By Poscidion

Dokapon Kingdom Jumpchain V 1.1

The land of Dokapon is under attack! The towns are being taken over by all sorts of monsters, even worse, the money is being taken from them without being given to the king!
This cannot stand. The King has called for help from heroes, any of those brave souls who wish to save his kingdom/his economy! He even promises the hand of Princess Penny, his daughter, making his saviour the new King of Dokapon.

Your journey here will take you across continents suspiciously similar to those of Earth, fighting great monsters of various colour schemes, learning several jobs, liberating towns to tax them heavily later and get thrown into various other situations of varyingly problematic nature.

Yet, you aren't the only 'hero' to arrive. Depending on your choices, at least one other shall join you in this quest, or even more. Yet, they aren't reliable members of your party as you would expect – they as you do seek to become the new monarchs of this land. As such, whilst they may help and perhaps even cooperate at times, expect a journey alongside them to be filled with competition, thievery and all sorts of screwery, ranging from simply slowing you with traps, spells or misdirection to summoning monster to invade your town, only to take it for themselves.

But you've dealt with other people before, right? And with the powers you've gained, it'd be too easy to simply beat them. Sooo...

This is a Gauntlet. All Perks and items are stripped from you, leaving you with only the purchases you make here and your Bodymod.

But I'm sure you have some money to spend? A bit of material to spend on metauniversal lobbying?

0 Cash Points.

...Oh, you're broke.

ORIGIN

In this story? You, obviously, are a 'hero'! With this world's definition of such saviours being money-grubbing gits who exploit the people they save for gold, all to impress the King and get his daughter.

This is quite a good attitude, though, as much of their path requires high amounts of cash to even be able to do heroics and the world actually benefits as well from this; mostly through them investing in towns to be worth more and freeing the nations from the rule of the Overlord, stimulating their economies through purchase of high-quality equipment.

You don't count as a capital-H Hero though. That's a lot different here.

MODIFIERS

This story isn't that set in stone when it comes to the actors within. As such, you can change some of the elements of this world, either in your favour or against it for some additional cash.

An Audience

Depending on the length of your journey, you may have a few people who don't get involved due to certain limitations. With this, you can allow your Companions and your Followers to view your time here as a form of lets-play; they'll see you as playing with the others, internal thoughts represented as commentary as you desire.

Actors
+100 CP each, One is Mandatory without additional points.

Remember that in the base state, you only have one rival. With this you can increase the number of participants, adding one with each purchase.
If you've ever played the game, you know how chaotic it gets with four players. As such, I'd would've limited it to such, but go nuts if you want a more interesting experience.
However, ***you only gain additional CP for a four-adventurer match.***

Friendlier Faces
100 CP each, requires at least one purchase of 'Actors', maximum of three purchases

By standard, your fellow 'Heroes' are random individuals, people ambivalent and competitive towards you. With this you may instead import one of your companions into the role of a
'Hero' – lacking powers they would have in other realms. Depending on them, you could instead easily win the game through them helping you – as such, they are given a 'jolt' of competitiveness against you, making them at least consider trying to beat you.
As this could easily make the gauntlet too easy, you must at least have one purchase of 'Actors' which isn't imported into. It's supposed to be a bit entertaining, you know.

Story Mode
Mutually exclusive with Normal Mode, Battle Royale

As the name implies, this is the version of this tale following the plot: split into eight 'chapters', one being the journey to the castle and then one for each continent, achieving goals to capture castles of great worth, given to you by the King. You can only travel to other continents if the respective chapter is unlocked.
At the end, you must face down Overlord Rico in the Underworld, the greatest threat in these lands.
As you should realise by now, cash matters here more than achievements, with the 'winner' of this quest being the one who has gathered the most net worth, counting the value of the towns, cash on-hand and taxes wrought from your properties.
This probably represents your longest stay possible here, Jumper. Yet it may grant the greatest rewards.

Normal Mode
Mutually exclusive with Story Mode, Battle Royale

An alternative to the main plot; You can instead set a number of weeks until the end of this tale. Within this time, you can travel anywhere in the world without limits. The overlord is nowhere to be seen and any elements and quests are not present with this mode active.
As in 'story mode', your goal is still to gain the most net worth. There's no castles to gain, no bonuses to gain from royal assistance. A sandbox experience, compared to the Story Mode, with less time to gain yet less overarching threats to face. Other than the other heroes, of course.

Battle Royale
Mutually exclusive with Story Mode, Battle Royale

An alternative to the main plot; you can select a different goal to achieve than simply who has the best net worth. These include things like who has the most towns independent of value, or which hero can kill another the most in a form of deathmatch. Perhaps even a shopping race, where the quickest to get a set of items wins the game. Depending on the parameters, this can be the quickest mode, or the most mind-numbingly slow.

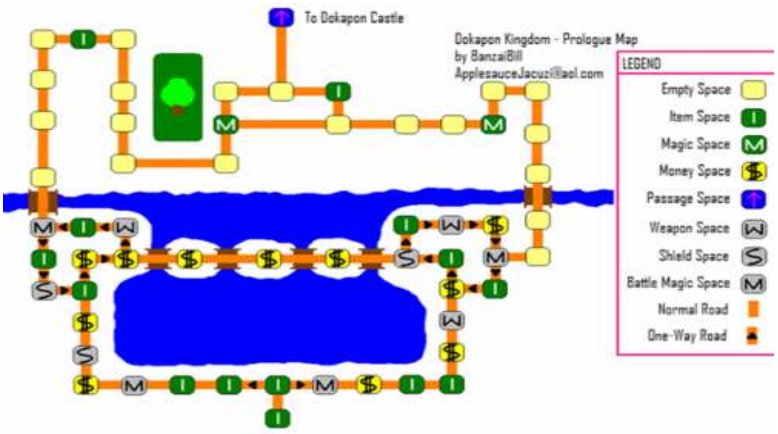
<u>You must choose a mode. This influences what rewards you receive.</u>

LOCATION

The tale begins in one of two locations, depending on your chosen mode.

If you choose to play through the **Story**, you start in the Prologue Zone – a relatively small area that you should be able to get through in about half a month if you go slowly. Here you can get some starting equipment, field spells, weapons, even small amounts of money.
You shouldn't worry about getting stuck here, as the king will teleport you to his castle in about half month from your arrival here. But there is incentive to arrive earlier, as the king grants stat points to whoever arrives first, with every person who arrives later getting less and less points to allocate.

If you get teleported there, you don't get any points at all.



If you choose to play through a different mode, you instead start out at the King's castle, the Dokapon Castle situated in Asiana to the east. The King obviously lives here, as do his daughter and his stylist. Returning here later will fully heal you of any ailments through the king's wishes, as well as entitle you to free endless haircuts.
But there's a whole world to 'save' out there, so don't get too comfy – the free market of conquered townships waits for no one!



A map of this world for your convenience.

Drawbacks:

Greed is nigh-mandatory on your quest. As such you may exercise yours through these options, taking on maluses in return for cash up front.

There isn't a limit, but don't make victory impossible for yourself out of greed. You won't be getting much then.

Beggars and Benevolence
+100 CP

On your quest through the lands, you'll often find your paths crossing with what appears to be old beggars, who ask for a quarter of your current money no matter how much it may be. As ludicrous as this may be, you should seriously consider paying, because there is a notable chance of being a disguised Goddess of Generosity, who'll punish your stinginess.

On the plus side, she will give you a gift if you are charitable to her.

Pranked
+100 CP

At some point before your journey you seem to have been beaten by one of your rivals, forcing you into an embarrassing style. Perhaps you are now known by a phrase you hate, or your hair has been forced into a form you find insulting. Perhaps they just used a really permanent marker to draw nonsense upon your face. Whatever they did, it's insulting, it's permanent for the sake of this jump, and you will be teased about it.

Roshambo
+100 CP

Little Roché goes around the world, challenging people to roshambo and taking a portion of their money if they lose to them. You cross paths more often than normally, putting a quarter of your coin at risk every match you play. They don't even give you the amount you'd get if you win under normal conditions! The only advantage there realistically is their willingness to pay off your debt

if you lose, if you consider the shame of a child paying off a grown person's debt not punishment enough.

Wallace
+200 CP

The monster known as Wallace likes to take over towns, the trickster spirit that he is. Trying to fight him often ends in him lowering the abilities of those he faces by a third and then spamming insta-kill spells that can only be stopped using proper defensive magical skills.

He now sees the towns you liberate as his favourite stomping grounds, appearing more often to make your day worse than he would without this.

Targeted
+200 CP

Of the Town Bosses throughout the continents, some rare ones known as Big Monsters can cause effects around the world to inhibit the heroes; maladies, theft, blocking paths or assisting other monsters are within their repertoire.

Now all of them seem to have a vendetta against you, more often casting their abilities to make your day worse. Beware constant interruptions from them healing those you fight to just plain causing you ailments.

You don't even get anything special from it if the castle is already taken!

A simple Trick
+200 CP each

Weber is a mysterious individual; his power to wield darkness grants him might unknown, but more worryingly he gives those he comes across certain items considered cursed.

Big Bug, an annoying insect which randomly eats items or on-hand spells until the inventory is without content, flying away afterwards.
Blackmail, a letter which summons the Grim Reaper to kill the target in a number of days unless they pay a hefty sum equaling half your money, in which case it is given to another player for them to be taken out. When's the deadline? You'll certainly not know, and neither will the next victim.
Nitroglycerin, a bomb that may explode randomly if the carrier is attacked in battle or hit by the mystic arts. If it does, they are left barely alive, able to be struck down with the simplest of strikes.

For a lesser amount of cash, you can choose one of these that he consistently gives you at the same rate as others meet him. For the greater amount, you can have him give you a random one instead – yet he appears more often before you to give you one of his 'gifts'.

If you wish, you can pay for him to consistently give you multiple of his gifts at every meeting. These do not interfere with another – you won't be saved from the reaper's scythe due to the Blackmail being eaten.

Bounty (False)
+200 CP
Cannot be taken with Bounty (True)

You're in a weird state for the law, one where you are still allowed to do anything proper non-criminals can do. Yet, there is a bounty on your head? One that others can get by defeating you. Worse, you can't simply give up – you must actually fight them to survive, or you'll be defeated and your adversary will get that cash.

Healthcare Bills
+300 CP

~~Not many~~ doctors can claim to be as greedy as Doctor Exiles, a shady doctor with a tendency to 'help' those he comes across. He does, it's just that the price of his services are frankly ludicrous and the patients aren't given the choice whether they want his help or not. Even lacking the coin doesn't help, as he simply puts you into debt instead.

Now you come across him more often than other heroes could. Meeting him can push even the rich heroes into debt with a single 'check-up' of his, so avoiding him is usually recommended. You'll obviously have a bit more trouble doing that with this.

On the other hand, he does do a good job if you need it, fully healing you and curing you of ailments. Just don't expect to have much cash on hand afterwards.

PAYDAY
+300 CP

Or rather, a lack of one. You won't get any salary for your Job, making your main source of liquid assets aside from combat non-existent. Where the others gain more and more weekly coin with every level gained and each job mastered, you have to quite literally grind for cash every time you need to purchase something, be it from taxes or from corpses.

RNG has forsaken us
+600 CP

In a world where every piece of gear outside of shops and every movement is dependent on the luck of a spinner, this will hamper you to a franky infuriating degree. You have the worst luck, making your journeys take longer than they by all means should due to events, your enemies seem to always counter just when you're about to strike with great power, and making most random encounters have the less fortunate results.

But it's not impossible for you to be lucky, for that matter. It's just more of a 90/10 ratio in favour of bad luck. Don't bother going near casinos.

If you pick drawbacks that cause random events to appear more often for you, expect the opposite of what you want to happen most of the time when coming across them, like the beggar almost always just being one instead of a goddess if you give him money, and the goddess almost always being mad at you if you don't.

Bounty (True)
+600 CP
Cannot be taken with Bounty (False)

Now you've gotten their attention. No matter what you do, you've got a bounty on your head. Properly, too – you can't enter any 'official' state parts, including your own towns, castles, or shops. Other heroes will also chase you down; if not for the moral reason that you must have done something to have that amount of cash on your head, then out of greed for it.

The only way to get this away temporarily is by paying off the sum – a large amount that scales with your level. This only keeps you safe for a week though, afterwards it's back on your head and nobody questions that. Wouldn't want to give the obviously dangerous criminal a chance, would we?

(Even with this, you can still enter Dokapon Castle to continue the main story, if you follow it. Wouldn't want an impossible challenge, would we?)

Kaputte Füße
+800 CP

Indescribable pain courses through your feet, making you incapable of moving more than a single spaces' worth of land at a time. I cannot understate how much this limits your options in a world where the first town is four spaces away from Dokapon Castle.

Good luck beating the others with such sluggish speed. Invest in teleportation if you can.

PERKS

You may satiate your greed here, as you may spend your Cash Points for some advantages unavailable to the other competitors. Lucky you.

Get a Job
Free | 200 CP | 400 CP | 600 CP

You have, don't worry.

As a member of the Heroes, you may learn the same arts they do along the journey, those which make them grow from barely greater than a normal person to strong enough to take out the Overlord that threatens the world.

As all the others, you get access to a basic Job. You can pick between the Warrior, the Magician, or the Thief, each useful in their own right, yet merely a middling class compared to those that come later.

If you want a jump start, you can pay 200 CP to learn the arts of the Cleric or the Monk, more advanced Jobs that require the mastery of one of the basic Jobs.
The Monk requires the mastery of the Cleric Job, even.

For an even greater head start, you can pay 400 CP for the hybrid Jobs that require multiple Jobs to be mastered – the Spellsword, the Ninja and the Alchemist. Each of these won't really be available until the… 3rd continent in Story Mode? Either way, pretty advantageous.

To access the rarest of Jobs, you can pay 600 CP to unlock them. The Acrobat, or the Robo Knight. Both require extensive training to normally access as well as collectible items that are hard to get under normal circumstances.

All Jobs as the name implies have salaries, going up with the Job's complexity. These can be high enough that you would have an early-on advantage to a nigh-ridiculous degree.

The exact ability of the Jobs' themselves are listed in the notes.

Danger Assessment
Free | +100 CP

A feature available to the heroes is being able to tell about how dangerous a direct attack from an enemy can be – a sense of sorts, telling them how lethal the options the enemy has are towards them.
You as one of the heroes get access to this as well. As long as you've faced an enemy in a proper fight, you can tell just how dangerous their abilities are towards you, measured in 'eh, not a problem' towards 'OHK'. This'll give you an advantage for other, similar enemies, as long as they actually possess a similar enough nature. If you fight the standard soldier in an army, you can tell how dangerous the attacks of his squadmates and others of his rank are towards you, but the danger of a higher-ranked officer or a specialist wouldn't be within your purview – as an example.
If this is of no interest for you, you can ignore this extra feature for a bit more cash.

Training
100 CP Each

A bit of pre-levelling classes can't hurt, can it? With each purchase, you gain a level in a class you are privy to, gaining proper stat growths, allocatable points and so on as one normally would. Each class can be levelled up six times until one reaches mastery, to give a measure, though training one further does still grant additional stat bonuses at a reduced rate.

Town Favorite
100 CP

Popular is an accurate way to describe you now. Towns will give you more taxes off the bat, upgrades will cost marginally less and even attempts to improve it with a chance of failure will be improved! Expect the local delicacies to be given to you more often than not if you visit the place. They like you so much, you shouldn't even need to worry about them going on strike!

A Royal Favour
200 CP

You must have some je ne sais quoi about you, as the king seems to have a liking for you. Not enough to make you a favoured contender for the throne proper here, but enough to give you a bit of an advantage.

For one, any gifts you give will be received notably better; things he'd hate would be received decently well.
You could even risk giving him a Black Diamond and not having your item value drop like a P&D scheme! Things he'd like otherwise would give you half again what others would usually get. If he specifically asks for it, you'd get double!

In a future beyond this challenge, any gifts you give others will be notably better received, as long as they already are at least neutral towards you; the higher the recipient's social class, the better.

Gang of Idiots
200 CP
Discounted for Story Mode

You may be competing, but you and the other heroes are supposed to live up to that title and actually save the day. Competing against each other is sensible, but it isn't really helpful if the demon lord is at the door, destroying unclaimed territory.

Thankfully, you can wrangle the other idiots around somewhat. You've got a certain situational charisma, able to pull together people or groups that usually would fight each other in the face of an actual danger. They'll cooperate if emergencies happen, not simply throw each other before the wolves for their own benefit. When a collective true danger happens, they may even help each other to some degree!

…They'll still try to benefit as much as they can from the situation. Just not by, y'know, sabotaging each other's plans.

That Guy
200 CP
Discounted for Normal Mode

As sad as it may be, not everybody can have the same amount of credit for a job. Sometimes, only one person is rewarded for what's usually a group effort. It may seem unfair, but if somebody's going to be rewarded for a job, it'll be you.

In competitions where multiple people work together, despite the fact that only one can actually be rewarded, you've got a knack for taking the credit for their actions. As long as no compelling proof is given and you legitimately were involved, biases will be ignored for all but you.

Positional
200 CP
Discounted to Battle Royale

Agility isn't everything. While going first is usually quite an advantage, you can wring one out of lesser positions as well – if your opponent has the initiative on the first strike, you can defend more readily. If somebody has a head start, your path to the same goal is clear enough for you to catch up fairly quickly.

This works inversely the other way round – somebody being attacked by you finds their defences worse against your blows, or finds your lead a chunk harder to catch up to.

Caster
200 CP Each

Field Magic usually can only be cast once a day, more if you're a Wizard. Even then a tome of the spell is actually needed, which is lost after the use whether it hits or not. Depending on the spell it might not even hit. You've got a way around the material component, at the very least.

Choose a conventionally available spell of 'low power', such as the status effect spells for a singular target or low powered damage spells. You don't need a tome to use these any more, as you can just cast it from your own reserves, saving you a bunch of cash that you'd spend to purchase these otherwise.

At base level, this only provides a single, 'low-cost' spell. But by paying the same price again you can buy another spell of the same 'tier' or, by paying double the base cost. upgrade the spell you've got to it's more impressive equivalent. Spells that cause status effects deal it to all heroes, damage spells simply become better at what they do.

If there's no equivalent higher-tier spell, you can take another spell of more notable strength – perhaps something like 'Mystery' causing random events to occurr, or 'Psychokinesis' to move blocks and players at will?

Since you aren't using a medium to cast, the spell needs a 'cooldown' of sorts – this scales with the power level of the spell, so something as simple as a status effect takes about three days to recharge, but a proper 'Magma+' spell, which deals a lot of damage to a single target, takes at least a week. Greater spells on the scale of a multi-town monster conjuration or status effect spells affecting all other heroes would take half a month at least.

Divine Favour
400 CP

Death is less permanent than you would think for the main characters of this world; revival takes only a handful of days, depending on which harbinger of death comes for you. Ranging from the disastrous reaper, who keeps you in his realm the longest and takes a large tax for his services to the ‘kindly’ cherubs who may even revive you on the spot for the proper price. Most can’t choose this, being left to the fates for their guide. Fortunately, you’ve got some friends up above.

The grim reaper will never come for you in this realm – his less momentous cousins in the form of cherubs or dark angels will come for you, each carrying much less momentous consequences in their wake. If the dark angels come for you, they’ll only take a quarter of your coin instead of all, or merely take one thing from your possession. If the cherubs come, they won’t even take a thing, pranking you if they do anything at all.

Beyond this world, you can treat this as a 1-up. You won’t be able to choose which of the three comes for you and each carries different consequences, though none will ever take something fiat-backed from you. Unless that’s money, of course – they’ll take a good chunk of coin. You’ll get it back anyways.

Monstrous Skill
400 CP

Each Job a hero may learn has a unique skill attached to it, but these do not make up the majority of abilities one may learn in combat; many monsters of the Overlord possess skills that no hero has ever shown to possess.

With this, you may select one such skill from a non-unique monster. This skill is treated as one of your 'battle skills' – one that takes the place of the skill your job would grant you instead. These range from the 'Will Bind' of the assassins to make their targets incapable of dodging or countering, to the 'Tornado' of the Sylphs which in addition to taking a quarter of the foes health may break their accessories.

As with normal skills, you can over the course of this time here replace it with another, more preferred skill of your choice. At the end of the jump, it simply returns to you as a normal ability you can use.

Far Precognition
600 CP

While every hero has normally got some skill at Danger Assessment, you take it even further than is normally possible – after a longer time than said Assessment (about two more turns or so) you can see not only who goes first, but also the likeliest move that they would do. Note the 'likeliest' on that, as the ability determines, off their known skills, which would be most viable for the current circumstance.

After you do this once, it requires an equal amount of time to 'recharge', yet with much practice you may do this more quickly or more accurately even.

Multi-Skill Holder
600 CP
Requires multiple skills to be available, be it Job or Monster Combat Skills

Though it may seem odd, you can wield multiple Battle Skills at once, giving you more options to select from in combat. You cannot use two skills or attacks at once though – that's for after you leave this world, where you can use multiple at once. This starts at two skills at once, and may increase with practice. Do make sure you can however use these two at once, we wouldn't want you to have simultaneous skills harm you.

Pecunia Potestas Est
800 CP

All heroes strive for money here; anything of quality requires it and the King of this world is desperate for it. Oftentimes, the power a person possesses can be measured by either the worth they have, or that of their possessions, that even deciding the next lord of this realm.

For you, it is quite a bit more literal. Your personal power, or rather your raw statistical power, increases depending on your wealth you have gained. As long as it does actually exist in whatever world, it counts for the purposes of this power as valid.

In the terms of this world, just in case you want a benchline, 1.000.000 G of net worth would grant +1 to a single stat.

ITEMS

Other purchases can be made, ones more material than innate advantages. Any objects bought will, if lost after your time here, be replaced within a week unless otherwise specified.

Hard Cash
100 CP Each

The easiest way to start up fast. For each time you convert the cash used here, you get a fairly decent amount of cash, about 5.000 G each time. A fair head start, but not much in the long run.

City Upgrade Kit
100 CP, costs 100 more for successive purchases

It's quite a bother, having to visit a town individually for each stage of upgrading. That's why this indescript kit is available, multiple even. Laying this box into a living area the size of a town will see the environment becoming better to live in, similar to a single 'level' that you would usually pay for in these lands. Just this time it's a one-time payment for multiple uses.

If you purchase multiple, you can deploy multiple at once, as multiple upgrades at once!

Do note, though, that they take about a week to recharge, and the maximum level achievable by these land's standards lies at level 6.

In future lands, they make the general living standards of the same area better; what this entails is really your choice.

Dokapon™ Delivery Service
200 CP Each

A hand-held magical tablet made of stone with a glass frame within. While this might get you some cash if you sell it to a collector, this tablet has a connection to one store that you choose on purchase from which you can once a week shop remotely, the objects being delivered to you with 24-hour delivery!

With each region you visit, the collection of items available increases as the new region's version of your chosen shop would.

Post-Jump, you can still order items from your chosen shop with all items of that type unlocked. You'll have to pay them in equivalent amounts compared to here, of course.

If you already possess an item of these dimensions, you can import it into this option. The chosen item will gain the Dokapon™ Delivery Service as an app, and will for the course of this jump only be able to do that and other base functions that a 21st century device could do.

Dokapon™ Subscription Service
200 CP Each

A small dark-stone box with a quartz side for opening. From it you can get one item of your choice every week, chosen from those in this world. While you can't get equipment, field spell tomes, skills or key items from this box (Including the Angel Wings), any other object can be obtained for free, one that you select whilst purchasing this box – including local items.

In case you have a small box of some variety already, feel free to import it if you wish. That box will only produce that one thing instead of anything else it would usually do for the time here.

Dokapon™ Request Service
200 CP Each

A hand-held tablet made of stone, with a glass frame within. While this might get you some cash if you sell it to a collector, this tablet has the ability to request the assistance of one individual once a week who offers services in this world – any individual that you would only meet under special events, not one that can reliably be met in a shop or so. Be it the thief Risque, who will take money, items or equipment from others for a certain price, or Gutz, a blacksmith who offers to upgrade any piece of equipment you ask him to. Hell, give Karlie a call for free haircuts, anytime.

…You can't summon the Trickster, though. He requires a greater bribe.

If you possess the Delivery Service, this can merge into the same gadget, with the same rules for importing present here.

A map of spaces
300 CP

A map of the continent you start in. It's moving a bit more than it should, though…

This map changes to the environment you're in, at maximum covering the area of about a single continent. It updates in real time, showing routes, blockers, cities and similar things, but not something as precise as singular monsters or travellers. Barring the other heroes, who the map allows you to track as well.

In case this doesn't act as advantage enough, the map can also be used in the manner other items are as well: by using it, you can instantly find an item of middling value of the region you're in, much like the item spaces found here. They use the same 'pool' of items, too, and are reusable every week.

In future jumps, this map unlocks the ability to find item spaces there as well. These will act as random items that you find on the road, common enough that they're heard of but still of fair value to you. Using the map in the same manner as here also nets you an item of this rarity, too!

Pet Monster
400 CP

There's quite a variety of monsters to see, fight and loot here. With the amount of possible victims, mayhaps you wish for a genuine friend?

Choose one low-level 'version' of one of the monsters in this tale – if one doesn't exist, you somehow 'find' one version with weaker abilities and stats. This being contrary to pretty much anything else here is very friendly towards you, to the point of fighting to the death for you; be it it's fellow kin, other monsters or even other competitors against you, giving you a bit of breathing room as it takes over the fight. Hell, leave it in another hero's town and claim the credit for 'defeating the beast', if you're feeling particularly malicious.

Over time, it may level as you do, learning and even advancing in its 'racial job', for lack of a better phrasing: becoming it's more powerful equivalent as it ~~reskins~~ evolves along it's line. Perhaps it would even break past the normal limits of that type of monster, though this is something unseen within this world.

Past your time here, this friend can be a companion or follower as you decide, with the appropriate rules applying.

A darker Gift
400 CP

How else to call on a dark spirit than an ominous box?

For it is through this puzzle box that resembles those that float in his hands that you can call monthly upon the Trickster's services. The only thing he offers is to curse another competitor, giving them an item as described in his drawback.

Don't worry, he promises not to give you one of them if you're cursed with him giving them to you at every meeting.

After your time here, he'll still answer your call, giving the target one of his Cursed Items which will still act as they do in this world.

Darkling License
800 CP
Discounted to Bounty (True)

A cursed gift, usually granted by Weber the Trickster to the least fortunate hero to cause chaos and strife amongst those who should save the world.

With this, you may travel the same path as his 'chosen' – by visiting the Dark Space in Asiana, you may sacrifice all of your material goods in exchange for becoming a Darkling.

A being of power even beyond the peaks of what other heroes may achieve alone, one that can only feasibly be defeated through tactics, teamwork and previous wearing-down of the beast. Worse still, one bearing this power can influence the world using Dark Arts to bring chaos in various forms, whilst wearing equipment which cannot be matched by the highest of blacksmiths.

The only disadvantage over the Trickster's contract that this has is that it lasts for half the time; instead of a fortnight, the transformation lasts for a week before returning your goods and your mortal form.

Yet, the devastation this may cause, even in a lesser time period, is immense, surpassed only by the efforts of the Overlord himself.

REWARDS

So you've come to the end of your time here. Even won out over your competitors, perhaps?

If you haven't won the game you have chosen the options for, you don't get any rewards except for:

THE HEROES

For all the time you've spent together, you may have grown fond of your fellow competitors. Take them along as Companions if you like, with the capabilities that an end-game character would have such as multiple mastered classes and great equipment under their belts. They aren't allowed to take any of their real estate along though – that's for winners!

THE GAME

Would be a shame to not be capable of torturing your friends with this game. So you get all Dokapon games in a neat package, loaded onto either a console of your choice or a new one included in this option.

...You lose your purchases, though, if you haven't won your mode.

Any further rewards are in addition to the above.

For Completing **STORY MODE***, you gain the following rewards:*

THE KINGDOM

As was promised to you, you become the next King of Dokapon. This entails control over the entire world, all towns, castles and shops included, accessible through a gilded gold door in your warehouse leading out of the back of the throne, left in the way it was.

Every territory you have managed to take over the course of the tale becomes part of this; any that you didn't are 'rounded out' of the world, the paths preserved as if there

was nothing there. Further construction or importing of existing things here is made easier, as if something *should* exist here.

In it's less hectic form the world becomes more… relaxed. Item Tiles disappear, special events happen with a much lesser chance, monsters appear less often.

Though peace now reigns, you may call back the chaos that was present during this tale by pressing a large plate upon the door that leads you there, becoming unmovable until the next jump starts.

Until then, you may reap the same rewards you could within your time here.

It accepts any forms of altercation between jumps, and you can even import it into reality if you wish. You should note that it *is* a world the size of Earth; even if you only summon one of the continents, you should consider this.

THE PRINCESS

Your engagement is what grants you access to this title, after all. You can take along Princess Penny and her dog Cash as companions. Penny's a sweet hearted gal who is dedicated to the good of the kingdom, ready to marry you regardless of gender for it. Cash is a small dog who, if you've completed the king's favours, probably has a mate to go along with him.

If you're unwilling to get married yet, you *could* simply let Penny act as the regent, who is more than willing to listen to your advice and share the assets with you more unofficially.

If you slew the Overlord personally, you even get control over:

THE UNDERWORLD

Ol' Rico's personal realm, as well as a useful tool: The only way to get into the underworld, is to give up a number of goods you decide to get a passport to enter. The only limit is that they feasibly *should* be able to do this – not that it needs to be fair or anything like that. This is the only way in, bar high-level dimensional trickery; no other method can force an entrance, no matter how hard they may try.

You can access this through a blackened-gold door, next to the door for the kingdom, through which you get into Rico's room.

For the completion of **NORMAL MODE**, *you get the following rewards:*

THE DUCHY

In the limited time you've spent here, quite a bit has been accomplished; towns have been saved, upgraded and wrung dry for sweet cash. Why wouldn't you take them along?

You take along every town you've been able to save, accessible through a silver gilded door. Here a more relaxed world is present – no Item Tiles, less monsters and less hassle through special events. However you can bring forth the more chaotic time you spent here by pressing a large plate upon the door, which can't be reset until the next jump. The same rewards as you could get here become available once more, like you just took a chunk out of the map.

Speaking of which, the territory you're getting is made of the immediate part of the map which leads between the different towns you now possess. If multiple routes exist, you can choose which you want to have present, but that choice is final.

GOLDEN SCALES

Less of a literal set of scales and more of a representation, these scales only appear when you choose to within a property of yours. With these, you can scale the difficulty within your properties; any dangers that are present, such as monsters within the duchy, can be scaled up in danger for greater rewards and experience, or scaled down for safety. Do note that this affects **all** within the realm, including other people. You can choose if it affects you, though, if you just want a challenge or to not be debuffed.

For the Completion of **BATTLE ROYALE***, you get the following rewards:*

A PROPER COURIER

You won this race – be it for murder, purchase or something more heroic, you managed to be faster than the others. Thus, whenever you lay your eyes on a goal – be it simply something to purchase or a method to kill someone quickly – you can find a quicker path than others would consider or even notice appear. As if it didn't exist, or wasn't an option, until you appeared.

This won't make whatever you achieve easy, of course. It will still be an ordeal if it would normally be. This would provide something more along the lines of having your purchase be readily available and you being the first to want to purchase it, or your target accidentally leaving an otherwise secure base slightly less defended in a spot. But a chance is all you need, right?

YOUR DEEDS

If you did a delivery mission, you get a limitless supply of whatever you had to bring to the King.

If you save a town, you get the town, fully upgraded and accessible through a polished door of the proper aesthetic.

If you had a kill race, you get a dummy in the form of the target for all your training/testing/murderous needs.

Whatever your short-lived quest was, you gain a properly useful memento from it.

Whichever win you have, you of course take along anything you purchased at the beginning of your tale.

No matter what ending you achieved, you as always now have the choice ahead of you. Any drawbacks you took on are removed, of course, no matter the choice.

Do you

STAY HERE and continue living in this game of a world?

HEAD HOME and enjoy the bounties you have gained, here or elsewhere?

Or

MOVE ON, continuing along this chain of yours 'till it's end?

NOTES

- *A brief summary of the capabilities of each class:*

Warrior	Strong in attack and defense abilities, with a preference for using swords. Levelling up gives additional health, attack and defence. Skills: Level 2: Muscle - Raise attack and defence by 50% Level 4: Overlord - Increases attack by 200%. Has a chance (about 20%) that it fails and reduces your attack by 50% instead Field Skill: Randomly increase attack by a fifth at the beginning of a day.
Wizard	Powerful with magic and resisting it. Prefers staves and wands in combat Levelling the class gives additional magical aptitude and speed as well as health. Skills: Level 2: Meditate - Doubles Magic stat Level 4: Restrict - Seals a target's random battle command. Field Skill: Use multiple Field Spells per day.

Thief	Strong in speed and attacking abilities, tendency for daggers. Levelling increases speed and attack as well as health. Skills: Level 2: Steal - Steal an item from the target, Field Magic included Level 4: Escape - flee from battle without any problems Field Skill: Pickpocket those you pass, taking an item or a spell from them.
Cleric	Potent magic-users with more aptitude for combat, proficient in the usage of spears. Levelling gives greater defence and magical aptitude, as well as more health than the previous three. Skills: Level 2: Heal - Recover your condition completely Level 4: Prayer - Heal yourself for 50% of your best condition, cure some status ailments Field Skill: Randomly, you heal yourself to half your peak condition at the beginning of the day.
Monk	Masters of hand-to-hand combat, needing no weapons to deal much damage. Upon levelling they gain attack and defensive power, with more health than the basic classes. Skills: Level 2: Soul Fire – Raises attack by 50% every 'round' of combat cumulatively Level 4: Afterburn – raise all stats by 50% but halve your physical health after combat Field Skill: As the monk takes more damage, their other abilities grow in power.
Spellsword	Dual casters and combatants, improving their offensive abilities with every level learned, at the cost of any other stat not being grown. Skills: Level 2: Chakra – Boost attack and magical damage by 50% for the course of combat. Level 4: Pierce – Your next attack ignores your enemies physical defence. Field Skill: A 33% chance to reflect magic back at the wielder (refers to field magic)

Ninja	An offensive-oriented class that rushes things along. Levelling increases attack and speed to the same degree. Skills: Level 2: Sneak Hit – Reduce the opponents health by half or a significant amount, with a chance of instantly killing any mundane enemy. Level 4: Decoy – Protect you from attacks both physical and magical, half of the time. Field Skill: Use up to two items every week, instead of one.
Alchemist	A magic-oriented class tending towards commercial success. Levelling increases defence and speed, though magical prowess benefits the most. Skills: Level 2: Alchemy – Transmute damage done into money. Level 4: Debug – A chance to reduce the enemy to their last legs, but only works rarely. Field Skill: Duplicate an item in your inventory randomly.
Robo Knight	Lost technological warriors, whose physical prowess is increased through a tough, steely body. Upon levelling, your attack and speed increases, though your defence grows most of all. Skills: Level 2: Copy – Copy the stats of the opponent, if it is stronger than you. Level 4: Harden – Gives a not-insignificant chance to deflect attacks. Field Skill: If it activates, you can choose how far you wish to move, akin to the usage of a Multi Crystal.

Acrobat	A class, only accessible through gaining an item from the Casino. Gains increases to damage when using crossbows, oddly. Levelling increases their attack, defence, speed and health equal amounts. Skills: Level 2: Play Dumb – A chance to nullify magical attacks. Level 4: ??? – Copy another Battle Skill; this includes **any** skill, like those of the Darkling. Field Skill: Upon death, you have a roughly 50% chance of simply surviving the attempt. Post-Jump, you can use this as a 'possible 1-up' that works half of the time, saving a cost on any other 1-ups that you possess.
Hero	The most advanced class, for which every other one sans Darkling must be mastered. Not only does this one have the highest salary, it gives stat growths across the field. Can use any weapon with a bonus that wizard-based or Warrior-based can. Skills: Level 2: Glory - Make any non-boss enemy give up instantly Level 4: Guard - Raise random stats by half once more Field Skill: Use both an item and a field magic every day.

Darkling	The accursed class. In return for giving up your towns, items, equipment and cash, you gain access to the most powerful class; capable of using unique equipment stronger than any other in this world, skills in combat that none can match. Your stats are tripled during this class as well! The most notable attribute of this class is the capability to use 'Dark Arts', special abilities that usually affect others negatively. These are powered by Dark Art points, of which you gain a random amount every day. These include, but are not limited to: - Giving everybody footsores - Making everybody fall asleep - Throwing away half of the other actors money - Forcing anybody who isn't in an event area into combat with you regardless of distance (teleports you to them, maybe? Fanwank if you've got a better idea) Other Combat Skills Given: - Giga Blaze: Offensive Magic. Most powerful in-game fire spell available that can lower defense if it hits - Super Bounce: Makes the enemy take fourfold damage and effect from their attack instead of you - Delete: Randomly delete either the inventory of a target, a piece of equipment on them or all money they currently carry Items Given: - Overlord's Crown: Summons a monster if you visit a town - Draco Sword: Most powerful sword in this world - Demon Shield: Most protective shield in this world, increases attack and magical ability

Notes:

- *I'd recommend playing the game to get a full impression for the mechanics and world, but the wiki's a decent replacement: https://dokapon.fandom.com/wiki/Dokapon_Kingdom*

  - *You don't get the masteries for the Jobs that are prerequisites to the ones you take through the **Get a Job** Perk.*

  - *For the purposes of the **Monstrous Skill** perk, you can't pick Rico Jr's, Doppelgangers, Deathcloud or Wallace's skills. Other Monster Skills can be found here: https://dokapon.fandom.com/wiki/Monster_Battle_Skills*

  - ***Multi-Skill User** doesn't stack nullification chances.*

  - *Not all spells can easily be categorised for the **Caster** perk; damage spells have an obvious upgrade and single target status effects have multi-target upgrades, but other ones such as 'Mix-Up' or 'Come Here' lack a clear predecessor. As such, fanwank as you wish for the different categories.*

  - *For that matter, a link to the page for field magic:* https://dokapon.fandom.com/wiki/Field_Magic

  - ***Town Favorite**, if you need proper numbers, gives you a 10% bonus to everything mentioned. Upgrades cost 10% less, you get 10% more taxes and the well upgrade will have 1 more dice number than it usually would in your favour.*

  - *Ever fought against a monster in-game with another player fighting it as well? Usually, this is done by killing the monster first, then having to fight the other players. The **Pet Monster** Item would work similarly, except that 1) You team up with the Monster instead of the player, and 2) you don't fight the monster afterwards.*