a bonus from damage, making you stronger the more damage you take. Mind that even if this doesn't cap, there is so much damage you can take without dying.

Bloodsuck (400): During long combats is normal to retreat from battle to heal and then try again, however, that is not the case with you, this makes you able to heal your wound and fatigue by dealing damage to your enemies and keep it going for as long as you want.

Perfect Focus (600): Jumper, you now can boast inhuman reaction time, enough to evade all your enemies attacks… as long is a 1 on 1,for now at least. With time and practice you will be able to confront armies and end without a scratch. Just remember, even if the enemy can’t land a hit on you, doesn’t mean you can always hit them either.

Mage

Magic Aptitude (100): How can you be a mage without this is beyond me, basically you get enough “talent” to initiate in any school of magic and reach their true limits, plus giving a boost to your mana pool.

Healing Magic (200): Adventurers always get themselves into trouble and then, Who exactly have to help them? Exactly, the healers!, at least the pay is good. This gives you enough mastery over healing magic to regrow missing limbs.

Rune Magic (400): A magic school acting as a counterpart to Enchanting, while that one specializes in giving power to inanimate objects, this one is about buffing living beings with magic to increase their attributes temporarily, at first it will be an almost imperceptible change, for a couple of minutes, but with practice it can increase up to 10 times the initial base and make the buff almost permanent.

Elemental Help (600): In this world there is a large number of mana-based creatures, created from excess of mana infused in a element, with varying degrees of sentience, while they tend to form naturally, you know how to make them, using your own mana and magic circles. They're up to your specifications, and highly resistant (if not outright immune) to their element, they tend to be pretty loyal, but if mistreated too much things could get ugly.

Items:

Money (50): This world equivalent of $5000 per purchase.

Drop In

Ring of Flight (100): Nothing too fancy, this ring allows you to fly at running speed, up to 10 meter in the air, good for crossing rivers.

Teleport Bracelet (200): You can use this to escape from a dungeon to the nearest exit, or when used outside of it, will let you teleport within 100 meters radius, as long you can see the place.

Charisma Insignia (200): You’re already charming, Jumper, but a little extra won’t hurt. While equipped, this insignia will grant you a 30% boost in charisma.

Almighty Stone (400): This is a high-level crafting material, you can use it to create a sentient object, like a talking sword, a sarcastic armor or a witty necklace. The stone is enough to craft five

items from it.

Bar (400): You are the proud owner of a bar, it comes with someone to make it profitable while you go on in adventures, follows you in jumps or can become a warehouse attachment.

Alchemist

Distinguished Attire (100): A set of clothes matching your style that separates you from the rest, for some reason never gets worn out or dirty.

Alchemist Tome (200): An old journal from a pretty famous alchemist, contains a good deal of recipes for weapons, armor and potions, but some things are unreadable.

Alchemy Tools (200): Exactly what it says on the tin, the whole deal, with upgrades with more tools every jump, depending of the setting.

Magnus Recipe (400): To become a Magnus in the Alchemist Guild you need a grand project, something that put your name and face in the story of alchemists of the world. This is a obviously difficult task, but alas, this little recipe have just what you need. You may select what exactly this recipe teaches you, but at most will be at the level of a sword that nulls magic, a potion that cure all diseases or clothes immune to physical attacks.

Workshop (400): Indispensable for an alchemist, a two-story building with the space can be expanded, post-jump becomes a warehouse attachment.

Magician

Magician's Mask (100): A magician never reveals their secrets. This is mask, small enough to fit on your pocket, let you disguise yourself, from masking body odors to your magic flow, good when trying to go unnoticed.

Omni Staff (200): A surprisingly durable staff, it grants a boost in your spells, It also looks very classy.

Ore Chest (200): A big chest full of different ores, around 10 pound of each, it replenishes the contents at midnight.

Mage’s Grimoire (400): Indispensable for a mage, this grimoire have a wide assortment of spells and rituals up to mid-high levels. It will upgrade itself every jump with more spells and rituals up to the same tier.

Eushully Tiara (400): This cute tiara gives you a boost in all your parameters while equipped, How much you ask? About 20%.

Swordsman

Noble Crest (200): This one have a funny effect, anyone that sees you, while using it, will think that you are part of some local nobility or the equivalent from the world you're in.

Adventurer Set (100): A couple of of health and mana potions, some herbs, knives and a sturdy cape, the basics.

Elemental Shield (200): A shield immune to an element of your choice, while effective it only protects what it covers, so try to not get stabbed in the back.
Weapon of Choice (400): A weapon that grows in power with you, being always capable of withstanding your full strength when using it.

Absorbing Amulet (400): A very valuable and powerful artifact, while using it the attacks of your chosen element not only don't harm you, they heal and empower you, making the balance inkling more on your favor.

Companions:

Import (50): Feeling lonely already? Well feel free to call your companions, one per purchase until 8, they gain 300cp to spent in perks and items, and can take up to 600 cp in drawbacks.

Canon Character (100): Oh, so a character here catches your eye? For 100cp they will join in your travels as long you can convince them.

Guards (300): Three people that you hired as guards, loyal only to you alone, they are to protect and help you in any way they can, age, gender, race and background is up to you., they come with 600cp to spent in perks and items between the three of them.

Drawbacks (take as many as you want)

+0 Connected: Whoa, jumper!, I didn't know you were an adrenaline junkie!. With this, the world is connected to the Ikusa Megami lore, making it more interesting but also way more dangerous.

+100 Poor Loot: In a place where the loot is the principal way to gather materials this could be fatal.

+100 Lost: Jumper lost all sense of direction during the stay here, good for laughs in parties,

deadly in dungeons.

+100 Bad Reputation: There are rumors, jumper, of the bad kind about you, and while nothing life threatening, a bad reputation can be pretty fatal.

+200 Monster Bait: Maybe is your looks, or maybe the scent, but for the next 10 years you will be the favorite prey of all type of monsters.

+200 No Magic: No supernatural stuff for you during the next 10 years, kind of bad if you're a mage or alchemist.

+200 Uncoordinated: The jumper with two left feet reappears!, not only that, but anything more coordinated than put a cup of water in your mouth fails.

+300 Bad Quality: It's like a curse, everything you craft or buy during this jump end up being of the worst quality possible. Your spears are as powerful as noodles and that steel shield possess the resistance of malnourished grass.

+300 No Respect: No matter your power or deeds for everyone here, for the duration of your jump, you are pathetic in the eyes of the public, and they will not hesitate in telling you, even companions will be affected, hope you have a good self-esteem.

+300 No Powers: Well, Remember all that cool powers and items you had? Well… you don't have them anymore, feel free to challenge the world with the purchased here, your Body Mod and Warehouse.

+400 Alone: No companions, nor friends during your stay here, jumper. For some reason everyone will shun you out, evade and blatantly ignore you, it will be a lonely decade, also, don't talk to me until the time is over.