


*Welcome to the world of Reveria! Long ago, the land of Revaria was a beautiful place. However, this beauty could only be appreciated by those who did not dwell there, as the people of Revaria had little to no chance to earn a living. This changed when the Goddess descended upon the land, and guided the poor souls who did not have guidance on what they should do, forming the basics of the twelve Lives, which were means for the residents to support themselves, and live happily. The people were grateful for this savior, naming her the Goddess of Life.*

*One day, an evil meteor fell from the sky, and chaos ensued. It quickly became a part of the world, known as Levitania. The meteor, or as the people called it, the doomstone, made the creatures of the land lose themselves, and lash out at all who drew near. However, thanks to the goddess and four young heroes, this calamity was stopped, and balance was restored.*

*The events of the past are repeating themselves, Doomstones are falling once more, and Reveria needs a hero. A hero may forge legendary weapons, wield an epic blade, or brew magical potions. There are many choices. Perhaps this hero will sew. Or saw. Perhaps the hero will sew and saw while on a seesaw.*

Gender is a free choice, and given what some of these lives involve, you're probably a young adult, although there are examples of children ending up involved in certain Lives.

Now then, Jumper. I'd say it's about time you got a Life! Take 1000 Bliss Points to improve your lot in this world! Depending on your choice, certain perks will be discounted to you.

**Combat:** Paladin, Mercenary, Hunter, Mage
**Gatherer:** Miner, Woodcutter, Angler
**Crafter:** Cook, Blacksmith, Carpenter, Tailor, Alchemist

**PERKS**

*0BP - Stylised Appearance:* Given that there is a place you may be able to find here that would let you customize your appearance, should you find it, it would be foolish to not allow you to sculpt your appearance to the level of those present here in the first place. Hence, you may rebuild your appearance to your pleasure, taking advantage of the options you could find here, including hair that naturally comes in colors you would normally need dyes for, pointed ears and a mouth full of sharp, piscine teeth that can nevertheless easily handle vegetable matter with nary a problem. You also have enough of a sense of yourself that you could get around life with your eyes forever closed, if you wish to invoke such a trope, and can keep up a certain facial expression, such as a predatory grin showing off the aforementioned rows of fangs, with no discomfort whatsoever.

*0BP - Happy Audio:* With this Bliss reward, you can listen to the songs found in Revaria anytime you like. This is your usual music perk, with one slight difference; the master songs are only added to your repertoire if you manage to unlock them throughout your Life; you gotta earn that kind of dedicated song, you know? Or, if you insist, you can pay 100CP and have the Master song's without earning them.

*100BP - Hero To The People:* People have wishes in this world. Some wishes are grand things that others cannot help with, only support the holder as they persevere. However, some wishes are far more simple. With this, you give off a trust-worthy aura, such that those who hold such minor wishes will be willing to enlist your help, whilst paying you appropriately for your time. Should you not wish to be bothered, this aura can be suppressed.

*100BP - Speak To The Heart:* Animals have voices too, but humans cannot hear them. No more, I say! With this, you can understand what the beasts of the world wish to communicate to you with ease.

*200BP - Wherever You Go, There You Are:* Home is where the heart is, you know? But sometimes, your adventures will end up taking you far away, or even another land all together. Well, with this perk, you'll no longer need to worry about that, for you can now 'teleport' to your house, the guild hall or anyone tasked with training you. It even works on any holiday homes you might have!

*200BP - Fortune Teller:* You have stumbled upon remnants of a Life that They don't want people to know about. Still, I won't tell if you don't. With this skill, you know how to interpret tarot cards

and other signs to tell how a given customer's future looks. Your crystal ball can even sometimes show you glimpses of the world beyond the fourth wall.

*600BP - A Life With No Limits:* You're really quite something, you know? The only person who's managed anything close to this level of polymathic competence would be Gladstone Stone, and even he, after all his years, could only manage to be a Legendary Paladin, having to content himself with being a mere Master in all other fields. You, however…you have what it takes to start from a position of a complete Novice in any Life, and, in a matter of a few weeks, months at worst, become a Legend in them all! In fact, should you find yourself with the right connections, you might find yourself joining the ranks of the Creators through skill alone.

**COMBAT**

*100BP - A Noble And A Pirate:* It seems that many here, such as Governor Olivia, Princess Laura and Queen Ophelia have a habit of going into battle dressed in their finest clothing. It's not something I can claim to understand, but it's a fact of this world. As such, you now have a guarantee that no matter what clothing you may be wearing, they will not hinder your ability to fight. In fact, mere mundane articles of clothing can provide boosts to your defense; not a lot, but perhaps enough to be able to survive a run in with bandits or monsters.

*200BP - Dodge Button:* You are skilled at the art of evading your enemies' attacks and circling around them, making it harder for them to take you down.

*400BP - A Reason To Die:* Most people content themselves with a reason to live, but you've found something better; a reason to die. Don't worry, this doesn't make you suicidal or anything. Rather, what I mean is that you've found a purpose, be it justice, honor, freedom or even tyranny, that gives you the strength and willpower to fight on, knowing that whilst it is indeed possible that you may perish this day, your cause will live on. Furthermore, as an added bonus, if you do perish in the line of duty, your death will lead to a boon for your ideals and what you stand for equal in metaphorical weight to the sacrifice you've made.

*600BP - Fearsome Presence:* You have an incredible amount of presence when you arrive on the scene, and can radiate an intense aura of power and strength, making you seem like enough of a threat to be able to stare down a rampaging Napdragon.

**GATHERER**

*100BP - That Isn't Water, You Know:* You are able to fish in non-water liquids, such as sand, or lava. I realize that sand isn't actually a liquid, but it's close enough to count in this situation. You can also swim in sand or lava, assuming you can deal with the intense heat inherent to lava.

*200BP - In Tune With Nature:* Woodcutters are meant to live in harmony with trees and nature, it's true, and so you are blessed with the ability to perceive and talk with the spirits of the world.

*400BP - Mole Network:* You seem to have extraordinary luck in your Life, being more easily able to identify places that are good for resource gathering, as well as being able to get more out of a given ore-vein or tree simply by hitting it really hard at the right time or in the right spot. Furthermore, you find more lucrative veins and trees easier than you otherwise would.

*600BP - Merchant's Guild:* You have the skills needed to easily establish a network allowing you to form a stranglehold on the economy, no matter what it takes. If people need iron ore, their orders will go through you, or they won't go through at all, capisce?

**CRAFTER**

*100BP - Quality And Quantity:* Not only do you sometimes manage to get one to three more items when refining raw materials, such as turning iron ore into iron ingots, but the things you make are also of a better quality than they would otherwise be. Furthermore, you cannot render materials unusable; if you would have left a pie in the oven for too long, it simply would not have been burnt or cooked in the first place.

*200BP - Day-Old Legends:* You are skilled at weaving tales of ancient feats of legend on the fly, as well as convincing fools of the grand tales you tell to them. Yes, this wand I built is indeed responsible for burning down an ancient forest and changing it into a desert, never mind the fact that it seems like I made it just yesterday. Fortunately, you never seem to get sued for false advertising.

*400BP - Hard Worker:* You can craft things that would take lesser men ages in a fraction of the time! To be precise, you take two-thirds as long to craft something as you otherwise would.

*600BP - The Next John Henry:* This provides a great level of skill at crafting, whether it be clothing, food or furniture, and even things that you've put very little effort into crafting are at least Good quality products.

**ITEMS**

*0BP - License:* This card shows how much skill you have in your Life, and is also what authorizes you to have a Life in the first place. In future jumps, you can show people this card and they will understand what the ranks mean, and take them seriously, even if you happen to be a Mage, or have reached the ranks of a Creator.

*0BP - Guild Branch:* This branch of the Guild will attach to your warehouse, and let you switch between the Lives that you've chosen to live in future worlds.

*100BP - Dosh:* The local currency, this is about 10,000 Dosh.

*100BP - Mount:* This faithful steed will take you to where you wanna go with nary a complaint! Choose between a horse, a tortoise and a camel. Don't worry, the tortoise is surprisingly fast. Free mount import.

*200BP - Connections:* A carpenter or blacksmith is nothing without wood or ore. Hence, this purchase ensures that you'll always have a place to go to purchase the resources you need to craft items, be it Magic Ore, Angelic Cotton or simply some Wonderful String. Even a paladin might be able to find someone to hook them up with some swords or shields.

*300BP - Mobile Workshop:* This building, which you can find an equivalent to in most major cities, is set up for you with all the tools you could need for the Blacksmith, Carpenter, Alchemist, Tailor and Cook Lives.

*600BP - Life Cure:* This marvel of alchemy can save you if you happen to perish in battle without causing you to fail the jump, although this uses it up. If used, it will respawn in the next jump or after ten years, whichever comes first.

Companions

*50CP-200BP - Old Allies:* You can import or create up to eight companions, who get 600CP, as well as a free origin and the freebie that comes with it.

*100BP - New Allies:* You can take anyone who's willing to adventure along with you as a companion, with one ally for each purchase.

*100BP - Pet:* You have a pet dog, cat, bird or dragon, around the size of a large shiba inu, who'll help you by fighting monsters by your side. Unfortunately, your dragon does not possess a breath weapon of any sort. Instead, your new animal companion will faithfully bite, claw or peck your opponents by your side. You can import already existing pets into this option, and you can buy this up to three times. Nobody has a Blissful enough life to handle four pets. Nobody.

**DRAWBACKS**

You can get more CP by making your life harder, which will probably also make your Life harder.

*+0BP I'm Glad I Chose You:* You may choose to be the protagonist of the story. Without taking this, the protagonist will still exist, and will deal with the main plot on their own.

*+100BP Man Of Few Words:* Much like the original chosen one of this tale, you seem to be mostly mute. Hopefully you can find a friend willing to do most of the talking in your relationships.

*+100BP Barleyholic:* You have a bit too much appreciation for Barley Juice. Maybe there was a tragedy in your backstory? Whatever the case, be careful not to go too far into your cups.

*+200BP Anything But Fighting:* You are now a staunch pacifist, and refuse to harm another living being. Whilst this may be somewhat of a problem, given the monsters and bandits that roam the plains, conveniently enough, your objection to violence doesn't extend to other people doing violence that happens to benefit you. Better get used to supporting your friends as they carry you through your Life.

*+200BP Bow Down:* It would seem you have a natural inclination towards arrogance, even if you happen to just be a novice in your chosen Life, and the closer you are becoming someone of note, the more this pride will grow. God knows what you'd be like if you became a Creator

*+200BP I Think I'd Remember That:* What were you doing? You can't recall, because this drawback makes it harder for you to remember things, as well as losing your ability to handle the Crown's 'barley juice.' Careful that you don't end up causing your wife to think you're cheating on her!

*+300BP Children's Game Protagonist Intelligence:* This game was originally designed for children, so it makes sense that the protagonists are a little bit dumb; not being able to realise that the Boy they've been travelling with is actually a girl in disguise, despite numerous hints indicating so, for example. You share this questionable level of intelligence now.

*+300BP Why Are You So Pathetic?:* Harsh words, I know, but I mean, come on. You're barely capable of performing the duties expected of you in your Life. Maybe with encouragement from those close to you, you could at least give off a slight impression of competence, but otherwise? Forget it, pal.

*+300BP You Have No Life: And* in this world, that means you don't have any skills either. As such, you lose all your abilities from outside this world, as well as access to the warehouse and suchlike.

**ENDINGS**

*Go Home*

*Stay*

*Keep Jumping*

Notes:

The Ranks of a Life are as follows;

- Novice
- Fledgeling

- Apprentice
- Adept
- Expert
- Master
- Hero
- Legend
- Demi-Creator
- Creator

A Reason To Die works if you fake your death, either through mundane means or one-up perks, but the benefit is lessened, as it is less of a sacrifice.

Magic here works by borrowing power from spirits, and you'll always have access to spirits in future jumps if you've embarked upon a journey as a Magician.

If you end up in a jump where gods need faith to exist as a Creator, you will essentially count as both human and a god, allowing you to keep existing as a mortal with no faith. Your skills from having reached Creator rank will still work, your confidence in your abilities providing the needed faith.

Imported pets won't lose special abilities, such as breath weapons.