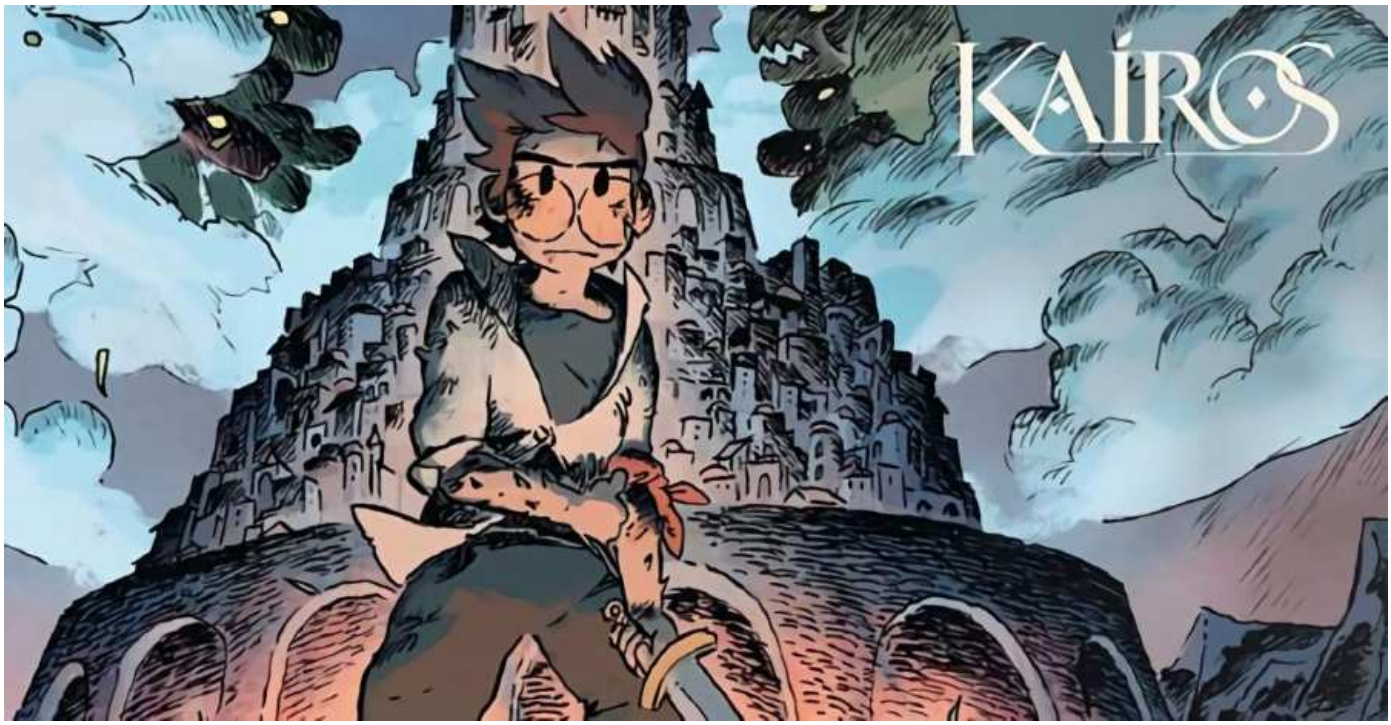


Kairos

By SpyroAnon
Special thanks to Stupid_Dog for balancing and spell checking.
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Kairos is the moment to seize.
The decisive point when everything changes.
That fraction of a second that can change a destiny.
Whoever masters Kairos is invincible.

You will begin your journey in an unnamed kingdom of dragons. This kingdom is having a spot of trouble after a recent war with a southern kingdom wiped out a good portion of the royal family with only 4 surviving: The king and queen, a son and a daughter. Unfortunately the princess has run off and there's some political unrest with an attempted peasant revolt. And while it's under wraps for now tensions are running high and it's only a matter of time before more turn on the kingdom. Nevertheless, all that is about to be set right with the return of the beloved Princess Anaelle! Unbeknownst to the kingdom however, the wayward princess isn't the only thing the recovery party brought back from the human world...

Here's **1000 CP** to help change the world for better or worse.

Species

Human [Restricted to Drop-in/Hero]: A standard human. But you have a much stronger capacity to feel emotion. It raises your ability and initiative to greater heights. Somehow entering this world has potential to give you great power. Otherwise, you are no better than your draconic counterparts are.

Dragon: As a dragon you have slightly higher physical strength potential than that of a human. Dragons are emotionally muted, emotions have a tougher time showing, save for maybe emotions pertaining to anger dragons seem to have difficulty holding that back. You're an anthropomorphic wingless lizard that can grow hair...don't think about it too much.

Backgrounds

100 CP Perks under Backgrounds are Free and the others are discounted

Drop-in:

You merely appear in a field of soft grass. In the distance, you see a sprawling kingdom with an odd symbol at the top. Beside you are your items and friends who come along with you for this journey. You have no real memories tying you down, but no guide on this world. Roll 1d8+25 to determine your age.

"Hero":

(Dragon) - Heroes need something to save, people to help, and monsters to slay. You have heard about this kingdoms supposed strife and come from a distant village to come help...for some coin of course.
(Human) - One day you are sitting at your desk doing some meaningless paperwork and the next you're in some fantasy land filled with beasts that need some slaying! Or not you aren't sure but you do know you have to do something other than stand around in the middle of nowhere. There is a rather old looking kingdom in the distance perhaps you should head there first for some answers. Roll 1d8+20 to determine your age.

Royal:

You awaken in your bedchambers of your grand castle home. You are a member of the royals' family that rules this kingdom. Despite the recent string of events, you remain adamant that the kingdom can pull through. You have survived much in your lifetime wars; famine, disease, and for once you awaken after a good night sleep. It seems that rumors of the princess, your sibling, were returning today. After a string of bad news something positive happens for once. You hope it stays that way. Roll 1d8+25 to determine your age.

Citizen:

The sound of bustling people wakes you from your slumber. You seem to have dosed off at some point waiting for something to happen. Life in town seems rather boring even if the events of war and disease seem to be rampant but it has yet to heavily affect you. Being a traveler by trade, you have met lots of people and come across many things in your time. You have only been traveling for 1d8+30 years and not very far from your hometown. However, today you might change that. Within the walls of the kingdom, you are standing in now you will change that. The recent news of the princess returning might help you liven things up.

Perks

Drop-in

Reassuring [100 CP]: While some bring fear, you bring hope. You are an inspiring figure and no matter how bloodied and bruised you get you will retain a heroic aura and look about you. People are more likely to look up to you.

Wanderer [200 CP]: Many would call you easily distracted. And while they're right, you know that this just means you don't really need to focus all that much on your objective before you stumble into finding what you're looking for. As long as it sits on the back burner of your mind there is a good chance you will figure something out. For obvious reasons this is rather time consuming and would easily upset more gung-ho focused people with your antics.

Fatherly Intuition [400 CP]: Every life is precious. Few in this age of war and strife remember that. Nevertheless, you certainly still understand even if it is only on the subconscious level. You have a natural understanding on how to avoid harming others to the best of your ability. This also applies to knowing about how to protect yourself and others with your martial prowess. While you lack the level of lethality of a true killer, it certainly lets you avoid dying from such dangerous encounters.

Inner Peace [600 CP]: While some souls become ablaze when things become more intense. Yours has a tendency to calm when things get tough. You begin to calm down and negative emotions seem to slowly slip away. Your mind becomes clear and the world suddenly seems to open up to you with new possibilities. You have access to this world's magic of such immense magnitude and while this is normally reserved for elite, few you seem to side step this rule due to your strange anomalous nature. You have an immense wellspring of magical might and while you only have rudimentary, knowledge of how it works with time and effort you can learn how to pull off other feats of power. Right now you can achieve very strong but unfocused telekinesis enough to toss a 200 pound boulder several feet in the air and intense but untrained high speed flight upwards to 30 miles an hour able to even carry multiple people on yourself. Later this includes barriers, magical blasts of lightning and fire strong enough blow holes through solid stone walls and far more refined and strong telekinesis able to toss stone pillars without much effort.

"Hero"

Intimidating [100 CP]: You are a very dangerous person jumper. Many on sight can tell you are bad news. And it scares them. You could easily strong arm an innocent civilian or weak soldier to your will. Stronger willed ones or those with a very inflated ego will not so easily be swayed...not without showing you could easily backup your words anyway.

My Love is Stronger [200 CP]: Nothing will stand in your way. Physically, mentally, or spiritually. You have a goal that MUST be finished at all costs. It might not seem so important to others but it is to you and that is all that matters. As long as you keep your eyes on the prize, it is much harder to break your spirit. Magical or otherwise. The only person able to stop you is yourself.

Killer Instinct [400 CP]: Killing is natural as breathing to you. This comes with improved agility and reaction time much like a beast. When you fight, you do it to win and over time, you instinctively gain insight into how to kill your opponent as quickly as possible. It would take a heavily trained and experienced warrior to stand up to your wild and crazy antics. While you lack the overall refinement of a warrior, you have more than enough raw force to tear anything you come across right?

Berserker [600 CP]: Pain is merely a fuel for the fire's that is you desire to win. With every cut, bruise, or broken bone it merely increases your tolerance to such punishment. It fuels you granting more energy to fight and pull off grand feats of strength and stamina. This also makes you more durable overall. No longer fearing arrows going very deep and bones taking far more punishment before snapping. You also can straight up ignore the injuries you have taken to fight like nothing is even wrong. You truly are a juggernaut of death that your foes would have trouble forgetting.

Royal

Cutting Ties [100 CP]: When things need to end your words are final, cutting deep down to the bone of the matter. When you say no, or stop to someone or something. It is incredibly hard for them to against this ending in agreement and only charismatic of third parties could convince the target otherwise. Some psychopathic monster that literally murdered its way just to save you? Tell them to leave forcefully and they will obey with little question. It only truly works on those you have a deep interpersonal bond with however. And using such a perk on them will most certainly be emotionally devastating to the recipient of such a tongue lashing. How you repair the aftermath of this perks work is up to you.

Regal Teachings [200 CP]: As a child of royalty, you have to learn to carry yourself like one. Have a strong poker face, maintain your posture, and keep eye contact. The politics of your kingdom you know like the back of your palm. And unlike your more rebellious sibling you remained diligent in your political, and traditional learnings. You have a deep understanding of your kingdoms history and culture, even dabbling in understanding cultures outside of the kingdoms walls. When it comes to learning cultures foreign to you it won't come as much of a shock unless it's particularly offensive to your core values. You have a much easier time grasping the cultures of others. However, understanding is not the same as acceptance.

Might and Magic [400 CP]: You were not just taught to understand your kingdom you have also trained hard in order to protect it. While you lack raw power like your brethren and mother, you make up for it in sheer skill. You know how to maximize your power while using as little energy as possible. To fight smarter with your gifts not harder. This applies to the variety of weapons you've learned to master and the magic you've managed to harness. The full knowledge of magic and might is in your grasp. And not many can keep up with your quick thinking and resourcefulness.

Passing the Torch [600 CP]: Your family has passed down great power for centuries. And while they kept it a guarded secret even from family. You somehow managed to learn the ritual to pass down some of your otherworldly magic to others, with but a simple kiss on the lips, not a peck, a full-blown kiss. As intimate, as it sounds it can grant a user access to 1 magical system and nothing else. The process is pretty draining and you can only do this once every 5 years. This is a onetime deal, no take backs once they are endowed with this power they can't get anything else from this. Unless you just like randomly tricking others into kissing you. Nobody's judging you...openly anyway. [Don't worry you won't lose access to powers you pass on]

Citizen

Unassuming [100 CP]: Nobody really pays attention to the little guy, the maid who cleans the bedrooms, or the lowly cabbage merchant. It's tough but for some it means not getting into trouble. You have taken easy street with life, knowing how to fly under the notice of others. Provided you have not done or look too out of the ordinary you could easily fall out of memory of others. They will even have a tough time remembering your face, or voice. You look too out of the ordinary you could easily fall out of memory of others. They will even have a tough time remembering your face, or voice. You just blend in with all the other riff raff. And that suits you just fine.

Love of Life [200 CP]: A life of work is hard. And finding time to slack off and relax even harder. So you mastered the art of slacking off with what little time you have. Merely an hour of dozing off or peace and quiet does you wonders. This leads to you having an incredibly high tolerance for stress. Other people will certainly wish they had such a talent. In fact they might not need to outside of sleeping closer to you, should a crowd of 10 or less sleep within a good 10 foot radius of you they'll enjoy the effects as well.

Hardy Lifestyle [400 CP]: Life of a peasant is rather difficult, full of hardships, and work. Not much is spent doing much else besides getting the job done to survive the next day. This has lent you to being rather harder physically and mentally. You can survive great falls and leap great heights without too much effort. Mentally you are sounder of mind having little difficulty in holding yourself together in times of dire need without panic king, complaining very little should the need for hard long labor arise. -Supreme

Moment [600 CP]: Life can change in but a fleeting moment. In but a split second the very nature of things can shift. You have gotten a grasp on how to turn this in your favor. Once per year you may enact Kairos a moment in time where you gain insight into the next best immediate action to take [it could range from knowing just what to say to spur someone to action, or slamming the door in someone's face at just the right time] . This will turn things in your favor even if it is only a little. Note this just means you have a one year cool down every time you use it. And it cannot cause events beyond your control to suddenly happen. It only works if you yourself do something. Anything following said action you will have to deal with on your own.

General perks

Bodacious hair [50 CP]: You now have wonderfully full and clean hair. Granted it can still get dirty and whatnot from lack of care but can easily be cleaned and maintained. You can make yourself as hairy as you want provided it does not make you look like some shaggy dog or animal besides human/dragon.

Profession [100 CP, Free Civilian]: The world is full of talented people with at least some skill in something. Should you choose Drop-in in general or Hero with human as your race you can instead use any profession currently known in the 20th century.

Bigger is Better[100 CP]: You suffered a strange case of gigantism which makes you look all the more imposing as you tower over others. Upwards to 10 feet of height is added and your build becomes thick and broad laced with defined muscle. You certainly are a tad stronger, tougher than your competition. But compared to actual battle hardened warriors, it'll be all for show.

Small is Justice[100 CP]: You're a midget compared to others of your kind. Never the less you come off as extra cute the smaller you are. Your minimum size can be comparable to that of a child at 2 feet, your cuteness scaling with the lessening of height. While you'll have less weight to throw around you don't really need it to persuade those above you as not a threat...and also a smaller target and better quickness to get out of danger.

Badass Scars [100cp, Discount Royal]: You have fought in many great battles. Why not show them off? Granted this only works in making you more ruggedly charming. It does show that you are not someone to be trifled with. You can rearrange the scars or choose if they appear on yourself or not each jump.

Fighting Blind [200 CP]: It's a rare skill but you seemed to have mastered the art of not needing eyes to see. Any methods to obscure your vision just will not work. Magic induced blindness will certainly work as normal however.

Honeyed Words [200 CP]: While not many in this world have such a skill you most definitely do. When it comes to exchanging words, you are a master of bypassing stubborn people and get them to at least heavily think upon your words. This coupled with your increased awareness in dealing with people have netted you a very valued skill in better picking your words to best get your intent across but it's been enhanced in its enticing vocal clarity.

Rolling Legend [400 CP, Discount Human]: Something about your entry into this world has made a strange change in you. If you are human you will slowly shift into a dragon of a more feral bearing. You will gain an ever-increasing power the more you indulge your stronger emotions love, hate, rage, fear does not matter as long as it motivates you and fuels your desire it will grow. Your durability, strength, and pain tolerance, with nearly endless stamina continue to climb and soft cap at being able to toss stone pillars, leap football fields, and being struck by trucks and able to get back to fighting with ease. One cannot keep a good hero down for long. None in this world will be able to keep up with you for very long.

Kings Blood [400 CP, Discount Dragon]: You become the peak of your species, able to take on a hundred armed of your own kind and not break a sweat. You have what it takes to become a powerful king. Able to shatter dull blades and stone pillars with your bare hands, survive being thrown through a solid stone wall or great heights that would splatter a normal dragon. Your agility lets you climb nearly at the speed you can run which is twice that of an Olympic gold medalist leap whole football fields in length and 20 feet in height. Your feats of strength, stamina, and speed would be recorded in legends for years to come. And it all comes naturally to you. You were born to be a king. While old age may lay claim to such things you still would have more than enough power to stomp opposition. Only another of such legendary might would ever hope to match you.

Items

Basic Weapon [50 CP]: Provided it is not a sword. Choose a weapon, any weapon provided it's not out of place in a medieval fantasy. You now have access to it. While nothing special, it is of top quality and fairly balanced and easy to wield.

Ornate Jewelry [50 CP, Free Royal]: You have beautiful jewelry in your possession. Could easily fetch for hundreds of thousands of dollars in earthly modern currency. It's made of precious stones and medals in a wonderfully pleasant design. What exactly makes it look so good and so expensive is up to you.

Dorky Glasses [50 CP, Free Hero]: These glasses look dorky...well they are kinda dorky. You'll look pretty silly wearing them. But they come with a couple of benefits. They adjust their general shape and size to account for your size and general shape. They're also incredibly difficult to fall off your face in a blatant defiance of logic and science. They also seem to take falls fairly well with only 500 foot drop is what it takes to even crack it. If you already had bad eyesight these correct it.

Sword [100 CP, Free Hero]: A basic sword but why does it cost so much? Well this sword is stupidly durable to the point it can be smacked against magical explosions and only suffer a minor nick in the blade. Even if by some misfortune it shatters, it will always break in a way to remain lethal to your opponent, never without an edge. You can pick any sword like weapon to replace this item.

Plated Armor [100 CP, Discount Hero]: Basic looking though reliable armor. It is surprisingly durable and needs little maintenance to remain at peak performance. It also has all the needs to be useful to one of your forms.

Tapestry [100cp Discount Drop-in]: Here have something nice for your journey. This nice tapestry symbolically tells your personality, friends, and iconic moments in life. It is rather dense with information and seemingly grows bigger and more decorated with each major event and new friend/companion in your life. It even splits into a new tapestry to continue the tale should it reach its max size of 50 x 40 feet. Strangely, it is easy for you to interpret for others to understand.

Garish Clothing [100 CP, Free Royal]: The clothing only the most rich and extravagant wear. It is made of expensive cloth and of the most exotic colors and designs. It gives you the look of a very stylish aristocrat. Even if you aren't royalty you could easily fake the part with these cloths and good acting chops.

Lantern of Binding [100 CP, Discount Drop-in]: A fancy round lantern with a strong light. It does more than being an amazing lantern. With some focus you can prep a powerful beam that paralyses and drains the stamina of whatever you're targeting. This also mildly stunts recovery of said stamina. Even supernatural creatures will be winded for a good while. Be sure to use it responsibly.

Throne of Kings [100 CP]: You now are in possession of a throne. A very comfortable throne, one you can sit in for hours on end and not even feel cramps. It can refit itself for someone far bigger than 20 feet tall. When you in particular are sitting on it you can either have it can make you seem more benevolent and people more likely to come to you for their issues or a malevolent tyrant who does not take well to such petty problems. Either way it can be helpful and comfortable fit in a throne room if you rule over anything in particular.

Queens Bathroom[100 CP]: You get a fancy bathhouse full of wonderfully warm tiling underneath your feet. The bath is quite large and full of the finest purest waters one could find surrounded in sparkling silk curtains that hid very little. It is almost magical how clean this place is maintained. In addition, it seems very good at cleaning you up from some of the worst messes. It is fit for a truly royal ruler to have. The exact colors and design is up to you but know it has all the fittings of a wonderfully well stocked bathroom fit for a queen, some wonderful shampoos and soaps that smell absolutely divine, towels of many colors and designs, a variety of comfy bathrobes, etc. that all restock per day. People would certainly pay to just us e such a wonderful place. It is an attachment to your warehouse as well why wouldn't you have such a wonderful addition?

Friars Kitchen [100 CP]: You possess quite the kitchen! It's specifically designed to cook high quality confections of its respective old school era mainly at its latest the renaissance era of earth. It is fully stocked at that with every ingredient kept in the absolute perfect condition almost as if it's in stasis when not in use. It has every utensil needed as well...cutting boards, knives, etc. All available to an old school royalty cuisine level of quality kitchen. It can easily serve an entire castle full of royalty on its own.

Royal Weaponry [200 CP, Discount Royal]: You have a very fancy looking weapon. A sword, a hammer, a knife does not matter. It is an incredibly durable and capable weapon expect to be shattering thick stone walls with warhammers, or hacking off limbs with war axes or shishkabobing several enemies with a spear with disturbingly ease.

Little Red Car [200 CP, Discount Drop-in]: What a quaint and compact little car. This little guy might not be very fast and on the underweight side of things. It makes up for it in carrying unusual amounts of luggage without being weighed down much at all. It can hold up to 4 regular humans comfortably. And can fit through rather cramped spaces. It is surprisingly durable too taking far more hits before going up in flames. Should this be destroyed and not put back together within 4 hours it'll reappear in the warehouse no worse for wear.

Shack [200 CP, Discount Civilian]: A nice and homely wooden shack in the middle of nowhere near your location. It even travels with you and it has a door that leads directly to your warehouse. Should you desire you can use said door from your warehouse to fast travel to this shack specifically [the do or disappears should the shack be destroyed entirely, door included]. Don't worry this place retains heat during the winter fairly well and has a nice fireplace for extra comfy. While it lacks plumbing and electricity, it is still a nice little home at any time. Each jump you have a choice of it showing up or extra comfy. While it lack plumbing and electricity it's still a nice little home at any time period. Each jump you have a choice of it showing up or not. Do not worry at any time you can merely summon it. However, once down it cannot be undone by the same method.

Companions

A Group of Old Friends [200 CP]: The obligatory bring you friends' option. You have likely garnered a few friends on your multiversal quest. Moreover, you do not want them to be excluded from the fun. Bring in 8 companions each getting 600cp to spend and a background with discounts included. Optionally you can merely import one or two for half the stated price.

A New Friend [50 CP]: Not too long within your journey, you meet a new dragon who quickly grows to like you. What circumstances you meet them under depends. They come with either the Citizen, or "Hero" background and 600cp to spend.

Canon Companion [50 CP]: You gain a companion straight from the comics. Now this does not mean they will be more inclined to like you if you're willing to put the effort in. And far more likely to join you on adventures beyond their realm. Moreover, due to the events of the story they just might be truly willing to join you for further adventuring [or die, just make sure this is not a waste of points alright?]. They obviously do not gain points but the price is certainly worth it right?



Drawbacks

Limited to 800cp in Drawbacks.

Apathy [+100]: Sometimes it is best to not bother. While dragons have a difficult time getting their Emotions riled up. You take it to a completely new level. Emotions are tiresome to you. It is very hard to get you motivated. You will be seen as a tad heartless when you do not really feel much at your best friends' violent death and subsequent funeral. Moreover, when you do actually bother to emote it tends to come off as insincere at best.

BURNING BLOOD [+100 Hero gain a 1.5x bonus]: You feel a lot. Your emotions are an endless tide of raging storms and tsunami's. Your emotions burn brighter than any sun. It is impossible to hide what you are feeling and it often leads to you making vary silly mistakes on your part. There is not a single moment when you are not in some kind of emotional tizzy about something and you cannot seem to suppress it in any real way outside of loudly expressing it through body language, vocally, or facial expression.

Arranged Marriage [100 Royal gain a 1.5x bonus]: It seems that in order to garner peace with one of the neighboring kingdoms. A treaty was signed to marry the two kingdoms together via an arranged marriage. And who was chosen for such a prospect? Why you of course! In order to protect the kingdoms from going to war you have been forced into marrying this other. While this person is not mean or rude or anything they are incredibly sheltered and unaware of the world outside of their home walls hell even their own castle walls. They are mostly a figurehead at best having no experience in anything other than royal politics. If this spouse dies, however you will be branded an enemy by this kingdom and all its allies as well as your own. And be hunted down by essentially an empire and all its neighbors. But that's only an issue If they die. Or you don't also make regular appearances together in various public meetings and seminars as a reminder of the bond of peace and prosperity between the two nations!

Good Samaritan [100 Citizen gain a 1.5x bonus]: You are a very good person. Sometimes it's great to be of help to those in need. Unfortunately, some people really do not need that extra boost. Especially if that extra boost was pointing assassins who are finding their target, or repairing the wheel on a getaway cart for a band of thieves. Whenever you help someone, there is a good chance you helped some villainous scoundrel do something heinous. And a good chunk of the time they never really come off as anything other than someone in need of helping. This does not seem to make you any less charitable either.

Weirdo[100 Drop-in gain a 1.5x bonus]: You have a really tough time blending in. Like, really tough. You stick out like a sore thumb and everyone seems to remember you. Making it impossible to lay low or remain hidden. You tend to be gawked at often if you sit around for too long in a specific place. This drawback is worsened if you actually have anything genuinely weird or out of place. As people WILL notice and no amount of deflecting will say otherwise. If you intend on interacting with others outside of companions just forget about stealth.

Restoration [+200 CP]: The king and Queen are dead after the events of the main story the kingdom is in complete disarray and it has no one truly powerful enough to stand up to its other kingdoms or forces that could come and destroy it. Anaelle the princess is powerless since the right of power was interrupted and in need of assistance, you are the one to fill the role of King or Queen If this kingdom falls then it's game over. And be forewarned there a myriad of other kingdoms surrounding yours that would love to step in all over your newfound kingdom.

Civil War [+100 CP]: At first it was merely a peasant revolt. But with you in charge it seems to have sparked a rebellion in the elites and rich. They have organized militia that is composed of like-minded warriors. It will certainly take a good long while to reorganize everything with them sabotaging things for their own ends. And on top of all this the peasants take up arms and often brazenly fight in the street s to defend themselves. Assassination attempts are at an all-time high. You will have to quell this infighting before you can possibly get anything done to stabilize this kingdom. This will certainly be a problem but at least things can't possibly ge-

Cardinal War [+100 CP]: Well that certainly did not take long. News of the king, and queen's demise spread everywhere. The other rulers know of your kingdoms fractured ruling class and powerless young new queen with little training and no guidance in ruling. Good thing they do not know much about you in particular. This will more than likely be your only advantage in this whole ordeal. Remember a war with a single kingdom nearly wiped the entire royal line save for the king, queen, Princess and her brother. The princess only lived because she had been a runaway at the time.

Enemy of the Kingdom [+300 CP]: You are now prime target numero uno of the king and queen. They want you gone for reasons only they understand. While they lack power they make up for it in sheer numbers and BOY do they have reserves. 100's of thousands and many are capable mages when working together can pool magic to get results. Even if Nills where to kill them the kingdom would not stop seeing you as a threat as loyalists to the last king and queen continue to hunt you down. There is an endless supply of them always gunning to fight you and never alone.

They're in the Way [+400 CP]: Someone took something from you. It is very near and dear to your heart. So much so that having it taken away made you go after it with an animalistic fervor. People will stand in your way. They all did. Everyone who does will be pushed aside. This includes friends and family. They just cannot get through to you until that one you wish to save is yours again. Even when that one pushes and runs away. You will just find them again. It is no big deal. After all, you have come to save them. You would gladly crack a nation and doom everyone on it if it meant getting that one back. You are their knight in shining armor. (Choose a companion or someone to be "kidnapped". You will find them. Things will get broken. Hope you like the aftermath as it will be quite gruesome and the one you saved to be truly horrified at your actions.)

JUMP-CHAN WE HAVE A PROBLEM [+500 CP]: It seems the unthinkable has occurred. More than just Nills has made it through the portal somehow a combination of your entry into the world and Nills entering has caused a unique form of crack between worlds to the point that various portals have popped up across the human world. Mostly of military personnel and violent war criminals. Now imagine if Nills actually was a trained and seasoned fighter and in mass numbers. This is what you'll be dealing with. And the various world governments will send even more soldiers in mass eventually once the stragglers have re-establish communications with their home universe. You'll have to deal with some powerful forces that could wipe out an entire kingdom with just a team of five. Now deal with a bunch of super dragons reaching into the 1,000's. Luckily they don't have to worry about them figuring out how magic works...yet.

You're in the Way [+600]: Nills has crushed countless foes to get to his goal what's one more to him? You are someone he finds that needs to be eliminated in order to get back with his beloved. He'll scale to your level and if you stall for too long he'll inevitably scale higher than you. Each time you kill him his power will reset to your level but he WILL come back within a month. And more feral and beastly than ever the next time he does. By year 8 he will by default be more powerful than you. Bring your A game jumper. You will need it to survive his onslaught.

Kairos

It has finally come to this. You survived your adventure of 10 years here. And now it's time to enact Kairos one last time.

- Returning home will make sure this world and your home are permanently linked even if you died and forced to choose this option. You can freely travel to this world and back however you please. A parting gift for such fine entertainment.

- Continue is standard fare. Move on to a new world with new powers. Nothing to see here.

- Stay is still the same as Returning home. You can now travel to your old home and your new home freely. Enjoy your stay Jumper. I will most certainly miss you.

Notes:

If you choose Royal and you're female. You could choose to inherit the throne instead. And the parents being oh so excited and "invite" the Anaelle back to the kingdom instead. Or you could simply have them note that only the princess is worthy and drag her back anyway. It's up to you really.

Companions obviously don't get to choose things from companions or drawbacks sections.

As weird as this sounds yes you can choose Nills as a companion and the capstone drawback. It won't really change much other than him randomly appearing on your next jump fully apologizing for what he did. And fully willing to join you on your adventures. Weird but I didn't want to bar others from getting him just because they chose said drawback.

Kings Blood is as unlimited in potential growth as Rolling Stone just it requires actual effort on your part to make progress. It's also 100% genetic/natural. It's so strong it's enough to give its benefits to heirs to your greatness should you consider starting your own dynasty.

The Kitchen, House, Bathroom, and Throne all retain enchantments, and additions provided it still pertains to its original purpose. It won't preserve chemicals for horrible experiments but it'll definitely preserve that special interplanetary cooking herb that will expire within minutes of exposure without some other interference. As a general rule expect it to not preserve hyper advanced tech stuff that has nothing to do with kitchen work. Though Throne will perfectly preserve enchantments that improve leadership, or bathroom supporting cleanliness, or house preserving timeliness and healing. Be reasonable.