
I GROW
STRONGER
GOING STRONG
BY
EVERY EATING
EATING

INTRODUCTION

Everybody has at least one talent. Politics, art, murder, fishing, etc. On the planet Earth lived a South Korean by the name of Kim, who used his own unique talents to become a Poacher in Africa, earning him international notoriety and the codename “Petshop”. Just as he is about to be captured by Eddie Montoya of the UN Special International Police Agency, Kim reveals his true talent: a unique mutation that allows him to manifest and combine the traits of any organism he consumes. Right after slaughtering his captors, Kim discovered that he had been stranded in another world. A world of knights, magic, and all manner of beasts.

Kim sets out to find a path back to Earth, but not after gorging himself on the strongest creatures this world has to offer. Perhaps the borderline supernatural properties of these creatures will finally allow Kim to achieve his dream of becoming a true apex predator, an invincible being that cannot be opposed by any organism, even if the entire human race sets out to annihilate him.

Before long, he will discover that Eddie Montoya was reincarnated into this world as Edward Grandcontine, the second prince of the Grandcontine Kingdom of the Elmwood Continent. The two decide to form an unlikely alliance. Kim would help Edward in his ambitions to conquer the whole Elmwood continent, in return for finding a method for Kim to return home once his business is done.

However, the being known as Petshop is no human, not anymore. He is as monstrous in mind as he is in body. He leaves a trail of destruction, terror, and dead innocents in his path, making countless enemies in the process.

You begin this Jump in the Elmwood continent. You will remain in this Jump for 5 years. Take these **1000 GODDESS POINTS** to prepare yourself for the challenges ahead.

SPECIES

Choose one. Decide age and gender freely. You may choose to be a crossbreed between different species, but you'll take primarily after one of your parents, with the other's influence being superficial at best. Non-human forms become altforms post-Jump.

HUMANOID – FREE / 100 GP

You are one of the various races that fall under the umbrella of "humankind". For free you are a human being. What kind of human you are affects the price of this.

- HUMAN – FREE – This species dominates the continent due primarily to their large population as a result of their rapid reproduction rate. That's pretty much all they have going for them.
- DWARF – FREE – Much shorter than humans but with a far greater natural talent for science and magical engineering. They are burdened with an almost self-destructive level of curiosity towards any technological discoveries.
- HYBRIDS – FREE / 50 GP – An umbrella term for basically every species of beastmen that isn't a reptile. The ratio of bestial to human traits can vary. Some hybrids just look like humans with a few superficial features, while others just look like animals with an upright posture. For a plus-charge you have some notable advantage over humans due to your animal half, whether it's enhanced strength and senses, brief flight, water breathing, etc.
- LIZARDMEN – 50 GP / 100 GP – A race composed of intelligent reptiles. Most lizardmen on the Elmwood continent resemble bipedal lizards, a much greater diversity in forms can be found within their own territory. Similar to hybrids, lizardmen are stronger on average than humans. For a plus-charge you are a dragonmen with physical capabilities dwarfing most of your peers.
- ELF – 50 GP / 100 GP – A race similar to humans but with pointed ears, a potent natural affinity for magic, and a lifespan stretching thousands of years. These natural advantages make elves arrogant and prone to looking down on other species. For a plus-charge you are a high-elf. Your natural magic talent is even greater, and you are technically in the line of succession, albeit last in line.

MONSTROUS – +100 GP / FREE / 100 GP / 200 GP / 400 GP / 600 GP
Aside from mankind, there are two other notable categories of life: Monsters and Demons. The term "monster" just refers to any organism that isn't intrinsically allied with men or demons. This includes orcs, trolls, slimes, goblins, dragons, dungeon cores, dragons, and much more. Some beings categorized as "monsters" are just as intelligent as humans, they just choose not to ally themselves with humans.

The majority of demons resemble humanoids with horns, wings, and oddly colored skin, hair, or eyes. However, there are also countless other species that are given the label of "demon" such as undead, were-beasts (not to be confused with Hybrids), massive dinosaur-like creatures, doppelgangers, parasitic hive-mind organisms, and much more. Demons are often organized under a single Demon King. The demon society was created by the goddess to be the eternal rival of humanity, to help both societies grow through their rivalry. As such, whenever one side grows too powerful, the goddess creates a hero on the opposite side to forcibly restore balance.

As both species encompass an infinite variety of species and forms and it's not even uncommon for monsters to coexist or ally with demons, it's honestly a fairly arbitrary distinction. You are free to design your species however you please, but how much you pay will determine how much power or influence your species is capable of. Whether in terms of skills, biological abilities, magical abilities, or a mix of all three. Even common monsters often possess abilities like super regeneration, enhanced strength, flight, enhanced senses, potent venom, camouflage, fire resistance, etc.

- FODDER – +100 GP – Weaker than a regular human.
- HAZARD – FREE – Comparable to a regular human.
- THREAT – 100 GP – Much greater than most humans.
- MINIBOSS – 200 GP – Could threaten a small village.
- BOSS – 400 GP – Could threaten a large city.
- FINAL BOSS – 600 GP – Could threaten an entire country.

CHIMERIC – 300 GP / 600 GP
You appear to be the same species as Kim, or at least one of the Goddess' failed attempts to replicate his unique ability in this world. This is less of a conventional "species" and more of a "power", so this ability is not restricted to a specific altform.

For starters, you can digest absolutely anything. Anything you swallow, no matter how large, powerful, or intrinsically dangerous, is dissolved instantly once swallowed. Oddly, the mass from all you eat is not physically stored within your body. It instead seems to go to some unknown and seemingly infinite extradimensional space. You still gain nutrition from what you eat, but it is impossible for you to ever become full. Though you intuitively sense how much biomass you have stored.

You possess the ability to transform your body to replicate the traits, abilities, and forms of anything you've eaten. You can mix–and–match these traits to become a powerful chimera or recombine them into entirely new abilities. You can even transform parts of your brain to view the knowledge of those you've consumed.

There are some limits to this. The more fundamentally alien a creature's physiology, the harder it is to manifest their abilities. You cannot completely assume the brain of another being, or their instincts and personality will take over your own. You can only transform body parts into the same type of body part, so you can't turn your hand into a mouth or your hair into fingers. You don't have an infinite amount of biomass, so if you lose the limb of a creature you only ever ate one of, then you won't be able to reproduce that limb ever again. However, Kim has demonstrated that eating a wide variety of species can cause this power to evolve past pretty much all of these limits.

With either tier you start off already having eaten a wide variety of common creatures from Earth or an assortment of similarly mundane creatures from this world.

- DUPLICATE – 300 GP – One of the Goddess' attempts to clone Petshop. You have a humanoid form identical to Kim. While you technically share his power, you can only turn certain body parts into certain types of creatures. Using the Manticore as an example, he could only manifest bodies of feline species and the heads of primate species, and couldn't transform his scorpion tail at all.
- LEGION – 600 GP – You appear to possess the exact same power as the original Petshop. Whether you are a relative of Kim from Earth who inexplicably developed the same Legion cells as him, or the results of the goddess managing to create a perfect clone (despite being unable to replicate that success since).

BACKGROUND

Choose one. Any origin can be Drop-in. You can even choose whether you are a native of Earth who got transported, reincarnated, transmigrated, etc. into this world from the same Earth as Kim and Eddie.

BEAST – FREE
You are a savage. Perhaps you are literally a wild beast, or perhaps you are such a vile and amoral individual that you cease to qualify as human. You have a natural affinity for the wilds and a great deal of survival skills.

LOWBORN – FREE
Whether you're an innocent bard, a stealthy assassin, an unlucky commoner trying to make ends meet, etc. Basically, anyone who doesn't fit cleanly into any of the other backgrounds. You'll often be out of the loop on matters of national importance

WARRIOR – FREE
Violence is but a tool. Whether it is used for good or evil depends on the user. Heroes, bandits, adventurers, mercenaries, soldiers, and so on all fall under here. You have years of combat training and experience and the strong body to show for it.

CLERGY – FREE
You have decided to fully devote yourself to the Goddess' church. Whether you are a missionary, acolyte, priest, paladin, etc. The church is beyond shady once you dig too deep, but that doesn't mean their teachings are inherently wrong.

NOBLE – 50 GP / 100 GP
You are a member of the nobility, or whatever the closest equivalent your species has. You aren't outright royalty, most likely the chief of a small tribe, the lord of a small territory. Depending on your age you might just be the child of one such noble. If you pay extra then you are a member of the closest thing your species has to a royal family, though not necessarily next in line. If you happen to choose the High-Elf species then this background is upgraded to the second tier for no additional cost.

MISCELLANEOUS PERKS

STATUS – FREE, INCOMPATIBLE WITH OUTSIDER / 100 GP
With a verbal command, you can summon a holographic status screen only you can see. It contains fairly basic information like, name, species, level, and skills. For a plus-charge, you can use the Discernment skill to pull up a similar screen for other organisms or even abstract structures like the entire continent.

MAGIC – FREE / 200 GP / 300 GP, INCOMPATIBLE WITH OUTSIDER
For no cost, you have the potential to use this world's magic, though your talent is quite average. For a plus-charge, you have a potent affinity for one common type of magic (fire, light, water, barrier, illusion, etc.). You know a few simple spells for this type of magic, but you still have a long way to go. For another plus-charge, you instead possess an affinity for a far rarer and more potent type of magic such as time, space, mental, necromancy, etc. This is not necessary to purchase in order to take other perks that provide a boost to specific magics, but the boost can stack.

PROGENITOR – 600 GP / 1200 GP, CANNOT TAKE AS HUMANOID
You are one of the first creatures the Goddess ever created. Whether you're a dragon, a vampire, a chimera, a slime, etc. This provides you with agelessness on top of a colossal boost to your raw power and magical talent. You are easily one of the strongest beings in this world. If taken with Chimeric, then like the Manticore, you have spent centuries consuming numerous powerful creatures and mastering your power. This can be purchased by any species, but the next tier is barred from HUMANOID races.

For double the price, you also have a potent psychic influence on all similar species (or at least within the same broad category like undead, reptiles, hybrids, etc.), who will feel instinctively compelled to show you unconditional loyalty. For species that are closely related to your own (for a dragon this would apply to any draconic species, but not regular lizardmen), you are psychically connected to them from anywhere on the current planet at all times, allowing you to command them telepathically and perceive everything they do. Somehow you are able to process all this information without issue. Post-Jump this applies to any similar species you come across, as long as they aren't stronger than you or some kind of ancient progenitor in their own right.

EXTERNAL CONTEXT – 200 GP / 400 GP / 600 GP
It appears that you are an otherworlder (well, obviously, but this makes it official). Not just that, you have almost encyclopedic knowledge on a specific topic from the level of an expert on modern Earth. You also find it bizarrely easy to convince others of your expertise and disseminate this knowledge. Even if said knowledge goes against everything they thought they knew about the world and you are a literal child.

- NICHE – 200 GP – Your specialty is something important, but relatively unimpressive. Something like hygiene, farming, medicine, etc.
- BROAD – 400 GP – Your specialty is something far more impressive, but also far broader. Perhaps you were a military nerd on Earth. In that case your expertise would extend to not only battle tactics, but supply chains, negotiations, the manufacturing process for firearms, etc. Just to give one example.
- BEYOND – 600 GP – You didn't come from the same world as Kim or Eddie, or at least not from the same point in time. You are a match for the founder of the Goddess' Church. You possess a total mastery of a wide variety of technologies, both mechanical and biological, centuries beyond anything that the humans of modern Earth could manage.

HUMANOID PERKS

All Perk half-off to **HUMANOID** species.

INTEGRITY – 100 GP
How ironic that we use the term “humanity” to describe an ethical standard that mankind quite rarely meets. Perhaps you can change that? You have a strong sense of self and your own “humanity”. You can always notice when your morals or personality are dangerously close to changing for the worse, allowing you to course correct. Of course, this won’t prevent you from knowingly abandoning your “humanity”.

MAGICIAN – 300 GP, INCOMPATIBLE WITH OUTSIDER
You have spent years mastering the arcane arts. You have a wide arsenal of spells of several types. However, you are a “jack of all trades, master of none”. Your mastery of each style of magic is quite shallow. Even without training, you’re unable to match those with a natural affinity in their specialty, even if you have them beat in versatility. You also likely can’t take advantage of spells relating to rare affinities like time or space. Taking PROGENITOR will boost the potency of your magic exponentially.

PALADIN / SAINTESS – 300 GP / 600 GP (EXCLUSIVE FEMALES)
You are one of the Church’s artificially-engineered paladins. This involves a similar process to a Saintess, but exponentially cheaper and faster to produce. You possess superhuman strength, speed, durability, senses, regeneration, etc. as well as extensive training in swordsmanship, as well as light, holy, buffing, and healing magic.

For double the price, you are a proper Saintess, perhaps a backup? You share all the same physical and magical abilities of a paladin, albeit at exponentially greater potency. Your bones have been infused with obscenely durable blessed metal, your hyper-dense muscles allow you to wield strength at least 100 times greater than any paladin, and your passive regenerative abilities are potent enough to let you recover from something as severe as being chopped into pieces. However, your freakish strength means that almost all weapons break in your grasp, so you have been trained extensively in hand-to-hand combat, rather than swordsmanship. Paladins can be of any gender, but as the name implies only females can become a Saintess.

MONSTROUS PERKS

All Perk half-off to **MONSTROUS** species.

ARCHEOLOGIST – 100 GP
You have taken a keen interest in the ancient past. You have an almost encyclopedic grasp of ancient history, including events, locations, civilizations, and artifacts that most of the world has forgotten. You have a knack for intuiting how to use unfamiliar magic or technology, as long as you have enough ancient records of their functions, even if you don't have the slightest idea how they actually work.

ELDER – 300 GP
Whatever species you are, your natural abilities are head-and-shoulders above the rest of your kind. You're no match for ancient beings like the Progenitors, but as far as most of the world is aware, you are the pinnacle of your species in terms of strength, speed, durability, stamina, senses, etc. This even applies to any special abilities of your species, as long as those abilities are biological in nature, like a dragon's fire breath.

DEADLY SIN – 600 GP
Some of the Demon Lord's generals received their position through hard work or centuries of experience. Others just won the skill lottery. You possess a single skill or biological ability that just feels like cheating. For example, you could be like Parrus the Gluttony Lord that could produce a seemingly infinite supply of almost undetectable parasites from his body that, if consumed, will instantly infect the consumer and make them part of their hive mind, regardless of their physical, mental, or spiritual strength. Alternatively, this could be something akin to one of the two iconic skills of Basanio the Greed Lord: [Absolute Follow] and [Ultimate Peace]. The former forces people to honor any promise or bet, even if that promise is something they normally couldn't control, like giving away their own soul.. The latter makes any acts of violence impossible in the user's presence. You are free to create a similarly unfair ability for yourself.

This can be purchased a second time for an additional skill/ability. However, only the first purchase can be discounted.

CHIMERIC PERKS

All Perk half-off to **CHIMERIC** species.

FORMLESS – 100 GP
Going forward, any clothing you wear will be treated like an extension of your body for the sake of any special powers or attributes. Whatever resistances you have, so do they. They'll transform and regenerate when you do. Any powers you can use through your body can also be focused through your clothing. If you have any shapeshifting ability you can even absorb your clothing into your body when not needed.

MINDLESS – 300 GP
You have overcome Kim's greatest weakness of being unable to fully replace his brain. Your own consciousness appears to be separate from the physical brain. You can still be killed if your brain is destroyed, but any forces that would damage, modify, or infect your physical brain will be unable to affect your mind, emotions, memories, or personality. Should you have a potent enough shapeshifting ability, you can now fully replace your brain with that of another being or person. They will be completely oblivious to the fact that they are just an extension of you, akin to an alternate personality. They will behave in accordance with their own personality and goals but subconsciously influenced to accomplish your goals without even realizing it.

SEAMLESS – 600 GP
Even if you lack Kim's unique Legion cells, I'm sure you're no stranger to assuming different forms. In essence, your ability to assume different altforms now functions much like the power of Kim or the Manticore. You can selectively manifest the limbs, organs, traits, and abilities of any of your altforms and even mix-and-match multiple forms to create all manner of chimera. If you do take this as a Chimeric species, then you can freely hybridize any of your altforms with any of the forms acquired through consumption. However, don't forget that Kim's ability has a way of evolving in accordance with what creatures he's eaten. Like how he ate a slime and gained the ability to infuse minerals into his transformations, or how he ate the manticore, giving him far more freedom with how he could combine different forms. Altforms cover far more things than just animals, so who knows how these will synergize.

BEAST PERKS

100 GP Perks free and all others half-off to **BEAST** origin.

MONSTROUS AURA – 100 GP
Fear is often an exceptionally effective tool. You are able to emit a terrifying aura. The potency of this is proportional to your potential for violence, both in terms of both the potency of your abilities or stats as well as your willingness to use them for evil. You can effortlessly suppress this aura at-will.

MONSTROUS SOUL – 100 GP
You've developed a terrifying ability to mentally compartmentalize. You can form genuine relationships with specific individuals if you wish, but otherwise you are not compelled to display any more empathy, trust, love, guilt, restraint, or really any human emotional vulnerabilities than you personally deem necessary.

POACHER – 200 GP
You have years of experience hunting beasts. In addition to exceptional tracking skills, you have this odd ability for understanding the exact biological mechanisms that allow a creature to function. With just a glance you can tell how a dragon is able to breathe fire or how a kaiju is able to circulate blood through such a large body. You can even apply this intuition to help you understand your own abilities.

CAMOFLAGE – 200 GP
Just being near you is like Stockholm Syndrome on steroids. As long as you have even a flimsy excuse, allies will insist that you are a noble individual even after watching you brutally slaughter dozens of innocents without hesitation. Those who ally with you out of convenience have a tendency to delude themselves into thinking your bond is that of friendship, despite ample evidence to the contrary.

OFFERINGS – 400 GP

What is a hunter without prey to hunt? No matter the world, you'll frequently come across powerful hostile beasts with seemingly mystical abilities. These beasts often possess some trait that would be particularly useful to you. Perhaps they can be dismantled for raw materials, or tamed to become a mighty pet, or perhaps they have some exceptionally useful ability. Their power varies between not much stronger than a regular Earth animal to borderline godlike eldritch monstrosities. They will always be found in isolated areas, either unable or unwilling to interact with the outside world unless you deliberately introduce them.

OUTSIDER – 800 GP

You are a being from outside the Goddess' system, as such this system does not apply to you. In essence, you are immune to any direct spells, skills, or similar forces that do not exist on Earth. This does not apply to attacks that harm you through indirect or mundane phenomena. A fireball can still burn you and someone with supernatural strength can still strike you. However, if a spell directly targets you in order to enact some change directly on your being, it will have no effect. Alchemical poisons or mystical plagues, magical vows, curses, paralysis, mind control, etc. will have no effect on you. However, this makes no distinction between positive and negative effects, so you will also be immune to buffs, healing, telepathy, etc. This can be toggled on a per-Jump basis. In time, you may find ways to work-around this. For instance, this immunity does not apply if you can transform into a being native of a given world.

LOWBORN PERKS

100 GP Perks free and all others half-off to **LOWBORN** origin.

PEOPLE PLEASER – 100 GP
You have wasted years mastering the ways of the minstrel. You have exceptional musical and storytelling abilities. Your most impressive talent is your ability to read the room. With just a glance you can appraise the jobs and dispositions of everyone in a room and find the perfect song to get everyone in the most generous mood possible.

BACKGROUND CHARACTER – 100 GP
As long as you don't do anything to further involve yourself in a situation, you have absurd luck for escaping dangerous situations unharmed. Whether it's sharing a carriage with a mass murderer or getting caught in the middle of a robbery. Keep your head down and 9 times out of 10 you'll be able to escape without a scratch.

ENEMY OF MY ENEMY – 200 GP
As long as your grudge isn't personal and you aren't planning to be a continuous problem, people are unnaturally quick to forgive even the worst first impressions, along with any reasons they'd have to despise you categorically. Whether it's a Church welcoming a half-demon into their ranks or a new adventurer being content working alongside you after you immediately attacked them the first time you met.

MESSENGER – 200 GP
You have been trained from a young age to be an expert assassin. Paired with your freakish skill for conventional infiltration, you appear to have an affinity for darkness magic, allowing you to physically meld into shadows (those with exceptional senses can still detect your presence). You have such freakish agility that even to someone looking right at you, you can move so fast you appear to teleport.

AVENGER – 400 GP

When it comes to you, the world follows a twisted sense of karma. As long as nobody makes an effort to confirm your death, you pretty much always miraculously survive. Whenever you come back from the brink of death, fate will contrive to ensure you not only return to fighting condition impossibly fast, grow explosively in power from the experience, even if it requires a completely improbable sequence of events. Whether you unlock a dormant overpowered ability, get saved by a secret organization and given their strongest super soldier surgery, stumble upon a legendary weapon, etc. This doesn't apply if you intentionally allow yourself to be injured to such an extent.

METAMORPHEAN – 800 GP

It's unclear whether this is a kind of species or just an extremely rare skill. You possess the ability of "Transfiguration". This allows you to transform your body to emulate the abilities and skills of other people and creatures, simply by understanding what the skill does and seeing it in action. While this may seem like an improved version of Kim's Legion cells, there are limitations. For starters, the focus of this ability is "skills". You can slightly transform your body, but not completely alter its structure. You can pretty easily reproduce the strength and regeneration of a troll, but something like a dragon's flight and fire breath would be impossible unless you already possessed wings or the specialized organs for it. This also can't copy abilities based on knowledge like spells or sword techniques. Post-Jump this will function on any intrinsic attributes or personal abilities a being possesses, with the aforementioned caveats.

WARRIOR PERKS

100 GP Perks free and all others half-off to **WARRIOR** origin.

EARNEST – 100 GP
You don't become a hero by being weak-willed. You are beyond courageous and find it freakishly easy to hold yourself to all but the most strict or contradictory vows or moral codes. As long as you consistently carry yourself to such a high standard, even the most cynical individuals can only see you as a beacon of righteousness.

SAVIOR – 100 GP
What good is a hero if you aren't around to save the day? You are pulled by fate in the direction of dangerous foes, crimes, and other incidents in dire need of a hero. With that said, you aren't obligated to actually involve yourself if you aren't the heroic sort. If you get really sick of this perk you can just toggle it off entirely.

SWORD MASTER – 200 GP
You have mastered the sword (or another bladed weapon of your choosing) to an unambiguously superhuman level. One slash from you can cleave through a dozen average opponents. You possess the special skill [Aura] which allows you to focus a special energy into any bladed weapon to greatly increase its power. Once mastered, even a regular steel sword can cut through dragon scales like butter.

WANDERER – 200 GP
You possess the skill [Psychometry], allowing you to view the past or "memories" of any object on touch. Paired with this is a weak affinity for mental magic. Too weak for mind control, but with it you can share knowledge and memories with others. You can even combine these two talents, like using an object to alert you to the proximity of a specific individual from its memories and even lead you directly to them.

SECOND CHANCE – 400 GP
What would you give for the chance to go back in time and undo your mistakes? Once per Jump, you may have such a chance. Should you die in any way, you will be sent back in time 10 years or to the start of the current Jump (whichever is shorter), with all your memories intact. Only your mind is sent back, so any strength or powers you acquired during the regressed time is lost. As stated, this is a one-time deal. If you die again after having gone back once, that's it. Whether this second chance allows you to avert disaster or just delay the inevitable depends entirely on you. Post-Chain you can regress as many times as you want. Because at that point who cares?

GODDESS' CHOSEN – 800 GP
It's unlike the Goddess to champion two heroes at once, but here you are. You possess all the abilities of a hero. For starters, you possess superhuman physical and magical abilities, along with an affinity for light and holy magic. Not on the level of the Saintess, but still a one-man army in your own right. You also possess a lie detection skill. Whenever some great evil or calamity threatens the world (or at least threatens your own species) appears, you will receive a divine oracle warning of it.

The most notable trait of a hero is their bond with fate. Fate will twist in such a way that it is impossible for you to be killed by anyone other than the demon lord (or similar "final boss" type enemies) or their direct subordinates. Even then you will find fortune heavily leaning in your favor to save you from situations you otherwise couldn't survive. As an agent of fate, you'll find that slaying such a being is always considered metaphysically just. Meaning that you will not be doomed to Hell for murdering legions of soldiers or targeted for vengeance by the gods of your enemy.

However, there are caveats to this. You only receive this protection as long as you uphold the code of a hero. Among other tenants, a hero cannot lie, cannot show favoritism (not even to family), cannot conceal themselves, cannot ignore injustice, and above all else a hero must always be just (lawful), kind (moral), and devoted (loyal). Any infractions on this code will cause you intense pain in your chest. However, should you commit three major infractions that call your justice, kindness, and devotion into question, you will be robbed of fate's protection for the remainder of the Jump. You still retain all the other benefits. Alternatively, you can choose at the start of the Jump to be exempt from the code, but also fate's protection. Post-Chain you don't need to worry about following any kind of code to receive this protection.

CLERGY PERKS

100 GP Perks free and all others half-off to **CLERGY** origin.

DECLARATION OF TRUTH – FREE THIS JUMP / 100 GP TO KEEP
At any time, you can make a "declaration of truth". Upon doing so, a kind of halo will manifest behind you for a few minutes. In this state, knowingly telling any lie (lies by omission or just being extremely misleading is fine) will result in instant death, unless you have some means to negate or counter such effects.

GAMBLING SISTER – 100 GP
Holy warriors need to keep themselves occupied somehow. You are an exceptional gambler (and an even better cheater). Even an archdemon of greed would struggle to pull one over on you. Of course, if you rely on this too much, before long everyone will realize that gambling against you is just throwing away their money.

STIGMATA – 200 GP
Most people know better than to attack a paladin. Not just because of their raw power, but because they are blessed with a permanent spell that you now know how to cast on whoever you please. Should someone or something kill an entity under this spell, a particular mark or pattern will be permanently imprinted on their body. This mark will emit a particular mana signature that you can track from anywhere in the world.

EXPIRIMENT – 200 GP
You were the subject of the church's biological experiments. Your raw stats (strength, speed, regeneration, senses, endurance, instincts, etc.) put most Paladins to shame. You can fully or partially transform into an even stronger chimera form, complete with wings, razor-sharp claws and fangs, a spiked tail, eyes with night vision, etc. However, your strength and bloodlust can be quite difficult to control without practice.

DEVOTEE – 400 GP

Lichmond the Envy Lord discovered that through devotion to the Goddess, he could not only immunize himself to holy magic, but wield it himself, and teach his undead army to do the same. Even if you are an intrinsically unholy being like an undead or demon, as long as your faith in the Goddess (or a similar deity associated with order, goodness, purity, etc.) then holy forces are no longer your enemy. A vampire will not be bothered by a cross, nor a demon by prayer. Not only can you wield holy magic, but it is exceptionally potent in your hands. You can extend this to others by converting them to such a faith. Again, this is all for naught if your faith isn't 100% sincere.

DIVINE SCIENCE – 800 GP

The dark secret of the Goddess' Church is that their founder was actually someone from another world. Somewhere with technology centuries beyond even modern Earth. He helped the Church develop their miraculous magitech, which you are now an expert on. Whether it's calling down heat rays from the sky, genetically engineering chimeras or holy warriors like the Saintess, cranial implants allowing for instantaneous information exchange or even the ability to remotely possess those with this implant, and who knows what else is possible. You can replicate any of these creations. Though, this may not do you much good if you lack the time or funding to set up the proper infrastructure for all this. Going forward, you'll find that your knowledge of these principles will make it far easier to combine magic and technology, especially if that magic is holy or divine in nature.

NOBLE PERKS

100 GP Perks free and all others half-off to **NOBLE** origin.

DISCERNMENT – 100 GP
You don't make it in politics without having an eye for people. You are a silver tongue that makes it exceptionally easy to get into someone's good graces. Even if someone has every reason to kill you, you have a knack for ensuring they never forget that you're much more useful to them alive than dead.

SERPENT – 100 GP
It was his brother's naivete that allowed Edward's betrayal to go so smoothly. You find that, barring the most naturally observant or cynical individuals, people are bizarrely slow to suspect you of corruption when you make blatant power grabs or successfully obtain power through extremely suspicious circumstances.

ARROW OF PARIS – 200 GP
You have an uncanny talent for spotting the weaknesses of people and organizations alike. Whether they're a mighty hero protected by fate itself or a powerful church that has monopolized the people's faith for centuries. If there's any chink in their armor, you can find it, and you can devise an effective plan to destroy them. All that's left now is to find capable accomplices to actually execute these plans.

AUTHORITY – 200 GP
Princess Elanore is said to possess "the authority to go whenever she wanted". Not entirely sure what that means, but perhaps it's something like this? Fate will contrive to make your path to any given destination as unobstructed as possible. Doors are rarely locked, barricades crumble, traffic clears, etc. All but the most perceptive guards are slow to realize that you obviously aren't supposed to be in a given location.

PRODIGY – 400 GP / 600 GP

It's quite common for royalty to be born with exceptional magic talent. Even without any training, your natural talent in a specific style of magic is beyond even trained mages. By default, your talent is akin to prince Edward, whose natural mastery of light magic allowed him to fight on-par with the hero or saintess, despite otherwise being a regular human. For a plus-charge (before discounts), your talent is more akin to the elven prince Luxian, who could use water magic to mummify someone in an instant, control nearby plants, and even carry an entire fleet of ships on a massive wave covering miles of dry land. Naturally, you receive a free magic affinity with this perk. There is no additional cost if you'd prefer a rarer affinity like time or space, but the potency will be slightly less compared to if you focused this on common affinity.

GIFT OF KNOWLEDGE – 800 GP

When offered a wish by the Goddess, Edward Grandcontine made a rather cheeky request for "all the knowledge I'd need in the future". Once per Jump, you may call upon the Goddess (or at least a manifestation of them). They will then provide you with information regarding the most effective path to achieving your current goals in that world, and all the knowledge you'd need to pull it off. This could either be for one specific goal, or 2–3 closely related goals. If you want to take over the world it'd tell you about the weaknesses of various world leaders, if you want to help send an ally to another world it will outline the exact ritual to pull it off, if you want to become a master magician it would direct you to the lost laboratory of an ancient archmage, etc. However, this is far from omniscience. This provides you with as much knowledge as you need for your current goals. No more, no less. It won't provide you with knowledge regarding objectives you only later set for yourself, or anything to help you out of situations that only happened as a direct result of your own actions.

COMPANIONS

COMPANION IMPORT – 50 GP PER
With one purchase, you may create or import an ally into this Jump with 600 GP to spend. Each additional purchase doubles the total number of companions you may import or create through this option.

COMPANION EXPORT – 50 GP PER
With one purchase, you receive a slot that may be used to recruit a local of this world as a companion, with their consent. Each additional slot doubles the total number of slots you receive through this option.

MINIONS – 200 GP / 400 GP
A small army of several dozen loyal slaves. They possess human intelligence and exceptional combat skills, but hardly any free will to speak of, acting only to obey your orders unquestioningly. Even if decapitated, their body will continue moving for a few minutes to complete their final task. Perhaps they are reanimated undead, artificial golems, or maybe humans that were brainwashed to serve as living weapons. This is treated as a batch companion post-Jump, only occupying a single companion slot. For double the price, this army numbers in the hundreds.

MISCELLANEOUS ASSETS

POWDER – 500 GP
A substance with potent hypnotic abilities. Those who consume any liquid with this mixed in will have become far more susceptible to suggestion, which will have lasting alterations on their personality. This is exceptionally effective on those who are already mentally weakened from stress or trauma. These are actually a kind of parasite, so these won't be naturally purged from the body over time like a regular poison.

GODDESS FAVOR – 800 GP, DISCOUNT BEAST OR WARRIOR
You were given the privilege to ask the Goddess for a wish but decided to save it for later. Even if you save this for future Jumps, you can still cash this in. When you call on them, they will take you to a room outside of space and time. They will happily answer any questions you have before granting a single wish within its power. Once used, this wish will not replenish on its own. You will only receive a new wish if you've already used your last wish and complete a comparably heroic act to slaying the demon lord, particularly those that contribute to the balance/natural order of the world.

USS COLDSHIV – 800 GP, DISCOUNT LOWBORN OR NOBLE
A battleship from Earth of 2072. It possesses the ability to self-repair and harvest raw resources from the environment. It is controlled by an advanced AI that can somehow always recognize you as its master, even if you change forms or reincarnate. Its most notable feature allows it to rapidly mass-produce jets and even loyal clone soldiers. It can even clone different species or mix scanned DNA to create chimeras.

HEAVENLY PUNISHMENT – 800 GP, DISCOUNT CLERGY
The Church's mightiest weapon. By inputting the target coordinates, you can call down a massive heat ray that can strike anywhere on the planet and incinerate all but the mightiest beings. It can easily pierce through any buildings the target may be hiding in. You also know how to build a special targeting device that uses a laser to measure and transmit the coordinates of a specific target to the control console.

BEAST ASSETS

50 GP and **100 GP** assets free and others half-off to **BEAST** origin.

LAIR – 50 GP
A small cave located in a forested area of your choosing. It's not impossible for other creatures to wander here, but it happens far less often than you'd expect.

GUIDEBOOK – 100 GP
A small book containing detailed entries on almost every widely known beast or monster in the world and tips. This book is only as accurate as the public's understanding of the creature. You receive a new guidebook each Jump.

MAGIC BAG – 200 GP
A tiny pouch resembling a coin purse. In reality, it contains a massive extradimensional space. You cannot store living beings within, but corpses are fine. Items can be stashed and retrieved with a thought.

TREASURE HOARD – 200 GP
Exactly what it sounds like. You are the owner of a massive stockpile of priceless treasures. You can either sell them or even melt them down to make use of the magical metal within many of them. Lost, sold, or destroyed treasure are replenished monthly.

UNFINISHED SAMPLE – 400 GP
A small creature that should not exist in this world yet. It is the efforts of the Goddess to replicate the creature known as a "Shoggoth" from the works of H.P. Lovecraft. This amorphous being has obscene strength, durability, and shapeshifting. You may keep them as a pet, but if you choose to consume them they will not be revived.

WILD PARADISE – 400 GP
A large forest containing numerous different environments that should be impossible in such close proximity, and a variety of creatures with seemingly magical abilities. This ecosystem is impossibly resilient. No matter how many beasts you kill or how many trees you burn, it'll be back to "normal" in a few months.

LOWBORN ASSETS

50 GP and **100 GP** assets free and others half-off to **LOWBORN** origin.

OCEAN MASTER 2000 – 50 GP
A legendary fishing rod made by dwarven masters. Among fishermen, it is a treasure unequaled in value. To everyone else, it's just a nice fishing rod.

NEWS CYCLE – 100 GP
At the start of every week, regardless of your current location, you will receive a newspaper to keep you up-to-date on current events. This paper isn't guaranteed to be free of propaganda or mistakes, but it's usually relatively accurate.

DWARVEN ARMOR – 200 GP
Dwarves often wear mechanized armors like this to greatly enhance their physical capabilities and match the size of other humanoid races. Even if you aren't a dwarf, this cockpit always seems to be the perfect size for you to pilot comfortably.

KRAKEN EGG – 200 GP
You receive a large egg that will eventually hatch into an enormous kraken. It will immediately imprint on you as its parent/master. It will grow to immense size in a few short years, and before long it will grow into a kaiju-esque being.

METALWORKING – 400 GP
A large factory designed to mass produce simple firearms and various other steel products like armor plating. It only has so much raw materials to work with, but at the start of each week a new shipment will be dropped off by an unknown supplier. As long as you pace yourself you're unlikely to run out of materials.

BEAST BLOOD – 400 GP
A recipe for a special potion brewed from your own blood. Specifically, the blood from one of your organic altforms. Whether it's a werewolf, a dinosaur, an alien, etc. Those who drink it will be transformed into a greatly weakened version of that creature. They will be instinctively compelled to obey you, but it's not impossible to resist this.

WARRIOR ASSETS

50 GP and **100 GP** assets free and others half-off to **WARRIOR** origin.

BASIC GEAR – 50 GP
A basic set of average-quality weapons, armor, and equipment suitable to your specialty or "class", whether that be mage, swordsman, thief, martial artist, etc.

FALSE IDENTITY – 100 GP
At the start of every month, you will receive an assortment of papers correlating to a false identity. All the paperwork is in-place for you to assume this identity, but a thorough enough investigation can see through this facade.

HOLY SWORD – 200 GP
The power of this ornate sword is tied to a strict honor code of your choosing. Abide by this code and this sword is indestructible and enchanted to deal devastating damage to non-human enemies. Otherwise, it's just a fancy lump of metal.

PRIVATE DUNGEON – 200 GP
A "dungeon" is a type of organism that creates massive labyrinths underground filled with valuable ores and mutated beasts it lured in. In each Jump, you have access to such a dungeon that is filled with riches, albeit guarded by deformed beasts.

STEEL FLEET – 400 GP
You are the personal commander of an enormous fleet of heavily armored steamboats and a seemingly inexhaustible supply of WWII-era firearms and ammo. These ships come fully staffed with a loyal crew of experienced sailors that seem to feel infinitely more loyalty towards you specifically than to any particular country.

JUMPER GUILD – 400 GP
In each Jump, you will be the head of an established organization similar to the adventurer's guild. Regardless of how useful your services are in a given world, your organization has an absurd degree of funding, legal privileges, and political sway that makes it hard for all but the most blatant crimes to stick to your members.

CLERGY ASSETS

50 GP and **100 GP** assets free and others half-off to **CLERGY** origin.

HOLY SCRIPTURE – 50 GP
A copy of the holy book of the church of the Goddess. Regularly reading and reflecting on its teachings will gradually strengthen any holy magic you are capable of.

ARMOR OF GOD – 100 GP
A set of holy garbs bearing special enchantments. You may choose whether this is plate armor enchanted to be as easy to move in as regular clothing, or a cloth outfit enchanted to provide just as much protection as plate armor.

MERCILESS – 200 GP
A pair of bracelets that allow you to use your mana to enhance your physical strength. Should that not be enough, you can manifest two gauntlets of solid mana that increase the power of your punches explosively, enough to obliterate most human opponents.

THE ALTAR – 200 GP
Underneath a property of your choosing is a strange shrine. By sacrificing the severed heads of the monarchs of four different nations, you can open a one-way portal to an adjacent dimension/universe suitable to your current goals or desires.

MISSIONARY – 400 GP
You possess a high-ranking position in the Goddess Church. You aren't the pope, but you aren't far off either. In future Jumps, you may choose whether this inserts the Goddess' Church into that world (their power and influence is nowhere near what it is here) or you can receive a similar position in one of that world's major religions.

GREAT CATHEDRAL – 400 GP
A massive building akin to a hybrid of a cathedral and a high-tech laboratory. As a last resort, you can activate the "final barrier": a system that annihilates all organisms above a certain mass that get anywhere near the building. Sufficient durability can power through this barrier, even if they more than surpass the minimum size.

NOBLE ASSETS

50 GP and **100 GP** assets free and others half-off to **NOBLE** origin.

EXPORTED WINE – 50 GP
A replenishing wine cellar containing the finest wine the Grandcontine empire can offer. Perfect for drinking away your stress or celebrating a successful scheme.

REFLECTION – 100 GP
A special magic circle used for long-distance communication through a kind of hologram. You receive notes on how to replicate this circle, but the process is quite involved and requires the circle to be set up on both ends before it can be used.

ROYAL INSIGNIA – 200 GP
A special badge that onlookers will intuitively interpret as proof that anyone holding it is acting on behalf of the highest authority in the land. If you do not actually have such authority, be careful not to reveal this to anyone with the means to confirm as much.

TERRITORY – 200 GP
What is a ruler without a land to rule over? You are the official lord of a fairly large town in a resource-rich spot of land. The territory will follow you between worlds and it will always have a lively population of happy citizens.

DOMAIN – 400 GP
A single large building, akin to a casino or mansion. You have a psychic link with this building, allowing you to control everything within. Not only can you seal exits or telekinetically move objects, you can even manipulate the environment on a chemical level, like evaporating all liquids or increasing the oxygen level to help fire burn.

SOLAR POWER – 400 GP
A borderline miraculous feat of magitech. Your own artificial sun installed in a location of your choosing. It has a diameter of 18 meters and a weight of 43.4 tonnes. It is the world's strongest and lightest room temperature nuclear fusion device. You are able to harvest this nearly inexhaustible power source in whatever way you please.

DRAWBACKS

BURNED – +100 GP
You miraculously survived a horrific energy that left you covered head–to–toe in grotesque burns. No healing ability or even shapeshifting is able to remove these burns, as if they are baked into your very DNA. You're no more vulnerable to infection or injury, but you are pretty much always in some amount of pain.

OVERWORKED – +100 GP
You just can't catch a break. On one hand, you never have trouble finding employment, on the other hand your employers have a habit of working you to the bone. You often find yourself in circumstances where retiring or quitting just isn't possible, but at least this doesn't stop you from getting paid appropriately for all the work you do.

BLIND FAITH – +100 GP
You were clearly never taught to "look before you leap". You are prone to taking extreme action without taking the time to understand the situation. Like mistaking the victim of a mugging as the perpetrator or jumping straight to torture once you suspect someone of being a spy. You can eventually work past this flaw, but it will take time.

MALNOURISHED – +100 GP, EXCLUSIVE CHIMERIC
It seems some anomaly has wiped your power's genetic memory and biomass supply. Either that or you were just a lifeline vegetarian. You start this jump without any animals to draw on. You'll have to build up your reserves from scratch, which is much easier said than done considering the kinds of beasts that call this world home.

MONSTER – +100 GP / +200 GP
You are a monster. If not physically than mentally. You are plagued by a single personality trait that can cause you to act in vile ways. You could be a violent zealot, a treacherous snake, a greedy noble, etc. For twice the payout you are devoid of almost any redeeming qualities. Whether that makes you an amoral sociopath like Kim or a delusional, egotistical parasite of a man like neet his brother from Earth.

UNLUCKY – +200 GP
Despite your best efforts, trouble seems to follow you wherever you go, and your efforts to avoid this trouble usually end up having the opposite result. Whether it's a dragon attack, a riot, a shootout, or just coincidentally getting into the same carriage as a mass murderer. Whenever shit hits the fan, you're rarely far away.

FORGOTTEN – **+200 GP**
You rarely get the appreciation you deserve for your accomplishments. Either someone more powerful steals the credit for your deeds, your peer immediately manages to complete something so incredible that it completely overshadows you, or maybe there were no witnesses, so nobody believed it happened.

SHAMED – +200 GP
You hide a dark secret. Whether it's espionage, adultery, conspiracy, heresy, murder, embezzlement, etc. Whatever it is, nothing you do can completely quash the rumors spread about this. Should these crimes ever be definitively proven, you will become a pariah overnight, and most likely be sentenced to death if captured.

HAUNTED – +200 GP / +300 GP
You have some deep-rooted psychological issues. Whether it's a single traumatic experience or the result of an entire lifetime of mistreatment or indoctrination. If anyone even accidentally reminds you of this complex/trauma, you're prone to entering a berserk state and lashing out with immediate violence without considering the consequences. For extra points, this is even more extreme. You generally have poor control over your emotions, losing your temper at the slightest offense, often executing whoever is responsible for said offense on the spot.

PROPHESIED – +300 GP
The hero, Lionhands Purecreed, has become unshakably convinced that you are the "Beast of Destruction" he was sent back in time to eliminate. In addition to a superficial grasp of your powers, as a hero he possesses superhuman martial and magical abilities, as well as the protection of fate that ensures he cannot be killed by anyone other than the Demon Lord as long as he retains his status as the hero.

MARKED – +300 GP
Much like prince Edward, someone desperately wants you dead. You'll find yourself almost constantly under threat of assassination by many of the most powerful figures on the whole continent. Even if you manage to take down the individual targeting you, someone else inevitably decides to pick up where they left off. You won't be safe until everyone with the power to threaten you is dead or under your control.

INSATIABLE – +300 GP / +600 GP
Somehow, Kim has immediately become aware of your existence and has made killing and consuming you his top priority. No matter where you hide, he always tracks you down sooner or later. For extra points, he has somehow managed to add the forms and abilities of countless powerful beasts you've come across in past Jumps to his arsenal (though nothing of outright godlike power).

BOUND – +600 GP
You have become bound to the same vows as the hero. You cannot lie, you cannot conceal yourself, you cannot show preference to one person over another (not even family), and above all you must always act with kindness, justice, and devotion. Minor infractions will cause you brief, crippling pain. However, should you commit three major infractions, you will lose access to all your power from other worlds. Even your equipment will be robbed of any supernatural attributes for the remainder of this Jump. Your reasoning for breaking your vow is irrelevant.

THE NEXT WORLD

RECLAIMING TERRITORY – GO HOME
You abandon your Chain and return to your original world.

REACHING THE APEX – STAY HERE
You abandon your Chain to remain in this world.

SEEKING NEW PREY – MOVE ON
You continue your Chain into yet another world.

CLOSING NOTES

Jump by GENE.

All item imports are free as long as it's roughly the same type of item.

We never get a thorough explanation of what all the different magic affinities are and which ones (other than space and time) are explicitly rare. Neither is it explained what magic is possible without having an explicit affinity. So, you'll have to use your own judgement for what is and isn't possible.