VERSION 2.0



GUARDIAN TALES JUMPCHAIN

By LordCirce

A NEW STYLE OF CLASSIC ADVENTURE! The Kingdom of Kanterbury is under attack by an army of mysterious invaders from beyond the stars. Soon, the invasion will spread to all of the many nations and areas of the Planet Tetis, but the inhabitants of this world will not go down without a fight.

Will you fight with the people of this world? Or will you aid the Invaders? Take 1000 CP, and let's find out.

General Storyline (Spoilers)

(Note: The following is a summary of the currently-revealed storyline. Additional plot twists or context may come to light later.)

Long ago, in the distant past, 13 ‘heroes’ traveled from a planet called Earth to the world of Tetis. They explored this new planet, and were attacked by a mysterious force. One of their number fell, while the others escaped, and eventually, their descendents would spread out across the face of the planet.

Back on Earth, communication was largely lost, but some data managed to be transmitted back. This somehow included a strange microorganism that would come to be called Labose.

500 years ago, a great battle was fought between the forces of good, led by champions of the Gods, and the forces of evil, led by various Demon Gods and Dragons. Many heroes fought and died, with the war eventually ending the destruction of the World Tree, the source of the power of the Gods. During this period, the hero Kaden foresaw a great calamity would come in the future, and together with his allies, including Lili, the Queen of Kanterbury, he found the Sword of Heroes and created the flying island of Heavenhold as an ultimate weapon against this prophecied doom.

Now, the world is facing an attack by the Invaders, who are in truth from the planet Earth as well, fleeing from Labose. Infection of a strain of Labose had severely shortened their lifespan. Led by a mysterious Savior, they follow a prophecy that tells them they will claim Tetis as a new homeland, and find a cure among the 'inferior species' there. However, Labose is already here, taking the form of a mysterious innkeeper named Lorraine…

Very shortly after you arrive, a newly minted Guardian Knight of Kanterbury will get caught up in the Invader’s attack on their kingdom, and will end up travelling along with the young Princess of Kanterbury, helping to protect her from the Invader forces, while searching through the many nations of the world for a way to free their home. They will discover the Sword of Heroes, which contains a great power that is unlocked by the presence of descendents (or possibly reincarnations) of the original 13 ‘heroes’, and the island of Heavenhold, which will serve as a base of operations for their growing rebellion against the Invaders.

And even stranger, it seems that all of these events are occurring in a time loop, a loop which inevitably ends when the Knight faces the Savior with the Sword of Heroes in hand and beheads them, causing the entire world to crumble away into ash. Will that be the fate of this iteration?

Role and Origin

You can freely pick your age and gender.

You can pick one Role and one Origin. Your Role denotes how you approach combat, while your Origin will define your background within this world. You may spend 100 CP to pick any location in the world to appear in. Otherwise, you will appear in the location of your Origin.

Role

Melee: You are a melee attacker, the kind who will get in close, deal your damage, and then step back, before repeating the process.

Ranged: You are a ranged attacker, striking your opponent from a distance. Often, your attacks will feature some sort of ammunition or cool-down when used repeatedly.

Tank: You are a tank, acting as a wall between your allies and your enemies. You are adept at soaking up damage and staying in the fight, while drawing attention away from weaker fighters.

Support: You are a supporter, focusing on boosting the abilities of others or aiding their attacks, freeing them up to focus on attacking your foes directly.

Origin

Kingdom of Kanterbury: You are a citizen of the Kingdom of Kanterbury. While most of the citizens are human, there are a decent number of other races in the mix as well. Goblins, fairies, sentient red pandas. While your home will shortly be coming under attack, you will almost certainly be able to make it out safely as a refugee to some other locale.

Teatan Kingdom: You are a citizen of the neighbor of Kanterbury, Teatan Kingdom. It is primarily inhabited by the titular Teatans, short humanoids with large fuzzy ears, who, while lacking in height, more than make up for it in resourcefulness, stubbornness, and courage.

Magic School: A large school, dedicated to teaching magic to all who would seek to attend. You may be a student here, or perhaps a teacher, or maybe you are one of the strange denizens that wanders through its many, many halls.

Desert of Madness: A vast wasteland, inhabited by wandering bands of Desert Elves, who travel from water source to water source. Slavery and other harsh forms of barbarism are common, and only the truly strong will be able to survive and thrive here.

City of Shen: A city surrounded by many forests and cliffs, with many of the inhabitants focused on the practice and mastery of martial arts. To those from Earth, it is obviously inspired by a mashup of many different Asian countries.

Dungeon Kingdom: An enormous underground labyrinth, primarily inhabited by Imps and Succubi. There is a yearly competition within it to travel through the dungeon and to defeat the Archfiend in combat, to prevent him from breaking free and devastating the world.

Mount Shivering: A desolate and snowy mountain, inhabited by the Innuits and the Snowmen. Relationships between them have been friendly in the past, but recently, tensions among them have been rising.

Rah Empire: A technologically advanced empire, focused on clockwork and steampunk-style machinery. They have one of the most advanced militaries in the world, but their treatment of outsiders, especially refugees, can be terribly barbaric.

Invaders: You could be one of the mysterious Invaders, who are in truth human, but who have been altered by the L-Bacteria. Unlike most, you will not suffer the lifespan-degrading effects of this infection, though you are still mutated. Choosing this will not necessarily require you to fight on their side, but it would certainly make the other inhabitants of this world suspicious of you and your motivations. If you do choose this, you will appear in Invader-held territory.

Demon World: You are from the mysterious Demon World, a parallel realm to the rest of Tetis, which is quite modern and high-tech. There are a total of four states here: Saul in the East, Neo Federation in the West, Demonshire in the South, and the central government that rules over all of the Demon World, headed by Queen Lilith. You can be any of the demon species that call this world home.

Perks

Perks are 50% off to the indicated Role or Origin.

General Perks

Weapon Style (Free*): You have training in the use of one of the following weapons, equivalent to several years of practice:

- One-Handed Sword
- Sword and Shield
- Two-Handed Sword
- Gauntlet
- Claw
- Bow
- Rifle
- Staff
- Basket

Yes, you read that last one right. Baskets are generally the source of some sort of handheld projectiles, such as bombs, or a focus of magical attacks. Your particular style is uniquely fitted to you, and can vary wildly from someone else's style, and your Role does not restrict which weapons you can take. Your One-Handed Sword, for example, might feature you acting as a Melee fighter, but it could also see you as a Ranged fighter via 'charged sword beams', or a Tank via 'parrying and counter-attacking'.

Your particular weapon style will allow you to unleash a 'Weapon Skill' from your corresponding weapons. These 'Weapon Skills' will connect in some way thematically to the weapon in question, and can often stun your foes for a time when they are unleashed.

For **100 CP**, you can take an additional weapon, which can either incorporate smoothly into your style, or can give you a completely different style that you can switch between by switching weapons. You can take this option multiple times.

Alternatively, for **300 CP**, you can replace this Perk entirely with Master of Weapons, which allows you to pick up literally any weapon and fight with it competently. Master of Weapons allows you to use 'Weapon Skills', just like the base perk would, but your usage of the various weapons will be much less personalized than an individual style would be.

Elemental Alignment (Free): You gain an alignment to one of the elements of Fire, Water, Earth, Light, Dark, and Basic. These elements form a pair of 'rock-paper-scissors' relationships with each other. Fire beats Earth beats Water beats Fire. Light beats Dark beats Basic beats Light. Weapons will also have an Elemental Alignment, and while using weapons that aren't aligned with you will not give you any sort of penalty, using one that is aligned with you can grant you a significant boost in power while using it.

Voice of Cecil (100 CP): You have an extremely good singing voice. You can literally get armies to stop fighting, just so they can listen to your song. This won't work if you try to use it as an opportunity to attack yourself or prepare to attack, but as long as you are being peaceful, you can often get those around you to stop fighting for a song or two.

Lightning Jumper (100 CP): You are the… Lightning Jumper! You have an extremely fast running speed, and a nearly-bottomless reserve of determination and willpower. Even if you keep losing again and again, you will still be able to be cheerful and keep moving forward with the will to try again.

Blacksmithing (200 CP): You are a master of blacksmithing. You can improve weapons with just a few strikes of a hammer, though you'll need gold and materials in increasing amounts to keep improving them higher and higher, and even the strongest and rarest of weapons will eventually reach a point where they can't be improved any more. This is still enough to turn a basic sword or gun into something bordering on legendary with enough time and material.

Cameo (500 CP): Guardian Tales is a story that loves its references, and now you can be one of those references. You can pick any story or franchise, and incorporate traits and backstory elements of one of the characters of that piece of media into your history here, to the point where you would be recognizable as an 'expy' of that character. Extended elements of the plot of your chosen media will intertwine with the canon of this world, though this world will be given overall priority and will not be overshadowed by your inclusion. You are just a cameo, after all. This new backstory can come with powers and abilities suitable for your new role, though they will be adjusted to fit the average portion of the power scale for this world. Dragon the Teatan, for example, is a canon expy of Goku in this world, but while he has energy blasts and "Ultra Rationale", he isn't going to be blowing up moons or planets. You can apply this ability in future Jumps as well, intertwining one piece of media into your backstory, adjusting history to fit, and gaining any abilities that would be appropriate.

Role Perks

Melee

Attack Boost (100 CP, Free to Melee): Your blows hit harder than they should, hard enough that you can knock lighter foes around with ordinary attacks.

Close The Distance (200 CP, Discounted for Melee): It can be aggravating when your opponent keeps retreating just out of reach of your weapon. Now, you excel at very rapidly closing the distance, with quick bursts of speed and prediction of exactly where a retreating enemy will move next to try to avoid you.

Overstrike (400 CP, Discounted for Melee): Sometimes, you just need a bit more oomph to take down a foe. Now, you can take any attack that you know how to perform, and spend several seconds to charge it up, making it far stronger. A simple jab could be charged up into a dash that can send you shooting across the battlefield, while a hammerblow from your fist can be charged to smash the earth and send shrapnel flying in all directions.

Ranged

Crit Boost (100 CP, Free to Ranged): You have an easier time identifying and targeting weak points on an enemy, allowing you to inflict far more damage.

Shot on the Run (200 CP, Discounted for Ranged): You are skilled enough that you don't really need to take much time at all to aim. Just wishing to hit a certain foe will allow you to instinctively shift your body to aim your weapon at them, and you can maintain this sort of aim even when you are moving and dodging hits yourself.

Cover Piercing (400 CP, Discounted for Ranged): It does you no good to be the greatest marksman or sniper, if something as simple as a wall or barrel can stop your attack dead. Now, things like cover simply don't matter as far as your attacks are concerned. Close-in defenses such as armor or personal shields can still stop your attacks, but for things like cover or even other enemies, your attacks will be utterly intangible, simply passing through obstacles between you and your target as if they aren't there.

Tank

Defense Boost (100 CP, Free to Tank): You are resistant to damage, to the point where even standing in regular clothes is equivalent to having a decent set of armor, and actually having armor simply raises your durability even further.

Taunt (200 CP, Discounted for Tank): You can draw foes attention to yourself, forcing them to prioritize attacking you over other objectives they might have. This ability is especially potent when you are protecting a weaker or wounded comrade, to the point where enemies will barely even be able to recognize that your ally is there while you are dominating their attention.

Shield Maker (400 CP, Discounted for Tank): Extra protection can always help. You are able to create shields over you and your allies, which take the form of invisible barriers wrapped around you that will intercept damaging attacks, draining the shield rather than allowing harmful effects through. These shields are generally strong enough to intercept a handful of your own blows, and you can recreate or strengthen these shields every couple of minutes.

Support

Healing Boost (100 CP, Free to Support): You have gained some capacity to heal yourself and others. This could be via directed magic, redistributing lifeforce from foes to allies, or something else entirely.

Power Buff (200 CP, Discounted for Support): You excel at having others do the fighting for you, but you won't let those who fight do so empty handed. You are able to buff and improve their performance in some way, from increasing their attack power to rendering them partially immune to certain classes of attacks. You will start with just a couple of buffs, but you can gain more and stronger buffs over time.

Revival (400 CP, Discounted for Support): It is an unfortunate fact that people will fall in battle. But, that does not need to be the end. You have the capacity to revive the dead, bringing them back to full health and battle readiness in an instant. You can perform this feat freely once per week, but subsequent uses will require the sacrifice of significant magical power or material wealth, with the cost rising with each use. These costs will reset when you regain your free usage.

Origin Perks

Kingdom of Kanterbury

Dumb Friendly Face (100 CP, Free to Kanterbury): What is with people saying you have a dumb face? Who knows, but somehow, they all seem to trust you anyway. People seem to often underestimate your intelligence, but they will also be fairly quick to trust you and ask you to help with their problems.

Guardian Training (200 CP, Discounted for Kanterbury): You have received the training of a Guardian Knight of Kanterbury. This covers a wide range of topics, from squad tactics to diplomacy to endurance and strength training. You are exceedingly well-rounded, and those around you will instinctively recognize your ‘elite’ status as a Guardian.

For Kanterbury! (400 CP, Discounted for Kanterbury): Canterbury has fallen. Its people are scattered across the globe. And yet, somehow, its name is still a rallying cry that can inspire people to stand up and fight back against the invasion. Now, you can have a similar impact on those around you. You have a tremendous ability to inspire others, and rally them to your cause, whatever it may be. Even when logically they should dismiss your aims as hopeless, you can still inspire hope and determination in those around you, with your mere existence providing hope to those who might aid you.

Princess Power (600 CP, Discounted for Kanterbury): You seem to have some ties to the royalty of Kanterbury, as you have access to the mysterious power that runs within their bloodline. Manifesting as glowing wings of light behind you, this power can allow you to cover entire battlefields in massive barriers that can hold off armies, as well as projecting smaller barriers around individual combatants if needed. It also comes with the capacity to see the future, allowing you to move through visions of future disasters or conflicts to discover clues for how to avoid them. And as you continue to develop it, you may uncover further powers hidden away.

Teatan Kingdom

Hidden Passage (100 CP, Free to Teatan): There are secret shortcuts everywhere, if you just know how to look. You can spot the entrances to hidden passageways, and quickly without how to access them. For most passages in this world, they will appear to be blank walls which will actually prove intangible when you walk through them, giving you access to a shortcut into a neighboring room or hidden area.

Rebellious (200 CP, Discounted for Teatan): Teatans may be small, but they are not to be underestimated, especially by those who would oppress them. You excel at opposing forces that are numerically superior to you, either in actual number of troops, equipment, or just plain size. You have a skill for organizing rebellions, and at keeping them hidden from those in positions of authority, whether legitimate or not.

Teatan Ranger Power (400 CP, Discounted for Teatan): Red! Blue! Yellow! Pink! Green! They are… The Teatan Rangers! A potent force for good, they have given you a powerful blessing: You can split yourself into five bodies, each body color-coded in some way to match one of the five rangers. Your powers and abilities are similarly split between each of your bodies, and your different forms can coordinate to work together seamlessly. At first, you will only be able to hold the transformation for less than a minute, long enough for a quick battle or to solve a tough puzzle, before you will have to recombine, waiting an hour or more before you can access the power again. With practice, you can hold the transformation for longer and longer, and perhaps even duplicate your abilities with your bodies, rather than splitting them.

Great Engineer (600 CP, Discounted for Teatan): You are a truly brilliant engineer, capable of designing powerful mechas with ‘close-to-medieval’ resources. One of your greatest strengths is the speed of your constructions. You can build a massive war-bot in the middle of an invasion, and in just a couple of weeks, could build enough personal scale mechs to outfit an entire rebel army.

Magic School

Magic Potential (100 CP, Free to Magic School): You have some degree of magical potential, enough to be accepted to Magic School, at least. You will start with the magical knowledge of your average student, which will cover things such as detecting magic, magical barriers, or throwing fireballs. You can learn more magic over time as you study.

Studious (200 CP, Discounted for Magic School): To put it plainly, you are smart. You have a bevy of good study habits, combined with high levels of intelligence and information processing. Even better, if you ever find yourself getting tunnel vision about a project or a specific track of study, you can mentally snap out of it, bringing your mind back to the larger picture and preventing you from getting stuck in some logic loop or state of hyperfocus that would see you obsess about one area or class while neglecting the others.

Personal Possession (400 CP, Discounted for Magic School): Oh no, it seems that you have been possessed by a ghost… your ghost, in fact. Somehow, you are simultaneously your flesh-and-blood self, as well as a specter that is possessing your body. Your ghost self can do things like helping to puppet your limbs while your physical self is working on something else like casting a spell, or move out from you to scout around or even possess others, though other targets can resist. Your ghost self can also help to shield you from spiritual attacks or effects, such as curses of terror or soul-draining abilities.

Magi-Technical (600 CP, Discounted for Magic School): There is absolutely no reason why magic and technology should be two separate things. Instead, they should be used together to create something even greater! You are a genius in the field of magi-tech, capable of creating devices that can do everything from turning ghosts tangible to even rewinding time a short distance (beware, even small amounts of time travel can have strong butterfly effects on events). That last one would take quite a bit of effort and research, but it is certainly within the realm of possibility for you.

Desert of Madness

Survival (100 CP, Free to Desert): It takes tenacity to survive in the desert. You have a strong will to live, and excellent instincts to help you do so. You can easily traverse dry and inhospitable terrain, and you know how to find food, water, and shelter, even in the most desolate areas.

Crossing the Rube-A-Con (200 CP, Discounted for Desert): It is all about survival of the fittest in the desert, and sometimes, you need to trick a few fools to get ahead. Hey, if they didn't want to be fooled, they should have been a bit smarter. You excel at identifying marks, and working out what sort of scams would work on someone, and you know when to bail when someone is close to working out that you were pulling one over on them. Comes with a general talent for card tricks and sleight of hand.

Stronk (400 CP, Discounted for Desert): You are really, really strong. That is really all there is to it. You are strong enough to split boulders bare-handed, and hurl tanks like they're made of styrofoam.

Rituals of Madness (600 CP, Discounted for Desert): The desert attracts many who seek for ancient mystical power, hidden in the shifting sands. So many of these cults are ultimately powerless, pursuing empty promises and parlor tricks. But you have been initiated into the secrets of actual power. You know of rituals that can unite the minds of those that partake in them, that can summon beasts from other realms and yoke them to your control, rituals that can break down the mind of a target and rebuild it as you see fit. With this knowledge comes methods for detecting when such rituals are being enacted or prepared, and ways to disrupt them without fear of the backlash when they go awry. How will you use such power?

City of Shen

The Way of the Fist (100 CP, Free to Shen): You know kung fu. This could somewhat be considered a weapon style that uses your body as the weapon, allowing you to fight unarmed, and the various martial arts moves that you have learned, such as fast leaps or dodges, can help to supplement your actual weapon fighting style as well.

Exotic Cooking (200 CP, Discounted for Shen): The City of Shen has one of the finest culinary traditions of the entire world, with dozens of different styles and cuisines from around the globe coming together within the city's walls. You are familiar with many of these styles, and you can blend them to create dishes that are both delicious and nutritious. After all, it is important that the food you eat go towards fueling a strong body.

The Dragon Talon Way (400 CP, Discounted for Shen): You are going to take over the world! By… giving food to the poor to brainwash them… or helping people with their chores so they become lazy and loyal… Hmm, it doesn't seem like performing good deeds for people will work very well for taking over the world in the long run. But somehow… it works. No matter how much your goals and actions might seem to conflict or be opposed, more often than not, you'll find that they do work out towards the future you are aiming for. Just keep trying your best, and you will succeed. That's the Dragon Talon Clan Way!

Master of Chi (600 CP, Discounted for Shen): You have become the inheritor of the master of a school of martial arts. You have access to chi, and in terms of raw power and technical skill, you are a master yourself. The only thing you lack now is practical experience. You have access to a wide array of techniques, and most potently, you can unite your chi with the energy of those that fight with you, allowing you to combine your energies into a tremendous finishing attack.

Mister Popular (100 CP, Free to Dungeon): The Dungeon Race is as much about public appearance and appeal as it is about actual skill. And you are well-suited for the former, at the very least. You are adept at managing public opinion of yourself, helping to sell a particular 'brand' or concept of yourself to the masses, as well as smoothing over missteps or scandals with a minimum of lost popularity.

Labyrinth Navigator (200 CP, Discounted for Dungeon): The Dungeon is vast, and it can be very easy to get turned around in its many passages and corridors. You, however, have a truly excellent sense of direction, allowing you to precisely track your location mentally relative to where you've been, even when experiencing disorienting events such as falling through a crumbling floor or getting launched through the air by a spring.

Dream Walker (400 CP, Discounted for Dungeon): Maybe you are a succubus, or maybe you just have one in your ancestry. Or maybe you just picked the trick of their magic from one of them in your past. Whatever the case, you have the ability to interact with people's dreams. You can construct completely realistic scenarios within their minds, to the point where those in the dream can actually gain some benefits from training and such. You are also able to extract energy while interacting with someone's dreams. Typically, this is just a small amount, seen as a payment for services rendered, but if you were less scrupulous, you could likely drain far more…

Endurance of Craig (600 CP, Discounted for Dungeon): Your ability to endure pain and hardship and continue to stand is legendary. Arrows, fireballs, crushing boulders, burning lava. No matter what might batter and attack your body, so long as you have the will to stand, you will be able to do so. You will not truly fall until your will to go on ends, and if you are standing between someone you care about and danger, you will find that the depths of your resolve are deepened tremendously.

Mount Shivering

Ice Walker (100 CP, Free to Mt. Shivering): The cliffs and fields of Mount Shivering are treacherous, but your footing is solid and sure. You can walk on any surface without losing traction, and instinctively move through high winds or blinding snow or fog without misstepping or going over an edge. You are also resistant to very low temperatures.

The Great Ice Detective (200 CP, Discounted for Mt. Shivering): People can spin you a tale that seems as smooth as an untouched field of snow, but you know that there is more to the story. You are very good at noticing small details and ferreting out clues, but more importantly, you have a sense for when there is something more to search for. This won't tell you exactly what it is that you need to look for, but you will be able to tell when your knowledge of a situation is incomplete, and there is something else you need to dig up and uncover.

Stirring the Pot (400 CP, Discounted for Mt. Shivering): Whenever you've got more than a single group living in one place, you are almost inevitably going to have fighting and tensions. You are a master at manipulating group dynamics, figuring out how to turn one group against another, or work the opposite way to mend fences. You are also skilled at figuring out when someone else is working to manipulate groups and populations, and how they are doing so.

Red Ice Blizzard (600 CP, Discounted for Mt. Shivering): The heritage of the villainous ice witch. You are able to manipulate ice on a grand scale, creating and manipulating blizzards, as well as forming and manipulating the mysterious 'red ice', a substance that is almost impervious to heat despite appearing to be normal ice. Those encased in red ice will be held in perfect stasis until released.

Rah Empire

Well-Oiled Efficiency (100 CP, Free to Rah): The Empire is like a grand machine, with each person working together in their particular role to ensure that everything runs smoothly. You excel at encouraging that kind of efficient behavior, and in identifying the ideal role that an individual could play in a larger organization. They may not enjoy it, but it will be where they can be the most useful to you.

Hearts and Minds (200 CP, Discounted for Rah): Just because you are forcing refugees into work camps doesn't mean you need to be mean about it. And you will find that, as you are nice and polite to your 'workers', they will seem to forget the nasty situation you helped place them in. In short, you will find that your positive actions can help to cover up your negative actions. Help a lady across the street, and she may forget that you were just trying to shake her down for protection money, for example.

Royal Commission (400 CP, Discounted for Rah): No-one is willing to oppose someone who acts in the name of the Emperor. You will start out your time here with some sort of connection to a high-placed source of authority, and permission to act in their name. You will find it easy to gain similar connections in the future, and, even better, when you claim such a connection that you don't actually have, those around you will be much less likely to question the claim, unless directly confronted with proof it isn't true.

Fueled by Death (600 CP, Discounted for Rah): So many people die pointlessly. All the things they could have accomplished, all of the labor they could have provided, gone in an instant. Wouldn't it be better if someone could… 'harvest' a bit of that potential energy? You have access to a method to gather energy when someone or something dies. Animals and beasts can provide a decent amount, but sentients are where the true power lies. This harvested energy can be stored in crystals, and have any number of uses. From the mundane uses of powering buildings or war machines, to more exotic uses where you can pull in the energy into yourself to gain a boost in might. You will certainly put the energy of those who die to 'good use'.

Invaders

Faith of the Fanatic (100 CP, Free to Invader): Faith can lead a person to perform insane feats, and push themselves beyond their limit, and can often be the only thing sustaining a people when they are driven from their home, and must wage a war to claim a new one. You can access the power of your faith. When you believe deeply in something, whether it is a religion, a principle, yourself, a role model, or anything else, you will find your actions receive a boost. Your attacks hit harder, your actions are more sure, your words are more persuasive. The deeper you immerse yourself, the stronger this bonus will be.

Mental Corruption (200 CP, Discounted for Invader): The Invader's technology is primarily based on certain strange crystals, which have a corruptive effect on the minds of those that interact with them. Now, you can generate a similar effect, causing those around you to become more impulsive and to act more on their base urges and desires. With practice, you can alter how this effect works, to perhaps make people more kind and charitable, curious and thoughtful, or to simply make them dull and lethargic, so they won't oppose your invasion of their planet.

High Priest (400 CP, Discounted for Invader): You have access to potent mystical abilities, placing you on par with the mysterious High Priest of the Invaders. Destruction of barriers, teleportation, you have a wide variety of powers at your fingertips. You could even rip open portals to other timelines, if you have the chance to gather enough power to do so.

Ultimate Sin (600 CP, Discounted for Invader): It is the greatest sin an Invader can commit. Giving up their humanoid form for power. But sometimes, you just need to squash an annoyance. You have gained the ability to transform into a monstrous 'final form'. This could be a multi-headed dragon, a twisted insectoid hive, or something else entirely, but whatever it is, it contains a tremendous amount of power. Your abilities will all be boosted in this state, but you will only be able to maintain it for a limited time, maybe around a quarter of an hour to start with. Once you revert, you will find yourself utterly drained, weak to the point of going comatose for a day or so. However, as you train, you will be able to hold this form for longer, and the backlash to you will become less and less severe.

Demon World

Stylish (100 CP, Free to Demon World): There's no point in not looking your best. You have an impeccable taste in fashion, and, even better, you are able to look good without sacrificing effectiveness or mobility. Want to fight in an evening gown and heels? You can do it and look amazing without so much as a wobble.

Job Hunter (200 CP, Discounted for Demon World): The demon economy is a competitive market. Unemployment is high, so you need to jump on job opportunities when they present themselves. Luckily, you have an amazing talent for finding paying work of all types, and those who do hire you will be quite a bit more generous when writing your paycheck than they might otherwise be.

Demon God Bloodline (400 CP, Discounted for Demon World): Somewhere in your lineage there was a demon god, and that blood has now awakened in you. Fortunately, the mind of the demon god did not come with it, so you won't be struggling against their personality for control. This perk will allow you to enter a 'battle form', which is identical to you but with more pronounced demon traits. This form improves you in a few areas, specifically in a specific physical trait, such as strength or speed, and in manifesting a magical element, such as bursts of flame or summoned ice.

Blessing of the Green Sun (600 CP, Discounted for Demon World): Within you, a green flame burns, one that grants you a very potent power: The power to rewind time. Using this ability, you can rewind time for yourself and up to three others nearby you, delivering those rewound to their bodies up to one week in the past. This power recharges at a one-to-one rate with reverse travel, so if you travelled back a full week, it will take an entire week before it will be fully recharged. Ordinarily, this power will be subtle, transporting you back with just your memories and everything else unchanged. However, you can deliberately choose to bring more back with you, such as the results of physical training or carried magical items, effectively making a duplicate of those items. However, the more you bring back aside from memories, the more 'ripple' effects will occur, changing events near and far in unpredictable ways.

Items

Items are 50% off for the indicated Origin. You also receive floating discounts to the General Items. You can apply one such discount to each ‘tier’ of pricing (100 CP, 200 CP, etc.) Unless otherwise specified, items will repair or reappear after a week if broken, lost, stolen, or otherwise misplaced, and usable or consumable items will restock within a week as well.

General Items

Weapon Set (Free*): You receive a set of weapons that matches (one of) your chosen Weapon Style. These weapons will also match your element, and will generally be serviceable and of decent quality. If you gain a Rifle, Basket, or Bow, they will regenerate their ammunition over time, generally taking four or five seconds after being fully exhausted to replenish. You can spend an additional **100 CP** to gain additional weapon sets, potentially in other Weapon Styles, but you can’t apply any floating discount to these additional weapon purchases.

Protective Accessory (100 CP): A small accessory, such as a pocket watch, necklace, ring, or other trinket, which grants a boost to your durability, and can provide other minor bonuses, such as improving your recovery rate or improving attacks of a certain element.

Mobility Tools (100 CP): You gain a set of 'mobility tools', which can help you to navigate the world. There are Running Shoes, which improve your running speed; a Drill, which can help bore through crumbling stone; a Power Glove, that allows you to easily lift large and bulky items, such as barrels; and a Hookshot, which can latch onto poles to pull you across gaps.

Training Dummy (100 CP): A wooden mannequin that is extremely hardy. After a minute or so of not being attacked, it will restore itself to pristine condition. An excellent target for practicing attacks, this dummy has the ability to mimic attributes and defenses that you have encountered in the past, allowing you to test methods of bypassing said defenses.

Healing Circle (100 CP): A stone circle embedded in the floor of your Warehouse, or of a property that you own, with a large crystal embedded in the center of it. It can be activated with a touch, and will heal those nearby to full health. It can even heal the recently deceased, though doing so will drain it over power for a full week.

Blacksmith Hammer (200 CP): A massively oversized hammer. While it can certainly function as a weapon, its primary purpose is reforging objects. With a few powerful strikes, it can turn a weapon, armor or piece of clothing, accessory, or other small handheld object into a completely different object, albeit one made of a similar material to the original. The new object will be roughly as 'common' and potent as the original, so a mediocre sword would make a mediocre helmet, etc. However, the actual traits of the object can vary wildly, and at first, a user will have almost no control on the actual outcome of the change, and no capacity to revert it. A great deal of practice can give some control and direction, and possibly the capacity to alter material or traits at the same time.

Airship (200 CP): A battered but serviceable blimp. While this airship is unarmed, it is very quick, never needs refueling, and has the handy property of being rather difficult to spot unless it is right upon you. Very useful for avoiding space-faring Invaders who otherwise control the skies. It comes with several remotes that can be used to signal when you need to be picked up, and a captain and loyal ‘anchor’ that will crew it for you.

Kamazon Drone Delivery (200 CP): A handy catalog that is full of items on offer from around the globe. It comes with a refilling stack of order forms in the back. Simply fill out the form, and place the form and your payment in the attached pouch. The form and payment will vanish, and within an half-an-hour or so, a Kamazon Delivery Drone will fly down with your purchase. The offerings can change from time to time, depending on availability and supply.

Personal Weapon (400 CP): A powerful weapon, equal in might to the bow of an archangel or the sword of a goddess, which is personalized specifically to you and your abilities, and can be called and dismissed from your hands at will. While others might borrow it and still wield a tremendous amount of power, its true abilities can only be unlocked by you, with several traits that will enhance your own strengths, and a Weapon Skill that directly reflects your own powers. It will grow in strength as you do, and will always be a powerful weapon for you to wield.

Training Tower (400 CP): Not truly a tower, but more of a pocket dimension. You will gain a gate that can access this space, within which you can face off against levels designed to test your abilities. The initial levels will be fairly straightforward puzzles or a short gauntlet of battles. As you progress, the levels will become more difficult, with rules and restrictions that will force you to push your skills to the limit. Death and injury will not be permanent within this space, instead simply ejecting you from the tower.

Heavenhold (600 CP): A copy of a certain technologically-advanced flying island. It comes with plenty of space for setting up things like shops, a large castle for you to stay in, and many defensive systems that can help to prevent things like an alien invasion from touching the island for at least a decade or so. It will come with a few shops of your choice already established, providing food, drink, and entertainment, and somehow earning you a bit of money as well over time.

Kama-Zone (600 CP): A large abandoned structure that seems similar to something called a ‘shopping mall’. This building functions as a form of dungeon crawl, with numerous battles and events occurring when you seek to travel through it. As you move higher and higher, you will be able to find various forms of loot. Initially it will be primarily currency, but you will also be able to find strange ‘artifacts’ as you climb that can have effects such as healing you over time or increasing your attack power. Most artifacts you find will only function within Kama-Zone, but as you reach higher levels, you may find sturdier versions that you can take and use outside of the zone as well.

Origin Items

Kingdom of Kanterbury

Guardian Helmet (100 CP, Free to Kanterbury): This can take forms other than a helmet, such as a scarf or a bracelet or some other article of clothing / armor. Whatever form it takes, it will become an iconic part of your look, shifting to remain in place when you transform while wearing it, and providing a bit of hope and inspiration to your allies when they see you with it.

A Cosy Inn (200 CP, Discounted for Kanterbury): A quaint inn that is in good repair, but is still fairly rustic. There is always a decent spread of food available (though there does seem to be a particular abundance of green peppers), and the inn itself is generally difficult for your enemies to find, rendering it a fairly secure location to relax.

Sword of Heroes (400 CP, Discounted for Kanterbury): A copy of the mysterious sword wielded by the Last Guardian. This blade contains a great deal of power slumbering within it, which is unlocked in the presence of heroes. The more people of a heroic alignment that are gathered near you, the more powerful this blade will become, capable of bursts of energy, shattering magical barriers, calling down copies of itself from the sky, and providing a large boost to the powers of whoever wields it. Even having heroic individuals being friendly to you or loyal to you from a distance can unlock at least some of this blade's power.

Teatan Kingdom

Tool Kit (100 CP, Free to Teatan): A reinforced metal case full of a wide variety of tools which should help to cover all but the most niche and exotic needs when building things.

Bomb Barrel Button (200 CP, Discounted for Teatan): You have a shiny red button that, when pressed, will cause a barrel full of explosive powder to appear in front of you. Only one barrel can be summoned at a time, and you can press the button again to make the barrel disappear if you decide you don't need it after all. Don't worry, you can't press the button by accident.

Iron Teatan (400 CP, Discounted for Teatan): A massive mecha designed by a certain Teatan engineer. It contains a host of weapons, from bombs to lasers to its two massive fists. It has been fine-tuned from some of the early prototypes, rendering it much tougher and far, far less likely to break apart from overuse. It also comes with an auto-repair function, so if it is damaged or blasted apart, it can be fixed simply by bringing the separated parts together, and they will fuse and fix themselves in place.

Magic School

Magi-Times Subscription (100 CP, Free to Magic School): A recurring subscription to a monthly magazine that discusses various developments and concepts centered around magic. This will update to cover magical events in each new world you visit.

Alchemy Cauldron (200 CP, Discounted for Magic School): A large bubbling cauldron that can be used to mix potions and other alchemical mixtures. It comes with a few recipe papers for things like a rat repellent and a transformation reversal potion. It can also be used to make a very tasty and nutritious soup.

Protective Barriers (400 CP, Discounted for Magic School): A set of potent spell circles that can be spread in specific patterns throughout a building or area and activated to create potent wards against evil and attacks by outside sources. These circles can be put up and taken down freely, and they come with an instruction book that shows how to arrange them for maximum coverage and efficiency. It is also possible to link them to a living mind, which can then manipulate them for more fine coverage.

Desert of Madness

Water Barrel (100 CP, Free to Desert): A large wooden barrel that is always full of clean, cool water. Comes with several smaller bottles that link to the barrel, which keeps them constantly full as well.

Crystal Ball (200 CP, Discounted for Desert): Many Desert Elf ‘seers’ are nothing more than con artists, hoping to bilk a bit of gold from gullible tourists. But a few are the real deal, and this ball can place you among the latter category. You can peer into this ball to gain several flashes of insight, viewing scenes that will occur around you or those nearby in the near future. It may take some effort and training to properly interpret the images you see.

Elf Chopper (400 CP, Discounted for Desert): A large tank, well-treaded enough to be able to roll across almost any terrain. It comes with a flying ‘hover-throne’, as well as a very nice AC system inside, and can deploy half a dozen motorcycles around itself as well (though you’ll need people to drive them).

City of Shen

Technique Scrolls (100 CP, Free to Shen): A series of scrolls that explain various martial arts techniques. Using nothing but the scrolls, it would be possible to put together a barebones, but effective martial arts style. If a student already possessed some martial arts skills, the tips in the scrolls would aid in incorporating the techniques in their overall style.

Monkey Bamboo Maze (200 CP, Discounted for Shen): A maze of bamboo stalks, inhabited by a band of thieving monkeys. Avoiding the monkeys' attempts to steal from you will prove to be excellent training, and as they 'hide' everything they take in a small clearing in the center of the maze, it will be simple for you to retrieve things. And you'll find a few other treasures there as well from time to time, stolen from unsuspecting travellers that wandered through the maze.

Master's Vase (400 CP, Discounted for Shen): An ordinary-looking, albeit very fancy vase that contains a pocket dimension inside it. It can be accessed by peering down the top, though it is possible to set a password that must be said into it before it will pull someone in. Within the vase, you will find a floating island, with a small pond, a few trees, and a generally peaceful atmosphere. You will find that you have almost unending stamina while you are within the vase, making it a perfect place for you to train. You can sense what is happening around the vase to a limited extent while within it.

Dungeon Kingdom

Comment Section (100 CP, Free to Dungeon): An advanced looking communication device that allows an anonymous crowd to comment on your adventures. The comments of the crowd can be displayed on the device's screen, or holographically projected in front of your eyes. If projected in front of your eyes, they will be clear enough that it won't interfere with your focus or concentration. If you wish, the device can be set to link into a forum or display service within the world you are in, rather than linking to an anonymous crowd with no connection to your world.

Best Barley Tea (200 CP, Discounted for Dungeon): Several bottles of a delicious and potent barley tea. Sharing a bottle with someone will generally improve their disposition towards you. Drinking several at once could turn an enemy into a friend, though they would likely 'backslide' later as the effects wear off. But at least some fondness will remain, giving an opening for future improvements in your relationship.

Heroic Statue Shrine (400 CP, Discounted for Dungeon): A large stone statue that depicts some famous figure from the world's past. Carved into the base of the statue, you will find clues and riddles that, when solved, will lead you to pieces of some weapon, item, or artifact connected to the subject of the statue. If you manage to gather them and present them at the statue, it will revive the figure in the modern day. A person so revived will be positively disposed towards you, but will not be automatically made into a Companion for you. You can choose a new target for the statue in every future world you visit, and it will reset with a new item for you to seek pieces of once imported there.

Mount Shivering

Fuzzy Scarf (100 CP, Free to Mt. Shivering): A scarf made out of red, fluffy cotton. In addition to providing a great deal of warmth when worn, it also helps to promote friendliness and cooperation in yourself and those around you.

Pendant of Promise (200 CP, Discounted for Mt. Shivering): A small, blood-spattered pendant, with an unusual property. When someone is shown the pendant, they will snap out of mental distortions, madness, and delusions. This will only happen for an instant, and it won't prevent them from falling into madness or wrapping themselves in their delusions later, but for at least a few moments, they will be seeing and thinking perfectly clearly. This grows less effective if you try to use it repeatedly on someone in a short period of time, being better served as a rare shock to their mental system.

General's Spear (400 CP, Discounted for Mt. Shivering): A massive red-ice spear, which can adjust in size to fit you. It acts as a potent symbol of intimidation and authority, pressing down on the wills of those who would oppose you while you wield it, and is a strong weapon in its own right. Its most potent ability, however, is its capacity for assisting you in faking your own death. At will, you can transform the spear into a copy of your body, which will appear to have died in a manner you specify. This effect can also affect the immediate area (creating scratch marks to match an animal attack, for example). This body will last for up to a month before disappearing, and the spear will reappear in your possession a month after this ability was used.

Rah Empire

Sturdy Pickaxe (100 CP, Free to Rah): A well-made pickaxe. In addition to being very sturdy and excellent for its job, it also can contain a couple hundred pounds worth of mined material in a special pocket space, and then deposit them later. That should make it easier to lug around your quota of materials. Only works for things you've mined or dug up.

Stormtrooper Armor (200 CP, Discounted for Rah): A set of technologically advanced armor, which is fairly standard issue within the elite of the Rah Empire. It is able to somewhat boost the user's strength, is highly durable against attacks, and features a few sensory boosts such as night vision, as well as air filtration in the helmet. Altogether, it is a rather intimidating sight, which is its primary unusual property: When you are wearing this specific set of armor, most enemies will become at least a little intimidated and frightened of your presence, and be less willing to actually engage you in combat.

Reinforcement Squad (400 CP, Discounted for Rah): A small handheld beacon that, when activated, will cause a squad of Rah Empire troops to appear at your location. They are well-trained and equipped, and work well as a unit. They will follow your orders, though they will vanish after a few minutes when not in combat.

Invaders

Antibodies (100 CP, Free to Invader): While unlike most Invaders, you don't require special antibodies to stave off the effects of the L-Bacteria, these pills are still very useful. You have a bottle of several dozen, and each pill will help to not only protect from all but the most virulent diseases for a day or so, but will also help your body to adapt to the local environment in various ways, such as locomotion, gravity, humidity, etc.

Mysterious Crystals (200 CP, Discounted for Invader): Much of the Invader's technology is run via special crystals, each of which possesses a great deal of power that is both potent and corruptive. A single crystal can give a significant, albeit temporary boost to one's self, effectively magnifying all aspects of one's self, both good and ill. The crystals can also be used as potent power sources for both magical workings and technology. You will gain a few dozen of these crystals, which can be purged of their corruptive side-effects if you wish.

Boss Incubation Tube (400 CP, Discounted for Invader): A large tube filled with a mysterious liquid. When a catalyst is placed within the tube, it can quickly grow a 'boss monster'. This catalyst can be any body part, weapon, or other closely connected trace of the original monster you hope to clone. Even large creatures that are the size of a house can somehow fit within the tube. The grown creature will reach 'maturity' within several days, and will be loyal to you, but will degrade quickly once released from the tube, lasting only a day, at most. Shorter, if it engages directly in combat. However, these creations will leave behind catalysts after degrading that can be used to recreate them.

Demon World

Wanted Scanner (100 CP, Free to Demon World): A simple device that displays up to five stars on it. Enter the name of a group, such as the police or a crime syndicate, and the stars will represent how 'wanted' you are by them. One star would be just a couple of guys casually looking for you, while five stars would be the entire organization pulling out all the stops.

Convenience Store (200 CP, Discounted for Demon World): A ubiquitous store stocked with various cheap goods and food, and with an automated cashier device to accept your payment. Any time you look for one of these, you will find one within a few hundred feet of your location, no matter where you are.

Battle Helicopter (400 CP, Discounted for Demon World): A large helicopter that is maneuverable enough to fly at top speed through a maze of skyscrapers and dodge through Invader gunfire, and which is equipped with machine guns and missiles that never run out of ammo.

Companions

Princess Playmates (Free): If you take this purchase, you will gain chibi versions of yourself and all of your companions. These ‘playmates’ will have large heads and tiny bodies, will be generally cheerful and always happy to play, and will communicate primarily through expressive gestures and one-word high-pitched voices. They can mimic the appearance of equipment you have, and of powers you possess, but they lack any true power of their own. These playmates do not actually count as true Companions, and cannot be imported. Any Companions that join you in the future will also generate their respective ‘playmate’.

Never Leave You (Free): During your time here, it is almost certain that you will form deep bonds with someone from this world. You are able to bring one local being that you have developed the strongest bond with along with you as a companion (provided that they agree).

Canon Character (100 CP): There will be others that you have developed not quite as strong of a bond with. For every purchase of this option, you will gain an open ‘invitation’, which you can extend to any local being. Those that accept can accompany you as Companions.

Android Workers (100 CP, Free with Heavenhold or Kama-Zone): A set of twelve androids that will care for your warehouse and properties. They will obey your orders, but are somewhat lazy and rather sarcastic, so if they can find ways to skive off, they probably will. If you gain a set for free from Heavenhold or Kama-Zone (or both), you can have that set bond with the respective property. In that case, they will not count as Companions, but will instead Import alongside that property in future worlds, and will work to care for it. Otherwise, each set of twelve will count as a single Companion collectively.

Import Squads (200 CP): You are able to import/create four companions per purchase. Each of those companions will gain 500 CP to spend, and a select amount of CP from the Drawbacks listed below. You can purchase up to eight squads this way. In addition to their individual purchases, each Squad will gain a sense for the location and well-being of the other members of their squad, and they will fight as a more cohesive unit when they are together.

Drawbacks

You can choose one of the two toggles, and can take as many drawbacks as you think you can handle. The amount at the end of each drawback in [] brackets indicates how much CP your companions can gain from you taking that Drawback.

Toggles

Link to a Dark Future: Rather than arriving when the Invasion of Tetis begins, you will arrive when it is ending. You will arrive during the dark future, caused by the Guardian Knight being hurled 10 years forward in time, leaving the Little Princess as the rest of the resisting heroes to fight on their own. Almost the entire world has been taken over by the Invaders, with Heavenhold itself being occupied and the last resistance members hiding there being tracked down. Things definitely appear bleak, but at the same time that you arrive, the Guardian Knight will also be returning, and with their help, it may just be possible for the resistance to survive, and perhaps drive the Invaders back. Unless you have taken the Last Guardian drawback, you will not be able to travel back through time with the Guardian should their attack on Heavenhold's keep be successful. Instead, you will remain in the future, and face the task of taking back the world from the Invaders along with the resistance.

Link to an Ancient Past: Rather than arriving in the present day, you will arrive 500 years earlier, when a hero team of Kaden, Akayuki, Lilith, and Erina will set out to try and stop the attacks from the Evil Dragons and Demon Gods. Erina will have to be freed from corruption, which turned her into the Demon Lord for a time, and other heroes will need to be gathered to their banner if they have a hope of stopping the darkness from succeeding. In the 'canon' timeline, they would end up failing, resulting in the World Tree being burned, and most of the gods losing their power, leading to a decline in the world, which could leave it open to invasion in the future. Perhaps your presence will be able to tip the scales, and prevent that tragedy?

Drawbacks

Who Am I? (+0 / +200 CP): Strange. It seems that you don't have a set history within this world. Or at least, not one that you can recall. For **+0 CP** you will just basically be a Drop-In, appearing in the world with no credentials or past. For **+200 CP**, this is full amnesia. You will know your name, a few details such as a goal, and nothing else. You will still have your skills and powers, though you won't remember many of them. [+0]

Inaccurate Controls (+100 CP): You sure do seem to run into things a lot. Almost like there is someone who is trying to control you with a very inaccurate mobile touch screen control pad. Your hand-eye coordination is okay, and you can fight fairly well, but you move almost like a drunken sailor when just walking or running around. [+0]

Need More Coffee (+100 CP): You seem to run out of energy extremely quickly. A couple of short battles is enough to leave you completely exhausted, and you can forget any sort of protracted conflict. You better learn how to conserve your energy as best you can. [+0]

Overcompletionist (+100 CP): You just want to explore. Is that so wrong? Probably, at least when it involves you searching every single nook and cranny of an area, ensuring you know where everything is and that you haven't 'missed' anything before you will be willing to move on. You can focus when there is something significantly time sensitive, but even then, you'll probably still be looking for ways to circle back, just to explore the area that you had to run through or whathaveyou. And if someone asks for your help with any sort of 'side quest', you'll be eager to do so. [+0]

So Puzzling (+100 CP): There are a wide variety of puzzles in this world, but even the simplest puzzles will leave you scratching your head for a while, trying to work out their solution. You'll have to reset the puzzles often as you work yourself into corners or press some buttons out of sequence. And you'll be really bad at listening to the advice of others who might be better at solving the puzzles than you. [+0]

Irksome Enemies (+100 CP): All of the enemies you face seem to be trying to be as aggravating as possible. Constantly stepping back out of your range while peppering you with projectiles. Firing lasers from behind blocks so you can't reach them. Hurling explosives in random patterns. They won't necessarily be any more dangerous than they would be normally, but the tactics they use will definitely get under your skin. [+100]

Collateral Damage (+100 CP): Battles that you are in are not great on the surrounding environment. Any time that you miss, your attacks will continue on to blow something up or hit some innocent bystander, and even when you hit, it can still end up breaking stuff around your target. You can expect to get a lot of people nearby angry with you after battles are done, even when they are unavoidable. [+0]

Auto-Aimer (+100 CP): You will automatically focus on hitting the closest enemy to you in battle, even if enemies further away are more dangerous and threatening. This can even lead to you ignoring hazards and obstacles in your way when you attack, causing you to run into spikes or something when trying to hit your foe. Best be careful with your positioning before trying to attack. [+0]

Body Language (+100 CP): You can't speak or write. You can only communicate via facial expressions and exaggerated movements. [+100]

Rivaled (+100 / +300 CP): You have some sort of rival or persistent enemy who will keep showing up and messing with you. For **+100 CP**, this will be more of a 'comic relief rival'. Someone (or a group of someone's) that is fairly easy for you to beat or distract, and not much of a threat, overall. For **+300 CP**, this is a far more dangerous and crafty enemy that will take their time to study you from the shadows and plan out traps and ambushes and otherwise build up their forces before even thinking of taking you head on. [+0 for Comic Relief, +100 for Serious Enemy]

L-Bacterial (+200 CP): You have been infected by the strain of L-Bacteria that afflicts the Invaders. This will drastically weaken your physical body, causing your strength and lifeforce to slowly drain away. There are only two ways that you will be able to halt this process. Using Invader-produced Antibodies (sorry, the Antibodies Item won't work here), or taking an innocent life. One Invader-produced Antibody pill can last you for several days, and an innocent life will stave off the illness for a few months. [+100]

Carry The Squad (+200 CP): Everyone that fights alongside you is suddenly far, far less competent. They will frequently stand directly in the blast zone from attacks, making little to no effort to dodge, charging headfirst into ambushes or getting themselves surrounded. And you will find that you are forced into situations where you can't just go off on your own, but instead have to fight alongside allies. [+300, as all Companions are affected]

Quicktime Danger (+200 CP): It seems like things are constantly exploding near you or debris is falling on you or an animal is popping out of nowhere to try and bite you, all with virtually no warning. You will feel a brief second where it seems like time has slowed down a bit right before these dangers happen, giving you a tiny window to decide to act, but unfortunately, you don't get any helpful prompts about which way to jump or how to react. [+100]

Shrunk (+200 CP): It seems that you may be suffering from a fairy's curse. You start out tiny, shrunk down to the size of an insect. You can either start within your chosen location, or within the Heavenhold Inn. [+200 to each companion that also starts tiny. +0 to those who remain big]

Unstoppable Tragedy (+200 CP): Something terrible is going to happen to someone that you care about, and there is absolutely nothing that you can do to stop it, or mitigate its effects after it happens. And to rub salt in the wound, this is not something that would have happened if you had not chosen to take this Drawback. [+100. +400 instead if a Companion is the one who the horrible thing will happen to.]

Helmeted Companions (+200 CP): Requires you to have imported at least one squad of Companions. Four of your Companions will be abducted at some point during your time here, and they will end up trapped in brainwashing helmets that will force them to use whatever knowledge and skills they have to try and hurt you and hunt you down. You won't know who is chosen until it happens. [+400 for those Companions selected. +100 for the rest.]

FP OP PLZ Nerf (+200 CP): It seems that people are complaining to the developers about how OP you are, and the developers are listening. Once every few months, you will find that suddenly all of your enemies will have adapted to counter one of your best techniques. This could be them suddenly having shields that just no-sell it, or the technique itself suddenly just not being as effective as it used to be, but whatever the case, you are suddenly nerfed. These nerfs will continue, but they will pause if you have no powers or techniques that could be considered OP in any possible circumstance. [+200]

Powered Down (+300 CP): You have to make do with what you gain here, as you will lose all access to powers or items or anything else from prior Jumps. You can still import Companions, but they will be similarly restricted. [+300]

Looming Possession (+300 CP): There is some powerful being that is seeking to possess your body. It could be a Demon God seeking to regain their form. An ancient queen plotting the end of the world. An eldritch horror from a different dimension. Whatever it is, you can only hold off its approach, not stop it completely. You will know of a few different methods to hold it off, but they will weaken in effectiveness over time. If it does end up possessing you, you will be in for a tremendous battle of will to try and prevent it from destroying your mind and soul. Should you fail, your chain will be over. [+200]

Last Guardian (+300 CP): The Last Guardian Knight doesn't exist. Instead, you will have to take their place, guarding the Little Princess, and travelling across the world to face off against the invaders. If you should fail or abandon your duties, that will count as a failure of this Jump. If you take this with the Link To A Dark Future toggle, the Guardian Knight will simply not reappear, and you will have to rally the remaining resistance and succeed in driving back the Invader forces. Once you do so, you can remain to further assist the resistance in taking back the planet, or return to the past and take up the mantle left behind by the vanished Guardian. If you take this with the Link To An Ancient Past, you will be taking the place of the heroic party, and will have to rescue Erina, and defeat the demon gods, succeeding where the heroes would canonically fail in protecting the World Tree. [+200]

Ending and Notes

Once you have finished your ten years in this world, you may either Stay Here, Go Home, or Move On.

FAQ

Q. Why didn't you include ____?
A. Naturally, this depends on what ____ is, but a lot of the time, the answer will probably be A) this only really includes content from "Season 1" of the game, and B) I was trying to shy away from including too many 'game elements', and focused more on translating this into an actual world you are part of.

Q. Why isn't "World 6: Inn?" included as an Origin?
A. It is, but as the "Shrunk" Drawback, as that is the basic point of that world. Including it as an Origin would basically require giving that Origin a mandatory Drawback. So, instead, if you wish to explore that world, you can take the Drawback, then seek out a fairy and hope you can make them turn you back to normal size.

Q. If I take Invader, can I spread my immunity to lifespan-degradation of the L-Bacteria to other Invaders?
A. No, that immunity comes from Fiat, not from some actual physical trait. That said, Invader researchers and leaders would certainly be interested in finding the source of your immunity if it comes to light, and they have shown few scruples in searching for a cure. So, be wary.

Q. If I take an Elemental Alignment, will I be weak to its weakness forever?
A. No. The Elemental Triangles will only be enforced while here. After this Jump, it will give you control over that element, but it won't enforce you being weak to similar elemental effects.

Q. Will powers I gain from Cameo go back to their proper power level after this Jump?
A. No, because they already are at their 'proper power level'. The powers that you gain from a Cameo are 'in-universe' equivalents of the powers you might gain in the original media, but the only way that you could gain their full power would be actually going to that world in particular, and gaining them via whatever methods are available there. In short, if you want to gain god-like power, you can only do that via Cameo by going to a world where god-like power is the norm for the average individual.

Q. I chose Staff / Basket as my Weapon Style, but I didn't take Magic Potential. Can I still use them?
A. Yes. It just means that your fighting style may pull on the innate magic of the Staff or Basket to fire blasts or beams or whatever, but you can't use magic outside of that.

Q. What are the benefits of taking Way of the Fist and Master of Chi?
A. Way of the Fist gives you both training and experience in using a martial art, making it part of your backstory. Master of Chi focuses primarily on giving you power and technical skills, but it doesn't give as much 'real-world' experience. If you take both together, then your Chi Mastery will be part of your background more than it otherwise would, giving you a leg-up on the practical side of things.

Q. If I've picked the Dungeon Kingdom Origin, can't I become a Succubus and get their magic directly that way?
A. Sort of. You can become a succubus, but unless you take the actual perk, you won't be very good with dream magic at all.

Q. Does Heavenhold come with the Mirror Gate / Space Elevator / Training Area / insert_feature_here?
A. Your version of Heavenhold comes with the basics that you have when you first find the island. Things like shops and such can be built, but you won't gain your own copy of a Sealed Piltvice or a functioning space elevator linked to it.

Q. Won't the Princess Playmates look strange or deformed in reality?
A. Nope. Somehow, they just end up looking adorable.

Changelog

Version 1.0 - Released
Version 1.1 - Added Healing Circle item.
Version 2.0 - Added Demon World Origin, with Perks and Items. Added Collateral Damage, Body Language, Auto-Aimer, Quick Time Danger, Helmeted Companions, and Looming Poessession Drawbacks. Updated FP OP PLZ Nerf Drawback. Rearranged Role Perks, Origin Perks, and Origin Items to feel more streamlined. Updated General Storyline.