Is It Wrong to Try To Pick Up Girls In A Dungeon?

(Jump-chain compliant CYOA by drakensis and fitzgerald)

Welcome to Gekai, the lower world, the Mortal Realm where Monsters spawn endlessly from an immense Dungeon with only one exit and bold Adventurers descend into the darkness to do battle with them for the money, for the glory, and for the fun... but mostly for the money.

At one time, the Monsters were held back only by heroes, usually only after the Monsters had caused great destruction and sorrow, and often at the cost of the heroes' own lives. Then, one thousand years ago, the God Oranos descended from the Heavenly Realm of Tenkai and, setting aside his Arcanum, his godly mantle, he founded The Guild, an organization dedicated to driving the Monsters of the Dungeon back where they came from. Soon, many other gods and goddesses followed Oranos' example and descended to the mortal plane. They gathered groups of mortals that they called their Children (as they could have none the traditional way) and these Children formed groups called "Familia" and unto them was granted 'Falna', the power of divine blessing, which allowed them to grow in power and ability. This was done by gathering Excelia (also known as experience), a mysterious and intangible substance accumulated when a Child overcomes challenges and defeats Monsters. Thus were the Adventurers of the Familia born.

Under the guidance of the gods, the Familia drove the Monsters back to the Dungeon and the strongholds that once encircled the region were abandoned to restore Orario, the city that had once surrounded the Dungeon Entrance. A great structure called 'The Tower of Babel' was erected over the Entrance and the Guild, now tasked with administration of Adventurers entering the Dungeon to keep Monster numbers in check (and with retrieval of the magic stones at the heart of each Monster, stones that are vital for the creation of magical items.)

While some Gods had their Familia carve out nations, others preferred to avoid that responsibility. Familia branched out into many fields but the greatest and most powerful remained those who sent Adventurers down into the Dungeon, the Falna on their back displaying just how powerful they'd grown. Orario has become a city dominated by the Guild and by the powerful Familia, with more Gods continuing to arrive from Tenkai and people from all across Gekai arriving every year, seeking to join a Familia and gain both wealth and glory. The result is a delicate balance of power as godly rivalries and politics are kept in check by the Guild's efforts to maintain stability and smaller Familia struggle to carve out niches through arduous struggle. At the pinnacle of these were two Familia, those of Zeus and Hera.

Fifteen years ago, the order of Orario underwent great tumult. The Zeus Familia and the Hera Familia succeeded in destroying two great Monsters known as Behemoth and Leviathan, but failed to defeat the One-Eyed Dragon and many of their strongest Adventurers lost their lives. In the aftermath, the Familia of Freya and Loki rose up and drove both Zeus and Hera from Orario, destroying their Familia and taking their places as the greatest Familia.

Orario can be a corrupt and dangerous place. The Magical Stone trade demands Adventurers risk their lives in the Dungeon but greed and ambition make alliances tenuous and sometimes even the most deadly monsters are less of a menace than other Adventurers and Gods are. And then there

are places like the Red Light District, where many of the 'employees' are not there willingly, and Familia like Soma's where divine neglect and mortal ambition leads to crime and victimisation.

A certain young man named Bell Cranel recently entered Orario and became the first member of Hestia's Familia. Bell dreams of becoming a hero, saving damsels in the Dungeon and winning their affections. At the very moment of your arrival, he just found the situation reversed and got painted in blood as Aiz Wallenstein, Level Five Adventurer of the Loki Familia, saved his life.

You're going to be here for ten years. Here are 1,000 cp to get you started. That's just about the last freebie you'll get here.



Location

Roll 1d8 or pay 50cp to choose.

1 ***Hostess of Fertility*** - a rather lovely inn run by the formidable Mia Grand, a semi-retired member of Freya's Familia. During the day it serves ordinary citizens but at night it caters to adventurers. Also the entirely female staff wear maid-styled uniforms.

2 ***Pantheon*** - the main office of the guild, where adventurers can sell their magic stones, meet with advisors and also where much of the administration of Orario takes place.

3 ***Babel*** - Home to many of the gods - not to mention the most exclusive shops in Orario, where you can buy armour and weapons made by crafts-gods and their Familia. The massive tower caps the entrance of the Dungeon.

4 ***Dungeon Entrance*** - A broad plaza stands before the stairs down into the dungeon, marked with a large fountain. It's common for parties to meet up here before entering the dungeon - or for supporters to offer their services to those about to enter.

5 **Daidaros Street** - A tangle of streets, alleys and courtyards in a down-at-heels corner of Orario. Between tall buildings, narrow routes and unwelcoming locals once you get lost here you might not get out easily. But at least for now there's no rampaging Silverback. That's good, right?

6 ***The Under Resort*** - You're in a gentle-seeming forest, with lush trees, relatively tame streams and harmless wildlife. There's a small town called Rivira with a wooden wall around it. Just a couple of problems: it's on floor eighteen of the Dungeon. This is generally a safe zone, so monsters rarely come to this floor… but you're cut off from Orario by seventeen floors of monsters and the local prices are rather inflated since just about everything has to be brought here by Adventurers.

7 ***Floor Five*** - You arrive on floor five of the Dungeon. This isn't a safe zone, although at least it's not as bad as deeper zones. There's a very high chance you're going to run into monsters right away. Still, most of the monsters should be fairly weak and the Loki Familia are right there and might be talked into walking you out since they're headed that way. Bell managed to run out in a hysterical panic, so this isn't certain death.

8 ***Free Choice*** - Anywhere in Orario. Sure, there's a wide world outside but when you've got a city populated by Gods and sitting above a labyrinthine dungeon that's almost a world in itself… You're not going to be starting off anywhere else.

Background

Your age is 12+2d8 years (for a God/Goddess this is only your apparent age) and your gender carries forward from your previous jump. Either of these can be changed at a cost of 50cp.



Drop In (-0cp)
You may have just literally landed on your feet here in Orario, without any connections, knowledge or friends but that just makes you one of the dozens of country rubes who show up every day determined to make their fame and fortune. But hey, at least you don't have a Familia nagging at you.

Supporter (-0cp)
Not everyone's cut out to take the lead and not all adventurers are equal - much the reverse. Supporters are low level adventurers who occupy a distinctly inferior niche. They carry the loot, they butcher monsters for their magic stones. This makes other adventurers lives much easier - but by stepping aside from most direct combat they also find it much harder to level up. You start at rank I in each of the five basic abilities (Strength, Defense, Utility, Agility and Magic).

Adventurer (-100cp)
Blessed by the Gods, Adventurers might come from anywhere in the world and might be found anywhere, but it's in Orario that they can grow fastest in power. You start at rank H in each of the five basic abilities (Strength, Defense, Utility, Agility and Magic).

God/Goddess (-100cp)
You're a divinity, descended from tenkai to oversee the children as they deal with the monsters spawned by the Dungeon. You're still constrained by the Guild - not to mention those of your divinity. Most of your powers are bound but not all. If you receive a mortal wound you won't die - your divine magic will automatically save you but at the cost of being returned to Tenkai (which is close enough to death in the view of Jump-chan). Gods are banned, officially at least, from entering the dungeon themselves and so far as is known they can't have children.

Race

There are a number of races in the lands around Orario and they're all welcome in Orario - their valis spends the same, after all! Just to be clear, most of these races can't interbreed with each other. Humans and amazons are the only known exceptions, there's no race they can't get it on with and potentially produce viable offspring.

Unless you're a God (whose race is inherent to your background) you can roll here for your race or spend 50cp to pick freely. You may alternatively start as a regular human for free.

1 **Amazon** - A dark-skinned Demi-Human race that's exclusively made up of women and has to breed with other races to survive. Amazons tend towards being slightly stronger and tougher than regular humans. (Rolling or choosing this race automatically sets your gender to female with no extra cost).

2 **Beast Human** - A general term for races that mix human traits and those of animals. They tend towards strength and agility slightly beyond that of a regular human. These are the ears-and-tails version of animal-people. (Pick or roll from the following list).

1 **Boaz** - A race with boar-like traits. Ottar, the current strongest adventurer in Orario, is a Boaz.

2 **Cat Person** - A race with cat-like traits. The waitresses Arnya and Chloe from the Hostess of Fertility are both Cat People.

3 **Chienthrope** - A race with dog-like traits. Rehemer, one of the managers at Pantheon, is a Chiethrope.

4 **Hume Bunnie** - A race with rabbit-like traits. Rakta, a supporter in the Loki Familia, is a Hume Bunnie.

5 **Raccoon** - A race with raccoon-like traits (I know, I was surprised too). The treacherous Canoe, from the Soma Familia, was a Racoon.

6 **Runarl** - A race with fox-like traits. Sanjouno, of the Ishtar Familia, is a Runarl.

7 **Weretiger** - A race with tiger-like traits - they don't have actual lycanthropy. Falgar, from the Hermes Familia, is a Weretiger.

8 **Werewolf** - A race with wolf-like traits - they don't have actual lycanthropy. That jerk Bete, in the Loki Familia, is a Werewolf

3 **Dwarf** - A stocky demi-human race known for exceptional strength, sufficient to defeat weaker monsters even without falna. They tend to be quite short but there are exceptions such as the towering Mia Grand who runs the Hostess of Fertility.

4 **Elf** - A demi-human race with strong magical aptitude who dwell for the most part in forests. Rakia, the kingdom of the Ares Familia, burned one of these forests down with magical weapons in their wars of conquest so most Elves view magical weapons with contempt. Some elves are described as dark elves, while High Elf is a term for elven royalty. Elves are one of the few races that commonly develop magic spells independent of the Falna. Elves also tend to be fairly long lived by comparison to the other races.

5 **Pallum** - You are basically a Halfling. In fact some people call your people that. You're quite small, the size of a child even when full grown, and your race has been in decline ever since the Gods first descended. You see, as it turns out, the Goddess your entire race had been worshipping was a fake, a made up individual based on a group of knights from long ago. When the true gods came down and became known to say your race was sucker-punched by the revelation is an understatement. Your people tend to be significantly more dextrous and agile than regular humans. One of the most prominent Adventurers in Ororio happens to be a Pallum, and he is held up as a shining example of the best of your people.

6 **Crossbreed** - You're half-human and half something else. Usually one side or the other dominates but there are two varieties distinct enough from both parents. There is no such thing as a half-Amazon, you're either a full Amazon, or you aren't an Amazon. (Roll below)

1-4 **Half-Dwarf**
5-8 **Half-Elf**

7 **Spirit** - A race somewhat like Gods in that they have strong magic and don't seem to have children, Spirits are native to Gekai and some say the Gods love this race best. There are quite a number of varieties, often with elemental leanings. Gnomes, Salamanders and Undines are examples. They are one of the few races that commonly develop magic spells independent of a Falna. Additionally they also generally look completely human or, at the least, can take on a form that could pass as such.

8 **Xenos** - This is something you should keep very, very secret. You're a monster. Most monsters are little more than constructs generated from the Dungeon. You're an exception with the full intelligence and capability to socialize with other people. The default assumption of anyone who finds this out is likely to be that you should be put down with extreme prejudice. That said barely a handful of people even know Xenos exist, so as long as you're careful it might be possible to pass yourself off as something else even if you are discovered. Well... to the ignorant at least. Gods and Goddesses tend to be far too clever to fall for transparent excuses. If you rolled this race randomly then roll again to see what race you look like (ignoring Xenos and Spirits). This second roll has no effect on your actual abilities, merely what you appear to be upon casual observation. If you paid for this race you may choose what other race you appear to look like.

Perks

General Fighting Skills (-0cp)
You possess a general level of fighting ability commensurate with your level and your origin. Adventurers have the 'best' fighting skills of the origins, followed by supporters, followed by gods and drop-ins sharing last place. Assume you have the requisite fighting skill and knowledge to make full use of your abilities at whatever level you happen to be, to a sufficient enough polish to not embarrass yourself or get killed out of hand in floors of the Dungeon appropriate for someone of your level. You may naturally improve further from there.

Gotta Catch Them All (-200cp)
What's harder than slaying a monster? Taking them alive! It can also be more lucrative - a tamed monster can be useful as a guard-creature or put on display at Monster-philia (an annual festival in Orario). Taming is a rare skill and it has a great deal of use inside the Dungeon since adding tamed Monsters to your party enhances your capabilities significantly. The skill can also be applied to other creatures. I'm sure you have ideas already…

And That's Cutting My Own Throat (-200cp)
Even if you're not an Adventurer, there are still fortunes that can be made in Orario. After all, both Familia and the Guild have vast amounts of money passing through their hands. You've got the hustle, moxie and smooth-talking to see some of that money going into your pockets. As long as you have a product to sell (it doesn't have to be a good product - sausage-inna-bun! So fresh the pig doesn't know about it yet!) you can sell it for a profit.

Dungeon Knowledge (-100cp, discounted for Drop In)
You've learnt the Ins and Outs of the Dungeon from the collected lore of the Guild. Sure you may have never stepped foot in there, but the most common hazards are well documented. You'll also be able to quickly identify from a glance or cursory description what floor a given location is and what monsters may be encountered in this vicinity. In future jumps this will allow you to quickly learn about other dungeon environments and predict likely encounters.



Daidaros Street-wise (-100cp, discounted for Drop In)
Sometimes known as Orario's second dungeon, Daidaros is actually a network of narrow streets and tight alleys. It's said that if you lose your way there you might never find your way out… but that's not a problem for you - no urban environment can ever confuse you and you can envisage your location in respect of visible landmarks, know your general direction of travel by subtle signs and extrapolate a likely layout even for areas you haven't seen yet with a fair degree of accuracy.

Advisor (-300cp, discounted for Drop In)
You're now a fully fledged Advisor for the Guild. In practice this means those adventurers (and or minions) that seek your advise will not only be safer delving into the Dungeon or other risky situations but they'll also grow in skill and ability half again as fast as they could on their own.

Mountains of Paperwork (-300cp, discounted for Drop In)
Any organisation worth mention is built on a foundation of ink and paper. For the ill-prepared this can be a source of frustration and suffering. Unlike them you aren't ill-prepared. Your expertise in handling forms and documentation is top-notch and you can clear away triplicate licensing and supply

requests with maximum efficiency and a bare minimum of your attention. Of course anyone could do that with a bit of patience, so you can do even better than that. Simply by touching it with a pen (or the keyboard for jumps with electronic documents) you can completely fill out any formulaic document, confident that everything will be done correctly and exactly as you would have done had you taken the normal time to do it. You have an instinctive and perfect knowledge of any document you use this ability on, though it can only be used on 'paperwork'. It never fills out anything in a manner you wouldn't have done given time and consideration to ponder the matter.

Whisper Magnet (-600cp, discounted for Drop In)
Besides valis, the other major currency of Orario is information. Gods love to gossip, while adventurers and supporters know they could be one faulty fact away from death in the Dungeon. You've got the skills to develop a network of informants to keep you informed of any publicly known fact or ill-kept secret in a city-sized area, as well as to record and organise all of this. You could be a spymaster, a journalist or a blackmailer - all with great success. If you desire it you may gain a reputation for this sort of thing, making it likely that people will approach you as a reliable source of information. You will always be paid in a manner commensurate with the information you provide, and are generally considered a neutral party (not to be targeted) unless you deliberately make yourself otherwise.



Obfuscatory Paperwork (-600cp, discounted for Drop In)
Who's responsible? It's hard to say. What needs to happen next to get things done? Well, that depends who you speak to. When will this be resolved? Half-past never. You have a great mastery of handling paperwork, sufficient to stall a bureaucratic process indefinitely while making it almost impossible even for those Familiar with the process to identify you as the culprit or to resolve the matter through legitimate channels. Of course, someone can just cut their way through the Gordian Knot of the paperwork but that will infuriate anyone involved in proper handling of the paperwork. You don't actually have to belong to the organization you are potentially screwing with, but you will still need to somehow gain access to their paperwork in order to let this ability run its course. No trying to stall Congress by making it difficult to sort out the paperwork of the local DMV.

Falna (-100cp, free for Adventurer and Supporter)
The blessings of a god or goddess are upon you. Your abilities, as well as any skills you develop, are portrayed upon your back and your god can update them for you. After this jump your various perks and powers will be displayed and updates become automatic. People will only be able to see this if you want them to. You may choose from any canon god, or any Companion imported as a God, to be the one providing your Falna. Buyer's remorse is in full effect, so take that into careful consideration. Some gods and Familia's will be difficult to work with even for particularly patient and tolerate individuals.

Excelia (-100cp, first purchase discounted for Adventurer)
Since you last levelled up you've gained experience in the dungeon. You now have six advances to use to increase your Basic Ability ranks (Strength, Defense, Utility, Agility and Magic). The ranks, in ascending order, are I, H, G, F, E, D, C, B, A, S, SS and SSS, although the last two are restricted (see Realis Phase). You may use the advances more than once for a given ability and multiple Excelia purchases are fine. As a reminder Supporters start with all Basic Abilities at a rank of I, whereas Adventurers start with all Basic Abilities at a rank of H.

Level Up (-300cp, first purchase discounted for Adventurer)
You're now no longer a low-level, level one adventurer. Through a heroic deed or deeds you have increased your Level by one. You can purchase this repeatedly - the highest ranked adventurer in Orario at this time is Ottar, a Level Seven member of the Freya Familia. Promotion marks you as one of the elite - an adventurer who can enter the middle or even deeper dungeon levels. Oh, and each promotion marks a significant boost to your abilities and a nifty title from the Gods. Each time you level your abilities ratings are reset to I for the new level (You don't actually lose your prior ability, it's just the rating - see the notes). You may also gain one Advanced Ability, a powerful and significant skill in one area you focus on.



Magic (-300cp, discounted for Adventurer)
You've gotten ahold of Grimoire, found a treasure or otherwise got lucky; you've learnt a signature magical spell such as Bell Cranel's firebolt or Lilly's disguise spell. These aren't trivial cantrips, something as specialised as an attack will be significantly better than most conventional weapons and a more utilitarian spell will be quite flexible and applicable to multiple situations. Getting magic within the jump without this purchase is not impossible, but it is likely to be difficult and/or expensive. Additionally you can't raise your magic stat if you're not using magic, obviously, so your magic stat will lag behind until and unless you can get a magic spell to use.

Peeping Is A Man's Due (-600cp, discounted for Adventurer)
You have a way of meeting attractive and powerful women (or men, whatever your pleasure) by winding up well inside their personal space or while they're rather more exposed than they usually are. This may seem like it could cause problems but it really doesn't, because not only will circumstances be such that this isn't your fault they will *understand* that it isn't your fault (unless it is) and will be favorably inclined towards helping you deal with any problems you may be facing. The odds of

encounters like this rise if you're in a crisis - as do the chances of whoever you run into having relevant skills. They might expect you to return the favour with their own problems, but hey, that's an excuse for you spend time with someone attractive and start building a relationship! (No refund for any problems caused by building a harem.)

Realis Phase (-600cp, discounted for Adventurer)
You've developed the same unheard of skill as Bell Cranel, driving your rate of advancement through the roof. Every purchase of Excelia is discounted and you can take ranks of SS and SSS in your Basic Abilities. There is a requirement to this skill however. You must set yourself a goal, and you must chase after that goal without fail. It could be as simple as 'make the best sword I could possibly make' or as difficult as 'reach the bottom of the Dungeon... the hard way". So long as you are striving to complete the goal you will advance at an astronomical rate. Naturally this skill is a result of you having the drive to actually pursue such a goal, so it also comes with some pretty decent willpower and determination to ensure you're willing to go out there and get it done. If you complete a given goal you may select a new one, and indeed you *must* select a new one or the perk won't work.

Dirty Deeds Done Cheap (-100cp, discounted for Supporter)
You know a guy - or at least you can find a guy who knows a guy. It doesn't matter where or when you are, you'll be able to find a fellow willing to carry out illicit deeds for a reasonable recompense (relative to the region) and how to approach them without drawing in the forces of law enforcement or making yourself look like an idiot. This extends to being able to find fences to sell your potentially ill-gotten gains.



The View From The Back (-100cp, discounted for Supporter)
Sometimes not being in the thick of the action gives you a better idea of what's going on. As long as you're not engaged in melee combat you can get an overview of a battle you're in and have a good awareness of everyone's blind-spots. Your allies may not *follow* your suggestions but they're much less likely to get blindsided if they do.

Master Looter (-300cp, discounted for Supporter):
When it comes to raiding corpses, acquiring valuables, slitting throats to finish off downed monsters, and looting everything that isn't nailed down before whipping out your crowbar to get the rest you are now the very best! You can quickly and efficiently gather up loot in half the time, prioritizing the rarest ingredient drops and most valuable magical stones. You've also gained a keen eye for the relative worth of your loot, never be fooled by those merchants trying to give you less than what your goods are worth again!

Strong Back (-300cp, discounted for Supporter)
My that backpack is enormous, why it seems you're able to haul around any weight you can get a grip upon. Be it twenty foot poles, buckets, tarps, tents, magical stones, magical item drops or most important of all lunch you're able to carry it all with you down into the Dungeon without being burdened. This doesn't make you stronger, it's just a conditional 'when you're carrying something, its weight doesn't particularly matter to you',

Master Craftsman (-600cp, discounted for Supporter)
Pick one specific craft, eg Weaponsmith, Armorsmith, Alchemist, Vintner etc. The Gods themselves clamour to purchase your wares, as you've reached the very heights of your craft. With the right materials the items you create are imbued with magical effects. You may not be quite at the height of a God with a similar purview but your breadth of applicability should be broader. Multiple purchases don't stack, they add additional crafts.

Discretion Is My Watchword (-600cp, discounted for Supporter)
You're not here for the glory, you're just here to do your job. So long as you're not actively attacking a Monster and it has any other plausible target, you can expect to be ignored. This doesn't prevent you from getting trapped alone with one or for one being specifically used to target you, but random encounters barely ever affect you unless you want them to. This benefit also applies to other creatures of less than human intelligence (okay, it's a low bar, but bear in mind that some goliaths - kaiju-sized monsters - are dumber than humans) you encounter in other jumps. More intelligent foes won't *ignore* you but they will have a tendency to dismiss you as a concern unless you're obviously working against them.



Blessing of the Falna (-0, Restricted to God/Goddess)
You are capable of granting Falna's to individuals that you designate with a short ritual. Thereafter they can gain levels and abilities just like any other Adventurer. They'll still have to work hard if they want to see any sorts of gains, but with diligence and dedication they could potentially rise to be the equal of any other adventurer. If you imported any companions you may choose to have them start as a member of your Familia automatically. You must personally update their status if they want to rise up in ability. Until you do so they effectively don't gain abilities, or anything else (through the Falna, at least) as they lack the ability to update the Falna themselves.

Divine Mirror (-100cp, free for God/Goddess)
Most of the Gods' Arcanum are banned from use in Orario, but an exemption is made for this magic, which creates a one-way window to anywhere in the world. Gods and Goddesses are only allowed to

use it for entertainment and once opened it can be viewed by other divinities if they so choose and displayed for others around them - such as for allowing widespread viewing of a distant contest. Still, it's a very useful tool for other purposes and with a certain negotiation, sometimes Gods are willing to look the other way 'just for once'. As with most laws in Orario, it's a rule that's unevenly enforced. In other jumps, be aware this is a relatively detectable means of magical spying.

Eternal Perspective (-100cp, free for God/Goddess)
Having potentially lived in Orario for centuries - and in Tenkai for millennia! - you're emotionally adjusted to living vastly longer than mortals. You may lose friends and family to age while you live on, you may find cultures changing around you to the point it's hard to relate it to that you grew up in - but you'll adjust and be able to value the people and era you're with even more for the fact that you know they may not be around forever. Also your memory for events long ago won't be any worse than that for more recent long-term memories.

Ageless and Eternal (-300cp, discounted for God/Goddess)
As a god, you do not age. This will apply in this jump unilaterally - your apparent age will not change at all. In future jumps you may not be a god, but you may choose to age as if you still are - which is to say not at all. This is a choice however, so you may choose to age if you wish - or age for a while, stop aging and begin again should you change your mind. This is also an absolute defense against any effect - magical or otherwise, which would alter your age against your will.

A Father To Your Familia (-300cp, discounted for God/Goddess)
Some Gods are pretty hands-off with their Familia, deferring day to day control to favoured children. That's not you though - you're in charge and rarely does a detail slip you by. Your organizational skills are first class and you can apply them to almost any field or scale.

Purview (-600cp, discounted for God/Goddess)
While your powers may be sealed, there's nothing to say that a God might not be skilled in specific areas. As a god you're known for excellence in a particular specific mundane skill - weaving rugs, swordsmithing, winemaking. This is excellence by the standards of immortal perfectionists - by mortal standards this is unbelievable, inconceivable levels of skill in the narrow area you specialise in. Hephaestus for example could easily shame even her best smiths using nothing but pure skill, even though her smiths were explicitly benefiting from supernatural abilities to enhance their smithing talents while her own were sealed. Soma, for another example, could make wine so good that even the 'failures' would go for astronomical prices. There's nothing stopping you taking this more than once - it doesn't stack but you can have more than one Purview.

Unearthly Beauty (-600cp, discounted for God/Goddess)
You're inhumanely beautiful. While the most beautiful mortal could launch a fleet of one thousand ships your beauty is such that with a word a thousand *fleets* would jump into action. A simple smile is often all it takes to enthral any of your admirers, for better or worse.

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 300cp to spend on Race, Perks and Items.



Supporter (-200cp)
So you've hit it off with one of the canonical characters? Well that's great! Why not invite them along with you on your jumps? With this they become your companion.

Familia (-100cp-600cp, Gods ONLY)
You may import as many of your companions as you wish, each with as many cp as you spent on this (between 100 and 600). They receive a free background as an Adventurer or a Supporter and can spend their remaining cp on Race, Perks and Items.

Items

Valis (-50cp, first purchase free for all)
The currency of Orario. A good meal costs about 300 valis, a magical weapon can have a price tag in the millions. For each purchase of Valis you have 100,000 valis at your disposal unless you're a God, in which case it's 1,000,000 valis per purchase.

Magical Stones (-100cp)
Every monster has one of these in the centre of them. You've got a bag full of 500 stones from quite potent monsters. You can sell them for quite a bit of valis but they might be more useful as materials if you're a crafter of magical items.

Magical Sword (-100cp)
A sword imbued with a magical attack that can be employed by the wielder at no cost. Rakia built a mighty empire due to the Crozzo smiths equipping their army with such weapons - and lost it when those swords broke. A single adventurer was able to smash open a castle's walls from beyond bow reach when armed with two magical swords… but beware. As Welf Crozzo warns, a magical sword will always break before it's wielder.

Bag of Holding (-300cp, discount Supporter)
It may not appear to be very convenient, but this bulging backpack - large enough a grown man could be fitted inside it - can carry far more than it appears. If you can get something through the opening at the top (or of the side pockets) then there will somehow be space for it and you'll have

no trouble finding it later. It does nothing to help with the weight… but most adventurers are superhumanly strong anyway.

A Fine Establishment (-300cp, discount Supporter)
Not unlike Mama Mia you happen to own and operate your own business. What, specifically, this business actually does probably depends on your skill set. By default it turns out a small profit even without your direct input, allowing it to effectively stay in the black without any real issues. However you can invest directly into it yourself if you want, and are likely to see considerable dividends for doing so. If you choose to have an Inn/Bar/Restaurant like the Hostess of Fertility your own version will be roughly on par with it, cute cat-girl waitresses come seperately. Also comes with a nice room you can stay in for free, Inns have rooms that can be rented out to others for additional profit. In future jumps the establishment will appear in the world in the nearest town to your starting point.

Hephaestus Weapon (-300cp, discount Adventurer)
The Hephaestus Familia occupy several floors of the Tower of Babel, making and selling some of the finest weapons anywhere. And you get the product of these legendary forge-masters - a weapon of nigh-perfect balance, virtually unbreakable and with an edge sharp enough to sever limbs but not so flexible as to glance off bones.

Helm of Invisibility (-300cp, discount Adventurer)
This is for great for dirty work like beating up a younger, more successful Adventurer without letting him hit you back… just to pick a totally random example. I'm sure you wouldn't do that. Or go peeking on girls in the baths… Which may be what Hermes had it for so don't let him get hold of it, 'kay?

Grimoire (-300cp, discount God)
Among the greatest treasures for an Adventurer is this, a book that will teach you a single spell. And we're not talking petty cantrips here! Of course usually these are one-shots - once someone reads from it a grimoire can't be used again… but this grimoire will reset every time you enter a new jump! Each spell gained tends to depend entirely on the person that read the grimoire. Depending on their needs, desires, and other factors the spell one person gets may be different from the spell another person gets, even if they were to somehow read the same grimoire.

A Familia's Home (-300cp, discount God)
You don't want to be living on the streets do you? And as a God, you have a responsibility to the Children of your Familia. Buying this gets you a manor-sized home for up to a dozen permanent residents. Besides the main house you have a garden behind, a yard out front and an outbuilding to either side. The exact outbuildings are up to you but examples would be a bathhouse, a forge or a dojo. Once the jump is over the manor will become a pocket dimension accessible in the same way as your warehouse (you can use the key to the front gate on any door to connect the door to the gate).

A Living Blade (-600cp, undiscounted)
Hephaestus said she'd never make another weapon like the Hestia Knife so perhaps she made it before, or perhaps another god of crafting created this for you. It is a weapon that grows with Excelia, becoming stronger as its master does. In the hands of anyone else it is blunt and worthless,

but as you grow as a Jumper, this weapon will grow with you. The only limit on its potential is you: and as a Jumper, your potential is likely high indeed.

Drawbacks

Want more cp to fuel your adventures? Sure you do! You can take as many Drawbacks as you want but you can only gain up to an additional 1,000cp.

Down and Out in the Big City (+100cp)
Somehow you can never hold onto Valis for long. There'll be some unexpected expense, or you'll have your purse stolen. Perhaps debts will be called in or income will be hard to obtain. But whatever the cause, you'll be spending the next ten years with your money in company with you for a couple of days at most. You also don't receive the free first purchase of Valis.

Family Reputation (+100cp)
Your family name is infamous in this world. Even if you're a drop-in, the first name you give to anyone will mark you as part of a notorious bloodline. If you're a god or goddess, this is the reputation of your entire Familia. It's not the sort of reputation that will stop people doing business with you - this is Orario after all - but there are going to be expectations, much as the Soma Familia are all known to be cut-throat opportunists or the Crozzos are inevitably associated with magic swords.

Condemned to Chuunibyou (+100cp)
You've been assigned a really over-the-top second name by the Gods at the Denatus (even if you're still Level One or not even an Adventurer!). They insist on using this overblown and flamboyant name for you, and everyone in Orario at least knows it. And it's a name that really makes your teeth-grind, reminding you of past humiliations and embarrassments. But what can you do. Even if you level and get assigned a new name, it's guaranteed to be worse.

Notice Me Sempai! (+100cp)
There's someone you really want to win the affections of and all your romantic aspirations are centred on them. Literally every other compatible person in Orario could be head-over-heels for you and you'd be entirely oblivious to them, because the one you want is THE one for you. And they will never, *never*, EVER realise how you feel. No matter what you do.

Just a Sip of Soma (+200cp)
You're an addict. Maybe it's Soma's wine or even just normal alcohol. A fondness for sniffing herbs or an incurable gambling habit. Whatever it is, no matter your willpower in other regards you *cannot* pass up a chance to sample your addiction. Dangerous quests, spending all your money, exploiting the rest of your Familia… it's all worth it in your eyes.

Even Mindless Violence is Boring (+200cp)
Tedium is something that causes you great discomfort. As a result you're driven to try to find new experiences and entertainments, regardless of cost or danger to yourself. Cost and danger to

others isn't even worth mentioning as a consideration. The only concern is whether you'll be amused or pleased by what results from your actions.

Monster Bait (+200cp)
Maybe it's your soap, maybe it's your choice in clothing or heck even your face but monsters in the Dungeon will prioritize you as a target to attack. They won't blindly ignore threats from other adventurers, but if given the choice between different targets you're always the monsters' first pick. Watch out for other parties using you as a diversion.

Super Powered Divinity … Itty Bitty Living Space (+200cp)
Guess who's cut from their powers and supernatural abilities in this jump. While you still have access to your most assuredly implausible mastery of mundane skills you won't be breaking out magic, ki, the Force etc anytime over the next ten years. This includes releasing one's Divine Limiters in the Dungeon if you're a God. Supernatural abilities you buy in this jump are otherwise unaffected and you may use them freely.

The One That Got Away (+300cp)
Running into a monster that's far too dangerous for you to beat is a bad thing. And should you survive it then you'll be haunted by the defeat. Just facing another monster of the same kind sends you into a panic, complete with flashbacks, even if you advance to the point that you could handle them easily if you weren't a gibbering wreck. Avoiding them just doesn't work, as fate conspires against you and sooner or later you'll have to face your fear. The only cure is to fight and kill a monster of this kind in single combat… at which you'll shortly run into another monster well above your level and the whole cycle starts again!

Increased Monster Presence (+300cp)
Whenever you step foot into the Dungeon it suddenly becomes more active as the floor you're on starts spawning much more dangerous monsters, either strengthening the normal ones found on the current floor or introducing powerful beasts from much lower floors. This isn't just a threat to you - it's a threat to everyone on the same floor as you.

Abusive Familia (+300cp)
Guess who's the low man in their Familia? You, that's who! Even if you're the God of the Familia, everyone else in it (including anyone you import) doesn't hesitate in making unreasonable demands of you and if you don't comply they'll make your life hell. And you're stuck contracted to them so you can never get away for long.

A God Wants You! (+300cp)
And they won't take know for an answer. As unreasonable as Apollo or Freya, they want you in their power (and/or Familia, and/or bed). They have a full-fledged Familia who they can send to get you and all the cunning of an ancient and mighty divinity, if not the powers. If you give in to their demands, don't expect to be moving on at the end of the jump - Gods are selfish and wouldn't want to give up their pet.



In The End

Okay, you know how this goes. You don't have to stay here forever - I mean, you can if you want - but it's decision time. Go home, stay here or take your experiences into another Jump. So what'll it be?

Notes

Daidaros/Daedalus - it's very plausible that Daidaros is intended to be Daedalus, but since no official translation I've found uses Daedalus, I've stuck with Daidaros.

The Basic Abilities are officially translated as Strength, Defense, Utility, Agility and Magic. Utility seems to represent more 'dexterity' or perhaps 'technique' rather than miscellaneous skills.

A word of warning to Jumpers, abilities above S rank are basically unheard of, so if you happen to have abilities that high for some unknowable reason you should take careful consideration to hide the fact. The Gods LOVE things that are 'new' or 'special' and nothing screams 'special' like an Adventurer with abilities beyond what was previously thought possible. Your own God who granted your Falna, whom will definitely know you possess abilities this high, will take great pains to keep that information hidden. You should follow their example in this matter, you will make it substantially easier and safer for everyone around you by doing so.

Leveling up:

Leveling up results in a boost, if nebulous and not fully understood, to your abilities. In general no matter how cool a level 1 is a level 2 (assuming they've got some experience) will usually win in a given fight unless there is a considerable difference in equipment, skill, or if one side has magic and the other doesn't.

The 'resetting' of abilities at each level up is a good thing, because while it is difficult to raise a stat that is already very high, it is quite easy to raise a stat that is low. This means that leveling up to the next level makes it possible to quickly raise up your abilities again. In practice this means that an individual, for example, that was at C rank in their abilities at level 1, and then managed to get back up to C rank in level two, is going to be in a better position of strength overall than an individual that reached A rank in level 1 but had not yet progressed to level 2.

The opportunity cost, of course, is that the person that leveled up without fully 'maxing out' their abilities won't have as high a peak value once the other individual catches up to them in level. Conversely, however, there is no certainty that the level 1 will ever reach level 2, so for most adventurers it is more advantageous to level up when/if possible, rather than try to wait for an opportunity that may never come.

To compare abilities between levels, think of each rank above I as 100 points in the ability. If you had a D rank in strength at Level One and advanced it to E rank at Level Two then you have 900 points in strength, the same as Level One adventurer with an S rank in strength. You may assume that at any previous level you had made as many Excelia purchases as you have for the current level.

To be more precise, here is a table -

I = 0-99
H = 100-199
G = 200-299
F = 300-399
E = 400-499
D = 500-599
C = 600-699
B = 700-799
A = 800-899
S = 900-999

SS = 1000-1099
SSS = 1100+

To reiterate, you do not 'lose' abilities when you level up. Any stat points you had previously become a 'hidden' base value. Your abilities' letter grade is then reset to I (the lowest) and you may then proceed to increase them again. For example someone that had D rank in their abilities at level 1, that then leveled up to level 2 and then increased their ability back up to D rank, would actually have a value of somewhere between 1000 and 1198 (the potential range of 500-599 + 500-599) total, and thus be significantly stronger than a level 1 that 'only' had A-rank abilities.

Additionally at each level up starting at level 2 (and going higher) there is a chance that you will gain a (as in *one* per level) Advanced Ability. Advanced abilities that you gain tend to almost always be in line with things that you did in order to get your level up. If you were a mage using a lot of magic you might gain a skill that lets you regenerate your magical reserves (your 'mind') faster, or that makes your magic stronger, or perhaps if you are a swordsman you will gain the Swordsmanship ability which makes you much stronger and faster when wielding a sword. If you hunted a lot of monsters in a short time you might get the Hunter ability, which will increase your strength, speed, durability, and general combat effectiveness whenever fighting a monster you've previously fought an example of before.

Advanced Abilities can increase in strength (usually) but it generally takes time. They are ranked the same as basic abilities, but they always start at I and unlike Basic Abilities they usually only increase one letter grade *per level*. That means if you got an advanced ability at I at level 2, and advanced to level 4, it *might* be at letter grade G. Might. Obviously the more you use abilities governed by a Skill the more likely you are to increase it in potency. It is up to the Jumper what skills, if any, they develop but try to be reasonable. These are meant to be boosts (generally speaking) to things you are already doing, not new abilities in and of themselves.

Magic
Most spells tend to come in three varieties. The first is fast chant (to potentially no chant), low-end effects, but easily spammable. The second are mid-length chants, relatively draining, but fairly powerful. And finally long-chants, exceedingly draining, but field-clearing in their effects. They can be defensive, offensive, or supportive. The exact specifics of each spell learned are generally tailored to the individual that learned it. An individual that prefers to stand at the back healing people is much more likely to receive a defensive or supportive spell, for example. Spells by default grow in strength with the more they are used. What started as a piddly do-nothing firebolt that could barely singe leather may one day be a machine-gun spammable firebolt that could melt through a bank vault.