Dungeon ni Deai wo Motomeru no wa Machigatteiru Darou ka

(henceforward, Danmachi)



Jumpchain

Welcome to Gekai, the world of Danmachi. Since ancient times, this land has been plagued by unending hordes of monsters, and humanity has survived only through the grace and wisdom of the gods who descended from the heavens. It is not a peaceful world; there are many stories to be told, many wars, fallen kingdoms and terrible monsters - but this jump in particular focuses on adventurers and dungeons. One particular dungeon, in fact.

Orairo, also known as Labyrinth City sits atop the **Dungeon**, a sprawling labyrinth that descends deep into the earth, the source of endless monsters, treasures, and mysteries.

Bustling with adventurers, merchants, and gods alike, Orario is a place where ambition and danger walk hand in hand. Every street thrums with life: vendors selling monster drops and enchanted gear, taverns echoing with laughter and boasts of dungeon exploits, and smithies ringing with the sound of forged steel.

At the city's core are the **Familias** - guilds of adventurers bound by the blessing (*Falna*) of the gods. Each Familia serves its own god or goddess, from warriors of warlike deities to craftsmen and healers under gods of forge or wisdom. Rivalries, alliances, and intrigue between these divine houses shape much of Orario's daily life. Unifying all of them is a prospering business of harvesting monster drops from the dungeon that supplies the rest of the continent with precious magical materials and fuel. Although Familias exist outside Orario, the city's adventurers are generally far stronger than those found elsewhere.

Needless to say, Orairo is a dangerous place. The Dungeon below is alive, birthing monsters endlessly, and the deeper one ventures, the more nightmarish the foes become. Worse, many unscrupulous and uncaring gods abuse mortals to satisfy their petulant whims, and their powerful adopted children are no different. This is the place you are most likely going to spend the next 10 years.

Take these, and use them wisely:

1000 CP

Time Period

Ancient Era - A distant age predating the descent of the gods, when the world was untamed and monsters roamed freely. Not much is known about it.
Falna-empowered adventurer who finds themself here is probably a victim of a freak time travel accident.

Hera and Zeus Era - Age of heroes, when Orario was home to its strongest adventurers and the deepest expeditions into the Dungeon were undertaken. Adventurers who reached as high as Level 9 were a reality, and during this period, two of Black Dragon's fellow Great Quest monsters were felled.

Dark Era - An era shrouded in blood and chaos. After the fall of the mighty Familias of Zeus and Hera, the city descended into turmoil. **Evilus**, a coalition of malicious Familias, rose to power, spreading terror through Orario with their sheer strength and cruelty.

Modern Era - The darkness of the past has seemingly faded, and life has returned to something resembling normalcy as the world's scars slowly heal. Yet ancient evil stirs once more - the One-Eyed Dragon nears its awakening, and unless a worthy hero rises to face it, the world shall surely fall into ruin.

Race

Human (free)

Adaptable and determined. The most widespread race in Orario. Many human cultures exist in Gekai; you can choose freely which one to belong to. You could be one of the humans from the Far East, ailing land in the grasp of many disasters. Or perhaps, a human of Altena, a magically advanced nation that utilizes slave labor to power their enchanted machines? Maybe a citizen of warlike Rakia?

Amazon (free)

A race that looks like dark-skinned human women. They have a strong warrior culture, and are capable of procreating with other races, producing more amazons. It is typical for Amazons to seek out strong warriors from other races, to take them as lovers.

Pallum (free)
Diminutive race that often looks like young humans. Often underestimated due to their unassuming appearance, Pallum carry the same amount of potential as any other mortal race.

Elf (100 CP)

Magically gifted, long-lived, and almost always beautiful. While not universal, many dwell in enchanted forests, forming insular communities and kingdoms that rarely welcome outsiders, only occasionally venturing beyond their borders. Often favored by gods, they possess a tradition of spellcasting that operates independently of Falna.

Werewolf (100 CP)
Beastkin with enhanced strength, speed, and senses. Of note is a common ability to “beastify” - grow in power under certain conditions or even at will, gaining massively enhanced physical capabilities.

Alternatively, you can purchase any other animal hybrid race for the same price.

Renard (100 CP)
Fox-like beastkin. Known as a very few races, alongside elves, to have innate magic capabilities that do not require Falna.

Dwarf (100 CP)
Short and sturdy, Dwarves are master craftsmen and resilient warriors known for their incredible endurance and strength.

Xenos (0/100 CP)
Monsters that have evolved sapience. Xenos possess unique abilities and traits inherited from their monstrous origins. Monsters are hunted on the surface. Able to empower themselves by eating magic stones. For 0CP, you can pick a subspecies that provides substantial advantage, but deprives you of your human appearance. For 100 CP, you enjoy monstrous strength and powerful regeneration without losing it.

If you wish, most or all of your purchases in these docs are not divine blessings, but your innate capabilities as a monster.

A Skeleton (free, may be combined with any other option)

Alternatively, you are a withered skeleton animated by mysterious forces, much like certain cloaked servants of Ouranos. Could be freely combined with any racial option. Sounds like you got a story to tell!

God (1200 CP)

You are a God, descending to Gekai to take a break from your godly duties in the higher world. You possess an incredible, mindboggling amount of power… That you are almost completely incapable of using without breaking the terms of your stay in the lower world.

Take Arcanum perk for Free, take Vacation drawback for Free. Gods typically look like humans, and we haven’t yet seen an exception to this.

General perks, no discounts.

Falna 0/100 CP.

Falna is the divine blessing that transforms mortals into Adventurers. With it, your body and soul are inscribed with a status sheet that reflects your personal journey as an Adventurer. With this perk you receive a Falna, which could be broadly split in three subsystems - Statistics, Developmental abilities and Skills.

Statistics include strength endurance, agility, utility and magic, and broadly reflect your base capability in those categories, before involvement of skills and Development abilities.

Development Abilities are special traits unlocked after leveling up, based on your actions and lifestyle. They're distinct from Skills (which are rarer and more personal) and usually support or enhance your pre-existing skills.

Skills are individualized highly unique abilities that reflect an individual adventurer's story, desires and general upbringing. More on skills later.

Your Falna-granted capital S-Skills, per-point value of Stats/Development Abilities are gonna keep scaling with your overall capabilities. After this jump, for free, you can visit your gods through your warehouse for the purpose of updating your Falna and inducing new Familia members.

For **additional 100 CP,** you falna update automatically, and you can induct new members by yourself. This level is free for Gods.

Talent (Free)

Some Adventurers are just built different. Many struggle for years to achieve even a single level up; about half of all adventurers don’t ever manage to reach level two. Thankfully, you are blessed with talent. For the purposes of defining your progression speed, you have as much talent as Aiz Wallenstein or Ryu Lion, who were capable of leveling up at a pace of one level per year. Although, perhaps, without their single-minded focus or additional purchases, you shall be somewhat slower to progress.

Levels (100/200 per)

Levels cost **100 CP** up to and including level 4. From that point onward, **200 CP** per level. No discounts, maximum of nine purchases. You exact statistics are appropriate to an adventurer who just leveled up. Your stats per level are appropriate for a highly promising adventurer of your specialization and skillset.

Developmental abilities (100 CP)

You are free to choose your Development abilities within the limits of what is appropriate for a very promising, talented adventurer of your level, and purchase particularly notable and rare DAs such as Mystery for 100CP. One Development ability per level is the typical limit; any more means you have some sort of a special Skill. Full known list of Developmental abilities here.

Luck (200/400CP) for 200, you are just lucky in general. For 400, you can consistently clear casinos. This makes you qualify for the Development Ability: Luck automatically.

Ancient Hero (400) Ancient stories tell of heroes who managed to reach peaks of strength without assistance of the gods. Those stories are true; you have the capability to achieve the same heights of capability as blessed children of the gods. In future jumps, you'll find yourself uncannily capable of obtaining abilities that require blessings or help from other people all by yourself. Somehow. And, of course, you can develop them further.

Heroic Appearance (Free)

You look like you stepped straight out of an adventure book. Eight feet of muscle and rugged charm of a veteran adventurer, ethereal elven beauty, you could even be a giant humanoid *thing* that resembles a frog stuffed into a human shape - anything is possible. You possess any noteworthy appearance qualities you desire.

Familia Selection

You may decide whether you've already joined your rolled/chosen Familia (with an existing history among its members), or are simply fated to join upon your arrival in Orario. Here is a brief list – you are not bound to join only listed familias, these are merely examples to illustrate Familias typical to Orairo.

1. Hestia Familia

Led by Hestia, this Familia humbly exists in the basement of an abandoned church. Should this be chosen in a time period before her descent, she arrives earlier, ensuring you can join from the start. Hestia thinks her stay on Gekai is a break from her divine duties, which makes her behaviour capricious and lazy. Nonetheless, she is inherently kinder than most gods and willing to sacrifice much for her adopted Familia.

2. Freya Familia

The current strongest Familia in Orario is commanded by Freya, goddess of beauty and desire. Members of the Familia are known for their fanatical love for their goddess, and harsh methods of training their members. Freya herself seeks true love, and tends to collect powerful adventurers in a vain attempt to find it. Although she is not particularly cruel about it, most lose her focus after a while.

3. Ganesha Familia

A massive Familia under Ganesha, famed for taming monsters and organizing the Monster Feria. They work toward making the surface fear monsters less, with a secret goal of ensuring long-term acceptance of sentient dungeon inhabitants.

4. Demeter Familia

A peaceful Familia dedicated to farming and cultivation, led by Demeter. Without her Familia, Orairo would likely starve. In spite of their peaceful profession, her adopted children are still adventurers. She is known to provide refuge for the less than noble adventurers for various reasons.

5. Hephaestus Familia

A powerful crafting Familia under **Hephaestus**, whose brand is famous throughout the world. One of the very few families capable of producing weapons durable enough to be of use for high-level adventurers. Hephaestus herself is a hard-working goddess with a complex about her appearance.

6. Hermes Familia

Led by the cunning Hermes, this Familia pursues any venture that promises profit, often operating in gray areas. They conceal level-ups from the Guild for a number of reasons, one of them being tax evasion. In the end, though, Hermes tends to be a force for good.

7. Loki Familia

One of Orario's strongest dungeon-delving Familias, led by the goddess Loki. They stand at the forefront of dungeon expeditions, boasting some of the most skilled and renowned adventurers in the city. Loki herself tends to goof around a lot, but she is a trickster goddess of some renown; the strength of her Familia is no accident.

8. Miach Familia

A small, kindhearted Familia led by Miach. Loyal and selfless, Miach's Familia values compassion over profit… Which, by the time of the modern era, drove them deeply in debt and left them on the brink of total collapse.

9.**The Guild**

The Guild is Orario's central governing body. While not a traditional Familia, they obey God Ouranos. Guild is known to secretly employ adventurers and …*stranger beings* for various means. Particular details of this option are up to you.

9. Choose your Own Familia - seek out some other god in Orairo on your own after arriving in Gekai.

10. Make Your Own Familia. Grants a 400 stipend in the Familia section.

Make Your Own Familia

400 FP Stipend to start with. CP to FP at 1 to 2 Rate. Must finish with zero or positive FP balance.

Familia Prestige:
The standing of your Familia determines how Orario views your name and actions.

200 CP: Your Familia is celebrated as one of Orario's finest - admired by adventurers, honored by the Guild, and welcomed by nearly all. Doors open for you wherever you go.
100 CP: Your Familia is well-regarded and trusted; the Guild and citizens treat you with respect, potentially offering small favors and opportunities.
0 CP: Your Familia is largely unknown, blending into the city's background without drawing notice.
+100 CP: Your Familia bears a touch of infamy - feared, mocked, or distrusted, yet tolerated within reason.
+200 CP: Your Familia is reviled throughout Orario, despised by the Guild and most citizens. You are watched constantly, harassed by rivals, and possibly hunted by the law.

Familia Strength

Although families that do not prioritize pursuit of martial strength exist, levels grant a lot of advantage even for non-combat purposes through stats, Developmental Abilities or relevant Skills.

200 CP: Elite. Many members are Level 4–5 or above. If you're Level 5+, you have a full team of near-equals capable of standing beside you in battle.
100 CP: Strong. Well-coordinated and disciplined, with several skilled Level 3–4s. If you're Level 5 or higher, at least one member can nearly match your strength.
0 CP: Balanced. A solid core of Level 2 adventurers backed by a fair number of promising Level 1s.+100 CP
+100 CP: Weak. Primarily Level 1 adventurers with perhaps a few Level 2s. Effort outweighs experience.
+200 CP: New Familia. Most members are fresh Level 1s barely surviving in the upper floors, with little pre-existing skill or obvious promise.

Familia wealth:

Wealth of your Familia dictates its capability to provide necessities to your adventurers and manage upkeep of specialized equipment. Items meant to be used by high level adventurers tend to be obscenely expensive.

200 CP: Your familia is based at a grand, fortified estate or temple befitting a top-tier Familia, complete with private forges, libraries, and magical defenses. Sufficient Familia wealth to buy anything that could be purchased with money.
100 CP: A spacious, well-equipped manor or headquarters with facilities for training, crafting, and meetings. Your Familia is rich, even by the high standards of a city such as Orario.
0 CP: A standard Familia residence in Orario, decently furnished and functional for daily life and planning. Your Familia has access to a respectable amount of money.
-100 CP: A modest shared home or workshop with basic comforts and space for your Familia to gather. Your Familia's finances are in poor condition, but stable.
-200 CP: A cramped, run-down room barely fit for living, offering little more than a bed and shelter. Your family barely makes ends meet, and is probably in debt.

Familia Unity:

The bonds between your Familia members shape its strength - or its dysfunction.

200 CP: Your Familia shares an unbreakable bond; every member would die for another without hesitation.
100 CP: Your Familia is close-knit and loyal. You can trust your allies to have your back when it truly matters.
0 CP: Your Familia functions, but without warmth; everyone looks out for themselves first.
+100 CP: Your Familia members dislike each other, or maintain a troublesome custom or ritual you're forced to participate in. It is very unpleasant or inconvenient, possibly dangerous.
+200 CP: Your Familia's unity is a bloodstained joke. Familia's "traditions" are outright dangerous or intolerable, bringing frequent chaos or real peril.

Divine Favor:
Your relationship with your deity defines your place within the Familia, for better or worse. Although supposedly, all Familia members are adopted members of their god's "Family", such things are rarely true in reality.

200 CP: You are the absolute focus of your god's love or respect - their chosen one, cherished above all others. You are almost certainly either a Familia Captain or wield a disproportionate amount of influence for your position.
100 CP: Your deity holds genuine affection for you, granting you extra attention and favors. You might be a Familia Captain.
0 CP: You're an ordinary member of your Familia -acknowledged, but nothing special.
-100 CP: Your god doesn't care for you much; they won't sabotage you, but will happily inconvenience you whenever it amuses them.
-200 CP: Your god either despises you or shows affection through cruelty. Expect constant trouble and misery.

Discountable perks

Two 100 CP perks free, two discounts for each tier of perks starting from 200 CP, up to 600 CP.

Mundane Mastery (100 CP)

You possess advanced skill in a particular profession, and this expertise somehat influences the way your Falna enhances your growth. A soldier, blacksmith, prostitute, even artisan who made small trinkets from magical stones - the choice is yours.

Veteran's Intuition (100 CP)

You can instinctively tell when something is wrong - monsters hiding nearby, traps not quite visible, a strange smell in the air. You always know when it is time to stop doing whatever you are doing, and get out.

Stoic Serenity (100 CP)

You maintain inner calm under pressure. You're not easily rattled, even in dangerous or humiliating situations. Ideal for people who need to keep their head cool. Others find it easier to calm down in your presence, and look toward your guidance. Even If you are an airheaded dunce, you are excellent at appearing cool and focused

A Hero's Spirit (100 CP)

You can keep moving, thinking, and fighting even under wounds or conditions that would leave most adventurers screaming or unconscious. Your endurance isn’t just physical; your will is iron.

Rabbit Hunt (100 CP)

Whether through precision strikes, some sort of supernatural blessing or simply an uncanny sense for the body’s limits, you can render foes unconscious without inflicting lasting harm. Feel free to repeatedly knock out your love interest to give them lap pillows.

Little Marshal (200 CP)

You excel at tactical coordination, support logistics, and party management. Your plans make others more effective, and you can intuitively determine how to support your team’s needs.

Gale's Discipline (200 CP)

You project silent authority and moral weight. People instinctively take your judgments seriously, even enemies. You're good at investigation, enforcing rules, and maintaining discipline around you.

Dungeon Diving (200 CP)

Your senses and experience guide you through the dungeon, allowing you to detect hidden threats and navigate the safest, most efficient routes. This instinct gives you a decisive strategic edge, whether you are exploring dangerous passages, scouting ahead for your party, or leading others through treacherous environments.

Half-Heard Rumors (200 CP)

You have a nose for hidden truths and whispered stories. You can usually tell when rumors have a grain of truth or hear the one clue others miss. Additionally, you just get a feeling when those rumors lead to something you could benefit from… Or when you should prepare for an incoming disaster.

Hearthkeeper (200 CP)

You possess a gift for managing people with strong personalities and eccentric quirks. You can skillfully read their moods, anticipate conflicts, and steer arguments. If you ever find yourself in a position of authority over a bunch of weirdos who all want to kill each other, you'll find it remarkably easy to herd them in toward any goal you could imagine.

Heroic Companions (400 CP)

You inspire deep bonds of loyalty in allies, and people tend to stick by you even if you do not make a particularly great first impression. Companions and friends you truly value tend to grow alongside you, never becoming irrelevant to your dreams and struggles.

Braver's Mind (400 CP)

Your ability to anticipate and manipulate outcomes is unparalleled. You can coordinate complex multi-step plans, exploiting enemy weaknesses and environmental hazards to near perfection, and are capable of compensating for plans of others like you.

Fate of Ariadne (400CP)

Terrible things happen to people. Many die, buried under the weight of history with no voice to cry suffering, their tales entirely forgotten. That is not your fate. Should you find yourself in a position you cannot escape from, playing a protagonist of a

tragic tale with a bitter end - a hero straight out of a storybook almost certainly shall save you. This works best against senseless death or cruel, tragic “bad ends” that are not caused by your own actions.

Monster of Talent (400 CP)

Amongst grey masses of wanna-be warriors, you are one of the few truly born to be strong. Your combat skills are unbelievable. Making an incorrect decision in combat is almost impossible as long as you maintain a calm mind and a steady will. You can copy fighting styles after brief observation, and utilize them to make mockery of the original users. Fighting someone a level above you through pure skill is not impossible, and is almost certain to end in your victory.

Many Skills of a Hero (400 CP)
Your growth follows your needs - even powers that usually develop on their own in unpredictable or illogical ways bend toward your chosen path and ideals. For example, If you are striving to confront a monstrous threat many levels above you, or such an encounter is simply fated to happen, a skill that allows to “punch up” several levels upward might manifest.

Is It Wrong To… (600 CP)

People tend to take a strong liking to you - whether out of amusement, love, curiosity, or possessiveness. This affects even most aloof characters, such as a goddess who previously disregarded love of countless heroes. Your charm can open doors and disarm suspicion, though it may also attract intense or obsessive attention, including from powerful and unpredictable beings. By default this takes the form of your radiant innocence and disarming sincerity. Beware yandere goddesses.

Tempest Avenger (600 CP)
Your power thrives on emotion, rising and raging in tune with your heart. The greater your passion or determination, the stronger you become - body, mind, and magic all surging in unison. Any abilities that depend on emotions are particularly empowered and are easier to trigger.

Additionally, take a 400 CP stipend for a Skills section, to purchase or create a skill particularly connected to your single greatest driving passion.

Chosen (600 CP)
The tapestry of fate bends subtly in your favor, as if the world itself favors you. Chance encounters, timely discoveries, and pivotal events seem drawn to your presence, placing you at the center of significant moments. Whether through destiny’s whim or divine influence, you consistently find yourself in positions to become protagonist of the story, with any and all blessings that would be afforded to one.

Nine Hells (600 CP)
Your spells resonate with one another in spectacular ways. Individual magics might be impressive on their own, but your magic tends to allow for great synergies, up to the point of producing entirely new effects from the set of base spells available to you; giving an appearance of breaking the rules that typically govern falna magic. This synergy extends to all of your notable supernatural abilities, though to a lesser degree, allowing your powers to interact and enhance one another.

Favored by the Divine (600 CP)
The gods and their servants tend to take a special interest in you. Whether by fate or charm, you naturally attract divine attention and favor - particularly supernatural blessings and patronage. Additionally, you are already blessed by a Great Spirit; take a 400 CP stipend for a Magic section, to purchase or create a spell or a skill particularly connected to a spirit that blessed you.

Arcanum (God Only, Free for Gods) You possess mysterious powers of a God's Arcanum.

The divine ability that separates gods from mortals. When unsealed, it grants you the ability to reshape reality. Even sealed within the mortal world, its echo hums in your soul and grants your abilities and knowledge only nominally belonging in the realm of mortals. Charm that controls minds, ingenuity and finesse that allows to construct living artifacts, combat prowess that allows a mortal body to compete with high-class adventurers, charm that affects non-sentient beings; all these are just some of what is possible even with a sealed Arcanum. Additionally, just by flexing your divine power a little and giving a verbal command, you can force a mortal into doing your bidding. Limits of this ability are unclear, higher level adventurers might be capable of resistance. Or they simply might send you back to higher world before you open your mouth.

Skills

You have a **200 CP stipend** to spend on skills only. Certain choices in a previous section might provide more. You can have more than one skill.

Skills are unique advantages granted by falna, correlating with achievements, desires and shape of adventurer's legend and soul in general. These can be as simple as modest boost to a certain kind of actions, a monstrous ability that could allow one to breach the level gap, or a cheat skill that could allow one to progress several orders of magnitude faster than most talented adventurers. Think of them as character-defining traits story protagonists have.

This setting does not typically support fully copied skills, but through the Custom Skill option, you can purchase any of the pre-existing skills as long as they are priced accordingly.

Country Mouse (100 CP)
You possess an uncanny instinct for sidestepping danger and misfortune. Trouble seems to part around you like water around a stone. Yet this gift carries a quiet curse: if you surrender fully to its guidance, your life drifts toward safety and monotony, a perfectly uneventful existence where nothing ever truly happens.

Īren innan (200 CP)
Your body, mind, or magic are modestly enhanced. You tire slower, think clearer under stress, and recover from injury or exhaustion faster than normal. This buff is always active, requiring no activation or any condition to function.

Ophthalmos Thōth (200 CP)
You have extrasensory capability that allows you to perceive living things. At the base level, you can sense living beings through walls or darkness dozens of meters away from you, but both range and fidelity of your perception is going to scale dramatically as you grow.

Hearthfire (400 CP)
Your presence boosts those who fight beside you. Allies near you gain a steady boost to all statistics, and their morale, focus, and stamina are particularly bolstered. This skill requires no activation and consumes no energy.

Daedalos (400 CP)
A spark of divine craftsmanship burns within you. Outcomes of crafting projects are improved; your capability to invent and craft is immensely bolstered, particularly when you craft for those you love or/and objects that enable flight. Additionally, this

skill grants you a Development Ability relevant to your current project, should you lack one.

Deep Vein (400 CP)
You feel more comfortable underground than on the surface. In dungeons, caves, or ruins, your statistics are enhanced, with a particular emphasis on enhanced stamina, perception and mana regeneration.

Bælres ēage (400 CP)
Foes who meet your eyes or remain in your presence feel a creeping unease, causing hesitation, dulled reflexes, and weakened strikes. This effect grows stronger the longer they remain near you, faster for targets you are paying particular attention to.

Burning Spirit (400 CP)

Your soul blazes with relentless intensity - every fight, setback, and triumph fuels rapid growth, honing your skills and magic at extraordinary speed. However, this inner fire consumes your flesh, forcing you to seek constant medical care to keep your body from breaking down. Can you level up faster than your body deteriorates?

Oraculum Tempestus (400 CP)

You perceive flashes of the immediate future,ahead of real time. With focus, you may enter a deeper trance of foresight, gazing into multiple possible futures. Such visions carry emotional and mental strain; overuse risks bleeding, migraines, or temporal confusion as your mind struggles to reconcile what is and what may be.

Peerless Gift (600CP)

You are simply better. You advance in levels and skills at a pace that would only ever be matched by Bell Cranel. Yet your progression is not dependent on your feelings, desires or any sort of condition.

Invocation (600 CP)

All Falna-derived magics can be shaped and altered by the wielder to some degree. Your capability for such things is dramatically increased; broad alterations to range, power, element, trigger conditions or any other aspect of the spell imaginable is possible, as long as you have the strength.

Rein Amur (800 CP)

A rare Skill that creates a link among members of the same Familia. When invoked, the user temporarily channels the power of their allies, gaining their strength, skills

and abilities.

Custom Skill (variable price)

Imagination fails to cover the full range of possible skills that could exist. Using preceding examples, you could derive a roughly price-appropriate skill of your own. Additionally, by applying meaningful disadvantages or disadvantages, you alter the price and change the strength of any listed skill. Cannot exceed 800 CP.

Magic

You have a 200 CP Stipend to spend on this section only. Renards and Elves get additional 200 CP, for a total of 400 CP.

Magic is a rare and powerful ability, usually granted by a god's blessing. Non-Falna magic exists, but is not a subject of this section. As an Elf or Renard, you can freely say that you got some. See Notes.

Spells typically require chanting, although ultra-short chants that consist only of a single word exist.

One does not consciously choose their spells, but manifest them according to many factors, not the least of them being subconscious beliefs and desires. Spells can be obtained normally or through magic-granting Grimoires.

Adventurers have one to three magic “slots” and can learn only that many spells. Skills might or might not be capable of extending this limit.

Regardless, these three falna-granted spells are going to grow with your strength, improving significantly alongside with your overall magic power. Vast majority of spells tend to be comparatively simple offense or defensive magics, every now and then, a stranger spell appears - shapeshifting, memory alteration or even splitting someone in several autonomous bodies is not unheard of. The flashy explosions and destructive blasts most commonly associated with adventurers represent only a fraction of what is possible for a magic spell.

Elemental bolt (100 CP)

Short chant, rapid-fire elemental projectile spell. Quick to cast and easy to spam. With skill and levels, can be used as a base for a number of elemental abilities.

Hygieia (100 CP)

Short chant healing spell. Restores and cleans small physical wounds. Speeds up natural recovery from illness. Cannot regenerate limbs, restore massive organ damage or cure diseases the body cannot naturally recover from.

Air Step (100 CP)

Short chant mobility magic. Creates bursts of wind beneath your feet, allowing you to double-jump or slow your descent. For the truly magically potent, flight is a possibility.

Blaze Geyser (200 CP)

Medium length chant attack spell. Summons a vertical column of fire to incinerate enemies. Shape and position could be altered to a degree as your mastery grows.

Chain Lightning (200 CP)

A bolt of lightning arcs between multiple enemies. Medium length chant. As your mastery grows, it might become possible to avoid friendly fire even in crowded melee.

Freeze Bird (200 CP)

Shoots out icy birds that can entangle or freeze enemies in place. With greater mastery, these creations can linger for extended periods, allowing for deadly ambushes and intricate tactical maneuvers. Medium length chant.

H'nglui mglw'nafh (400CP)

Medium length chant shapeshifting magic. Your flesh obtains protean malleability, flowing as water or hardening as stone in accordance to your will. This requires a modest Mind upkeep, but allows you to shapeshift. With additional expenditure of magic, you can become bigger or smaller than you normally are, or turn parts of your body into something other than basic flesh and blood.

Nowhere Bag 400 CP

Creates a small extradimensional space for storing weapons, gear, and other items. Objects can be summoned or stowed away instantly with a gesture. With advanced control, it may even be possible to eject items from storage at high speed, turning the space into a deadly weapon in its own right. Cannot store living beings or be utilized to cut flesh.

Lyftstorm Hwīn 400 CP

A long-chant wind spell that unleashes a raging storm across the battlefield, shredding foes with countless slicing gales. Uncontrolled, it can endanger allies as well as enemies.With greater mastery, the caster gains finer control over the storm’s reach and intensity, shaping it to spare allies or focus on chosen targets. Perhaps, eventually**,** the storm may be sustained as a localized maelstrom that moves with the caster.

Requiem Veil 400 CP

A sound-based support spell. Calms nearby allies, suppresses negative status effects and diminishes strength of enemy magic. Could be used to inflict other status-base magics on beings within its range.

Maledicta Tenebris 400 CP
A curse woven from shadow and spite. When cast, black sigils bloom across the target's body like living ink, binding to their soul and twisting fortune against them. Their strength falters, wounds heal slower, every aspect of their strength is diminished.

Pyra 400 CP

Envelops your body in roaring flames that enhance your physical power and sear nearby foes. While active, you are greatly resistant against all flames. Despite its raw elemental nature, it offers unusual flexibility and power for a self-enchantment spell, combining mobility, defense and offense.

Anyspell 600 CP

Select a broad category of spells. "Elven magics", "healing spells", or something more esoteric -doesn't matter. As long as you are aware of a spell that fits the criteria and know its chant, you can cast it with help of the Anyspell. You can use a name more appropriate to a category of spell of your choice, of course.

Custom spells (Variable price)

The possibilities of magic are limitless. As long as the spell's power and impact remain roughly in line with the examples above, you are free to devise your own unique spells.

Additionally, any of the example spells can be purchased at a higher or lower tier. Higher tier spells acquire greater strength and potency, or new applications and positive quirks. Shorter or longer chant, trigger condition, quantitatively or qualitatively different impact, etc. Scale down accordingly if downgrading. Cannot exceed 600 CP.

Companions

Your Familia God (0 CP): Free for Adventurer; the deity that granted your falna.

Companions Party (-100cp/-300cp) You may import a single companion for 100cp or up to eight companions for 300cp. Each receives an origin for free, along with any related free perks, and 800cp to spend on Race, Perks and Items.

Supporter (-100CP) So you've hit it off with one of the canonical characters? Well that's great! As long as they agree, you can take them as your companion.

Bunny (100CP)

Bright-eyed and brave, this young child dreams of being an adventurer of legends. Beneath their soft looks and shy smiles lies the heart that refuses to give up, no matter what. For one reason or another, your image has been seared into their brain, causing them to grow in strength at an unprecedented pace.

Silent Beauty (200CP)
Once hailed as one of Orario's greatest heroes, this woman cloaked in quiet tragedy and impossible strength. For some reason, you have a measure of your affection; as a friend, family or, perhaps, something else.

Items

200 CP stipend, one item discounted per tier. If you have Mystery or any other relevant Skills or developmental ability, you have an option to make it so that anything you purchase here was crafted by you.

Basic Equipment, free (0 CP)
A reliable set of gear tailored to your skills. Typically includes a well-crafted non-magical weapon, clothes and basic adventurer essentials, but could include any basic tools required for you to practice any skills you picked up for this jump. Base quality of these items scales with your overall prowess at the moment of purchase, if only to the point of not being embarrassingly bad for your level.

A Chunk of Change (0/100 CP)

Valis, the currency of Orario. At 0 CP, it's enough to live modestly for a year, while 100 CP grants enough wealth to enjoy a comfortable life in the city of the gods for a full decade. Keep in mind that by the standards of the wider world, Orario is an exceptionally costly city to live in.

Deed of Land (200 CP)
A legally recognized claim granting you ownership of a plot within Orario or its outskirts. It comes with additional developed properties, like a lavish Familia base with any facilities an adventurer could need, or/and a booming business venture attached. Unlike facilities that could be acquired through the Familia section, this belongs to you and strictly to you, alone.

Magical Trinket (200/400 CP)

Although they are rarely the focus, a plethora of magic items exist in this world. For 200 CP you could buy an item of modest impact such as a stone that protects you from fire and ice to a degree significant to a mid-level adventure. For 400 CP, you might acquire something that could potentially shape your combat style or has incredible non-combat utility; potentially both. Winged sandals that allow you to fly at incredible speeds, for example, or a cloak of invisibility.

Assortment of Potions (400 CP)
A small bag of potions. Alongside with a plethora of health and mana potions of variable strength, includes a single elixir capable of restoring you to prime condition as long as you are alive. Potions replenish at variable speed, depending on their strength. Possibly a product of divine artifice.

Grimoire (400 CP): A single-use magic tome that grants the reader a unique, personalized spell or magic upon use. It regenerates once per year and continues to function in future settings, always producing an exceptionally powerful spell tailored to whatever magic system you can already access.

Living Weapon (600 CP) A rare, almost one-of-a-kind piece of equipment; item that grows with you. Sentience optional. Doesn't have to be a weapon. Might or might not invade your dreams in a form suspiciously tailored to your taste. Could be purchased multiple times, once for any piece of equipment you consider of particular importance.

Dungeon (600 CP): A stable, self-contained gateway to your own personal labyrinth, placed anywhere in the world. Its scale and danger match Orario’s Dungeon, with monsters that can develop sentience over time and the occasional reincarnation of the dead as new creatures. In future worlds, it will seamlessly adapt to each setting and remains truly endless in depth and potential. This dungeon shall never overrun the world with monsters...

... unless you want it to.

Drawbacks

This jump allows you to excel and thrive. But if you wish for more, there is always an option to fly a little bit closer to the sun. Drawbacks trump perks, but can be resolved through meaningful in-jump effort.

Some sort of a Boogaloo (0CP)

Go to a fanfiction timeline.

Time extension (+0 CP)

Stay as much as you like. Or leave anytime after the plot wraps up.

Jester (+0 CP)

alternative timelines and outright freak incidents of time-travel are not unknown. You could find yourself in a timeline where mysterious hero prevented much of the dark era's tragic disasters, for example.

Insert (+0CP)

It is possible to enter the jump as a specific pre-existing character from the story, taking their place and inheriting their history. To do so, you must acquire everything that character possesses to the best of your ability.

Vacation (+0 CP, Mandatory for Gods)

For the duration of the jump, full force of your arcanum is sealed. You are allowed to save yourself in a time of particular need or maybe you could negotiate an exception with Ouranos somehow, but normally any usage of your awesome godly powers gonna lead to you spending the remainder of your stay moping in the realm of gods.

Airhead (100 CP)

You tend to be absent-minded, scatterbrained, or easily distracted. Your ideas about appropriate social norms are often a little bit off. This is not necessarily obvious to others, particularly if you maintain a straight face.

Tomato Boy (+100 CP)

Everyone underestimates you. Something makes it easier for others to dismiss you as harmless or incompetent. You tend to find yourself in embarrassing situations more frequently than most, particularly toward the beginning of your stay.

Not Quite There (+100 CP, requires purchasing at least one level)

You are not actually at the level you purchased; you are “just” on the edge of leveling up. You need some sort of challenging situation or to accomplish some sort of a significant deed to breakthrough.

Familia Chronicles (200 CP) Something incredibly horrible happened in your past, and it affects you badly to this day. General unpleasantness of such baggage aside, there is one specific issue that is particularly notable. Perhaps you are consumed with vengeance, or view your strongest talents with deep disdain, refusing to use them in all but most dire circumstances. Maybe you are just prone to terrible decisions in general.

Cinderella (+200 CP) Normally fuzzy rules of leveling up are set against you. In general, you grow in power at a significantly slower rate than you normally would. Almost as if some malevolent god is trying to make you into an example of “untalented” to contrast your more powerful and blessed peers.

Addict (+200 CP): You’ve developed a powerful addiction - not necessarily physical, but certainly all-consuming. Whether it’s the divine taste of Soma’s wine or the haunting beauty of another’s suffering, you crave it above all else, and breaking free will demand immense effort.

Killer GM (+200 CP): The Dungeon seems personally out to get you. Monsters from lower floors hunt you down, and abnormally powerful juggernauts spawn far more often in your presence.

This Is A Very Short Story (+200/300 CP) You are going to fight black dragon in a year. To be clear, this is a monster that destroyed a Familia with a Level 9 captain and a good number of level 7-8 members. Before then, you shall be constantly bombarded with incidents and dangers, almost like some invisible force decided to fit a decade-long adventure story in a single year. Good luck with that!

For an additional +100 CP, you are going to fight it in a month, and the timeline of events is going to get freakishly compressed. Such misfortune.

Divine Thirst (+100/200/300 CP) – You are constantly being watched or interfered with by at least one deity. Their affection is intense, and is prone to taking forms you would be greatly displeased with. For an additional +100 CP, forget “displeasure” - that god’s affection provokes visceral disgust, terror, or places you in extreme peril.

For an additional +100 CP, this is a very dangerous god with a powerful Familia or/and divine ability such as Charm of Freya and Ishtar. Both options could be taken for +300CP total.

Final Choices

Go Home

Stay

Go Onward

Wherever your path leads, the story of Orario is far from over. Your legend has only just begun.

Notes

Additional considerations: you are not forced to strictly adhere to the letter of the options. 0CP Familia unity might represent lukewarm professional relationships – or a madhouse of insane ups and downs. Same applies to basically everything in the doc.

>skill section

Full disclosure; most of the skills presented in the list are somewhat altered canonical skills. Some are just stronger, others have altered triggering condition, etc.

>as an Elven or Renard mage, you can have some measure of non-falna derived magic for free. See notes.

I don't know a whole lot about non-falna elven battle magic besides it typically being hella slow or hella weak. Let's just say that you have a bunch of sub-100CP strength spells. Yes, they scale with your magic as per normal.

>arcanum

Details on unrestrained Arcanum usage are sparse as fuck, and even Arcanum-less Gods tend to be profoundly busted in their area of expertise. Apparently, even non-combat gods could blow up sizable chunks of Gekai without much difficulty? And give absolute commands to mortals? Mostly based-on off hand Loki monologues and some other stuff like movies and manga panels.

>Falna as a god

Yes, you can get a Falna as a god. We don't have too many details on how that works, exactly. Fanwank something.

If you go to the Familia section and take options that refer to your god while being god yourself, then... Uhhh, let's say that applies to your Familia instead? UwU

Fanwank something, this doc is balanced around being an adventurer. God is a grandfathered legacy option.

>What is this Ancient Hero shit? Does this have any source in canon?

No, Ancient Hero is not dumbass fanfic shit, few select heroes of ancient times were capable of matching adventurers of the modern times, occasionally with some help from spirit blessings, but nonetheless. At least one supposedly shows up in

Danmemo. If you get it, all of your skill and magic purchases could be – optionally - be non-falna capabilities.

Same for Xeno race.

>800 CP Power Copy bullshit?

Danmachi Gacha Mashu equivalent had it. Yes, Omori actually wrote a skill that's more busted than Realis Cheese. Or how people typically read it, anyway.

>What's bit about Living Weapon sentience?

Hestia knife apparently has her own spirit? Danmemo stuff. You might get nightly dream visits from cute knife girls.

>Your Falna-granted skills and development abilities are going to remain relevant to your other powers, scaling accordingly.

Fanwank the exacting details. Default is that this applies most strongly to Skills and Developmental abilities.

>Falna interacting with future magic systems and settings

As long as you are not trying to pointlessly break the rules that are already as flexible and accommodating as a wet noodle, do whatever. Relevant stats and abilities boost abilities that are even distantly related, new skills and development abilities can be be acquired for new magic systems, etcetera. This is further heightened with that one synergy perk I forgot the name of.

>Why this jump doesn't have

[Some obscure danmemo stuff] – too much time. Tell me about it, then I might include it.
>[more godstuff]

You are free to freeform all typical divine advantages via 1200 CP perk. You paid for it. Honestly, we don't know that much about gods other than that they wildly outscale Gekai.

>[more spirit] – We know even less about spirits. Maybe spin-offs provide greater details, but other than them occasionally giving their own blessing variants, I don't know much.

>Where are development abilities

Vast majority of them are highly generic. “You are a mage, you mage harder.” Just assume you got a bunch. Look them up on the wiki to get a feel.

>Why I can't buy [exact rank of my stats attributes or development ability]

I don't think this level of definition works with this system terribly well. Not having to calc I-G-H-Z-Whateveer 50 cp a pop letter by letter was one of the reasons as to why this jump exist.

>the prices are whack

They sure are! Tell me about it, I'll fiddle with them some more.

>Companions
Teh Bunny might exist alongside or in place of Bell. Same for Silent Beauty. Maybe take a fanfic toggle.

Changelog

Ancient Era, clarifications on what stats you have if you purchase some levels, cut redundant 400 CP leadership perk, added 100 CP profession perk, 600 CP blessings perk, 200/400 magic item perk.