VAINQUEUR THE DRAGON JUMPCHAIN



Welcome to Outremonde, Jumper! A world of high fantasy, RPG mechanics, and most importantly dragons! Outremonde is in many ways your standard fantasy fare, with a leveling system attached. It is ruled over by twelve gods, former mortals who reached the height of the System's power and ascended. The gods have also been summoning people from Earth, sometimes as heroes, sometimes just randomly. One of these 'Claimed', Victor Dalton, is about to get more than he bargained for when he meets the great wyrm Vainqueur Knightsbane and accidentally reveals to the dragon how to unlock the System and start gaining levels of his own. You arrive a few weeks before Victor has his fateful encounter and must spend the next 10 years here before your next jump. To help you out of your journey, you start with one thousand Choice Points (+1000CP) to purchase perks and items with.

## LOCATIONS

Outremonde is roughly the size of Earth, with 8 continents. Roll 1d8 for your starting location, or pay 100CP to choose.

1. Albain Mountains: Home of the currently sleeping Vainqueur Knightsbane.
2. Haudemer: Quaint town frequently attacked by Scorcher mercenaries.
3. Ishfania: Desert kingdom ruled over by a half-demon elf matador. Olé!
4. Murmurin: A village of monsters next to a volcano. Mind the lich.
5. Prydain: Land of the fomor, dark fairies and evil monsters.
6. The Mooooon: High up in the sky. Bring protection from Madness effects.
7. Port Damné: A wretched hive of scum and villainy. Full of pirates and slavers
8. Free Choice: Pick anywhere in Outremonde that you'd like to start

## BACKGROUND

Isekai'd (Drop-In option): After your last jump, you were pulled into the world of Outremonde by one of the 12 gods and given a chance at a new life. Some gods might have pulled you in for a specific reason, or perhaps you were randomly chosen by Dice, the God of Luck. Either way, you're not in Kansas anymore.

Adventurer: A native of Outremonde, you've spent your life in a world of magic, warriors, and class levels. Working for the Adventurer's Guild pays well, assuming you don't die. You start out as a Lead Plate, but with time and effort you can work your way up to Gold. Where you go from here is up to your determination, and perhaps a bit of luck.

## RACES

For humanoids and monsters, age is 1d8 +17. For dragons, age is 1d8 x 10 +100. Gender is the same as your previous jump. Pay 100 CP to change either or both.

Humanoid (Free): The world of Outremonde is home to several types of humanoid creatures, from beastfolk, to elves and dwarves, as well as the ubiquitous humans. None of them have any inherent advantage over the others, especially compared to the majesty of dragons.

Monsters (Variable CP): In Outremonde, a monster is generally considered anything without a pure Humanoid typing. This often grants a host of resistances as well as weaknesses, such as ghouls and other undead being resistant to necrotic effects, but weak to holy effects. Almost all monsters are sapient, if not at least sentient, though intelligence can vary wildly, even among the same species. Monsters also have the ability to improve their race through different means, evolving into stronger forms, though this is rare.

> For +200 CP, you can become a mook monster. Something notably weaker than a standard humanoid, such as a kobold, goblin, or slime. While you can still gain levels

and improve your race, you will always be weaker than equivalent adventurers of even basic humanoid races.

For 0 CP, you can become a humanoid adjacent monster. Something like a ghoul or a gnoll, with a few extra strengths and a few extra weaknesses, but roughly on par with a humanoid race.

For 200 CP, you can become an elite monster. Something with clear advantages over humanoids, such as a vampire or werewolf. Against a similarly leveled humanoid, the odds are in your favor, but don't get cocky.

For 400 CP, you become a boss monster. Something not only with massive advantages over a standard human, but stronger than most other types of monster as well. From the immortal and almost unkillable lich, to the dreaded tarrasque, you've got some serious power before you even get any levels under your belt. With this option, you're allowed to get cocky.

Dragon (Variable CP): The top of the food chain, the undisputed peak, gods walking the earth! These are all things that dragons would have you believe about themselves, and in many respects they're right. Dragons are some of the most powerful beings in Outremonde, and that's even without any of them unlocking The System.

For 600 CP, you can become a True Dragon. True Dragons come in several colors, with corresponding affinities. Red for fire dragons, white for ice and so on. True Dragons are immune to their chosen element, and have a breath weapon of the same type. True Dragons start off larger than a horse, and can grow to become larger than a mansion. And while they don't have the greatest starting intelligence, they more than make up for it with a charisma stat that's through the roof,disease immunity, and enough strength to casually poke fully armored knights to death.

For +200 CP you can instead become a Zmey. Zmey are the heavily inbred cousins of True Dragons, with smaller bodies and a variable number of serpentlike heads. In addition, they have a constant storm following them that they can't turn off, though they can switch to thunder or hail if they want. Zmey intelligence is closer to that of a talking dog, and any respectable True Dragon will do their best to pretend that you don't exist.

## PERKS

The System (Free/200 CP): Every creature with a soul in Outremonde has access to The System ever since Dice the God of Luck went on his first rolling spree. The system quantifies your stats, Hit Points, and Special Points, and allows you to level up. When an individual performs actions in line with a class, they gain XP for that class and can gain a level in it, along with several stat increases and a Perk every odd level. The higher your level, the harder it is to gain XP for any class, even one that you have not yet unlocked. So, while a level 1 Warrior

could defeat a few slimes and level up easily, someone at level 90 trying to gain even their first level in Warrior would have to accomplish something truly impressive. There are an unknown (but large) number of classes, and more common ones award lower stat gains than more advanced classes. In addition, certain General Perks can be acquired through actions or as part of your race, such as Lesser Poison Immunity being gained from surviving eating a normally deadly quantity of poison. However, there are some challenges. To progress past level 30, you'll need a Crest,gotten from dungeons, quests, or bought from someone else, which also allows you access to more prestigious classes. Then, to progress past 60 you'll need a Heroic Crest, requiring even greater deeds, but offering even more powerful classes. Finally, once you reach level 99, you'll be able to challenge Valhalla, a final test of your worthiness to attempt Ascension and get your final level in the Deity class. The System is free for anyone in-jump, but for 200 CP you can bring The System with you to new jumps, and activate it for people just by telling them about it, like Victor does for Vainqueur.

Claimed (100CP, Can purchase multiple times, First purchase free for Isekai'd): You have been Claimed by one of the 12 gods of Outremonde, receiving a small mark of the god's symbol somewhere on your body. This gives you a higher chance to receive stat boosts on leveling up and a minor ability or immunity. Having all 12, in addition to their other effects, grants you the [Pantheist] perk. Be warned, the more gods you are Claimed by, the more they will take an interest in you. All Claimed perks are listed in the Notes section below.

Attractiveness (200 CP, Discount Isekai'd): Well aren't you quite the looker? Were you just born lucky, or did you have to ask the gods for a little help with some touch ups? You certainly wouldn't be the first Claimed to ask to increase the size of his weapon. Just expect a bit of embarrassment on the gods' part if you ask to enhance your assets too much.

Higher Purpose (400 CP, Discount Isekai'd): Whether bestowed upon you by the gods during your reincarnation, or just part of your own iron will, you know what you want out of life. If that means defeating a specific foe, turning a desert back to forest, or even just making as much money as you can, you'll stay determined and on task for as long as you want to. And if you actually accomplish your goal, you'll easily be able to find a new one for yourself to work towards.

Min-maxer (600 CP, Discount Isekai'd): Your many years of theorycrafting builds on Mongolian basket weaving forums has finally paid off! When faced with any power system, whether in concrete RPG numbers or otherwise, you've got the skills and knowledge to optimize your build and that of others. What classes to take, in what order, for maximum synergies is all yours to understand. You even know the secrets of the dreaded [Fisherman] class! Of course you still have to put in the work to actually unlock and level up those classes, but with a build like yours I'm sure you'll level faster, too.

Makes The Dream Work (100 CP, Free Adventurer): It's not easy being a solo adventurer, and sometimes it's even harder being an adventurer in a team. With this perk, you are skilled at

managing inter-party conflicts, avoiding unprotected charisma checks, and generally ensuring that your team cooperates effectively.

Vizier Training (200 CP, Discount Adventurer): “Next is the third stratagem, *‘Become an only child.’*” You’ve diligently studied the one hundred stratagems of the Black Pharaoh Akhenapep himself, teaching you all that you need to know to become an effective dark lord or royal vizier. While most of this is common sense stuff, it does come with several nuggets of wisdom on how to effectively crush your opposition while remaining entirely blameless should anything go wrong. Remember, don’t kill the emperor, just make him a powerless figurehead while you rule from behind the scenes!

Perk Forge (400 CP, Discount Adventurer): In the adventuring line of work, you’re likely to acquire quite a large amount of abilities, and really, who has time to keep track of them all? Well worry not, because with the Perk Forge, you can fuse lesser abilities into one greater ability. Have a darkness attack and a fire attack? Bam, dark fire attack. Have a bunch of monster abilities of different types? Bam, throw them all in the Perk Forge and always count as the most advantageous monster type in a given situation. There’s no undoing this, and no getting the sacrificed abilities again, so forge wisely.

Afterlife Insurance (600 CP, Discount Adventurer): It can be hard for an adventurer to maintain the karma that ensures they always have a nice place waiting for them after they die. Well, worry no longer! With one of these insurance plans, available in either heavenly or infernal varieties, for the low price of a ‘donation’ of some of your Special Points per month, you can be guaranteed a cushy spot in the afterlife of your choosing. No waiting in line, no torture. And if you’ve got any allies on the living side, you just might get summoned back to the land of the living. After this jump, this acts as a ‘1up’ perk, letting you come back from death for free once per jump after a brief stay in the afterlife of your choosing.

Do you want to breed? (100 CP, Free Humanoid): You find yourself more persuasive  in matters of intimacy. Just talk about the size of your hoard and you’ll be sure to find ample breeding opportunities. You’ll have an easier time unlocking seduction based classes as well, such as Fiendish Rake and Red Mage.

Under the Table Ritual (200 CP, Discount Humanoid): You’re supernaturally protected against humankind’s greatest foe: Taxes. This applies to all forms of taxes, fees, and other extra charges that might be levied against you and any property that you own. Create your own tax haven country, or just avoid having to pay guild fees for quests.

Troll Craftsmanship (400 CP, Discount Humanoid): Are you part troll? People might think you are with how well you can craft items! Depending on your level, time, and materials, you can make astounding magical items, with numerous effects. Stat boosts, condition immunities, special abilities, all can be yours! And what’s more, you can do it quickly, working through the night to complete rush orders with ease.

Skeleton Key (600 CP, Discount Humanoid): One thing manlings and other humanoid races are known for is their love of thievery. With this perk any lock magical, mundane, or even sometimes conceptual, will open with but a touch. You always count as invited into whatever space you're in. Walk through the greatest of wards with impunity! Though be warned that it's a common practice to use magical wards as contraceptives.

Monster Kin (100 CP, Free Monster): With this perk, you can speak to all kinds of monsters, even understanding monster writing. In addition, you have a greater rapport with any monsters you talk to. Of course, that might just mean they have a pleasant conversation about how they're going to eat you, so it's not foolproof.

For the Hoard! (200 CP, Discount Monster): Nothing instills minion loyalty like knowing what you're fighting for. The perk increases your resolve when you're fighting for or otherwise working in the interests of someone that you consider your superior.

Monster Breeder (400 CP, Discount Monster): Half-elves, half-orcs, centaurs. You have to wonder where some of these half monsters come from, don't you? Well wonder no more! With this perk you become an expert monster breeder, allowing you to mix and match all sorts of creatures that probably shouldn't have been mating in the first place. The resultant creatures will magically have traits of both parents, for good or ill. This applies to creatures under your care, though plenty of monster breeders like to get hands on. Can be toggled on and off, in case you aren't looking to make weird mutant babies.

Monster Lord (600 CP, Discount Monster): You are a Monster Lord, an overall more powerful version of your race with the ability to attract lesser monsters as your minions. Your race is evolved to be greater than the base of your species, such as a kobold evolving into a Raptor Ranger or tarrasque evolving into tarrasque emperor. If your minions are powerful enough, you can use [Mook Promotion] to improve their species, provided they have enough experience and meet other conditions.

Virgin Princess Radar (100CP, Free Dragon): You gain an acute awareness of the virginity and noble status of any females you encounter, with a limited ability to detect them in a large radius around you. Works especially well for an elven virgin princess, too. Remember to release any captured princesses back into the wild for sustainable conservation efforts.

Super Senses (200CP, Discount Dragon): Your senses are such that you could hear the slightest shift in your treasure hoard, or spot individuals while flying high above them. You also can tell when someone around you is capitalizing or italicizing your name, even in spoken language.

Summon Minion (400CP, Discount Dragon): Much like a certain Calamity of the Age, you are able to summon any of your minions to you with but a yell, no matter the distance. Be warned, there are teleportation blocking effects out there, and this won't work across planes. The creature summoned has to actually accept that they are your minion for the perk to activate.

Bragging Day (600 CP, Discount Dragon): Sometimes you've just got to show off. With this perk, once a year you're able to call forth a few hundred dragons to show off your wealth, the quality of your minions, or anything else that you'd like to brag about. The dragons you summon may also help out with any immediate problems you have, provided that they are properly incentivized. The dragons will stay for a few days (some are fashionably earlier than others) before flying off again. If your hoard isn't up to snuff though, prepare to be mocked mercilessly.

ITEMS

Apple of Knowledge (100CP, Free for Isekai'd): This mysterious alabaster tablet bearing the apple of Eden glowing on the back contains secrets from beyond this world. Okay, so, it's just an iPad, but it magically never runs out of charge, has quite the impressive anime and movie collection, and has all sorts of schematics of Earth tech on it.

Children's Card Games (200 CP, Discount Isekai'd): These sets of cards are from the Earth children's card games Evolve Monsters, Magik the Joining, and Egyptian Duel. The cards have been enchanted to show holographic representations of the monsters and spells depicted on them. In addition, any wagers made using these cards will be respected by both parties.

The Iron Eagle (400 CP, Discount Isekai'd): A fusion of Earth technology and Outremonde sorcery, this massive airship is large enough that a dragon could ride on it and still achieve intercontinental flight. Comes stocked with a crew to fly it and man the weapons. Oh, right, the weapons. The airship also comes equipped with a load of guns and harpoons, capable of injuring even a dragon.

Scholomance Ticket (600 CP, Discount Isekai'd): Have you ever wanted to train in so-called 'evil' classes without being punished by righteous do-gooders? Well now's your chance! With this ticket and a level over 40, you qualify for admittance into the legendary school Scholomance, created by the Dread Three gods themselves. Thanks to patented time warping technology, you can experience seven years of classes in only seven days on the outside. You can learn a variety of classes here from Peasant Oppression to Eldritch Philosophy, but mandatory is the class, spanning multiple years, on how to create a cursed artifact. The standard is the soul-stealing Solomonari's Grimoire, but artifacts like the Black Chalice or the Deathgun Blade are also possible. Whoever makes the best artifact is named valedictorian and accesses the ultra-rare Weathermaker class, while the class dunce stays another 7 years as the headmaster of the school. You'll receive one extra ticket each jump, for either you to re-enroll, or to give to someone else.

Starting Gear (100 CP, Free Adventurer): It would be a real shame for you to have to fight all these monsters in the nude (Though you might get a Perk for it). So, with this purchase you've got a nice set of high quality starter equipment, depending on what your class is like. Robes and a staff for mages, leather and knives for rogues, you know. These will provide minor stat boosts

and maybe a special ability. You get a new set of gear every month, and can specify if you want the gear to be for you, or someone else.

Blinkblink Ring (200 CP, Discount Adventurer): Your classic invisibility ring. Just say blink to turn invisible, and say it again to turn visible once more. No duration limits, mana cost, dark wraiths seeking to retrieve it, or any other drawbacks. Can be dispelled or otherwise countered.

Guildhall (400 CP, Discount Adventurer): Your very own Adventurer's Guild guildhall, chock full of quests for you to take on. This guildhall in particular is large enough that a dragon could comfortably fit inside it without breaking down the door, and it comes with enough staff to run the place, including a cute secretary. The guild will never run out of quests for you to take, though not all of them will be extremely profitable. Can attach to your warehouse or be placed down somewhere in-jump.

Plot Armor (600 CP, Discount Adventurer): The greatest armor to ever exist on Outremonde, the plot armor is a set of plate armor and helmet made out of folded, crimson paper with trashy novels written on it. The armor's defenses increase with the number of friends and true believers you have, and you receive an insane boost to any luck check to avoid dying. This does not prevent you from being defeated, especially if it would boost narrative tension. If you do somehow die while wearing the armor, you will be miraculously revived with newfound strength and determination, though the armor will be destroyed for the rest of the jump. Also, while wearing the armor you'll be forced to say cheesy, cliche lines at inappropriate times.

Crystal Princess (100 CP, Free Humanoid): This beautiful, elven, virgin princess has unfortunately been encased in a solid magical crystal. Not only does this make transportation quite difficult, being 'stuffed' means she can't sing or dance at all! You would need a powerful ability to counter, dispel, or otherwise purge the magic holding this crystal together, but once you do the princess inside would be very grateful to you. Very grateful. And so would the elf kingdom, should you choose to return her, offering up noble boons for saving their trapped princess.

Stay Inn Place (200 CP, Discount Humanoid): Your very own Inn, chock full of beds for you to rest in. This inn can house about two dozen humanoid sized creatures, with room in the stables for mounts. The inn comes with a max level Innkeeper, which means your stay will not only be quite pleasant, but an 8 hour rest in the beds will bring you back up to full HP, as well as cure most status ailments. Powerful magical status ailments may not be healed by this, but you'll at least be cursed and well rested instead of just cursed. Can attach to your warehouse or be placed down somewhere in-jump.

Temple of the Gods (400 CP, Discount Humanoid): Your very own Temple of the Twelve Gods, chock full of gods for you to bother. This temple is large enough for a dragon to fit inside it comfortably, and comes with statues of all 12 Outremonde gods. The gods you worship here will actually hear you, though it's up to them if they actually want to respond. Automatically updates

with new gods, should anyone reach level 100 and successfully challenge Valhalla. Can attach to your warehouse or be placed down somewhere in-jump.

XP Dodo Farm (600, Discount Humanoid): Ah, the XP Dodo. A majestic creature sadly cut down in its prime by being a terrible combination of delicious, harmless, and worth more XP than almost any other creature on the planet. But, thanks to this purchase they are no longer extinct! You've got your very own farm of XP Dodos, and if you manage it right, you'll have plentiful experience gains for years to come. Comes with several giant statues of your head, each wearing a different hat. It's attached to your warehouse for easy access, and if you "accidentally" kill all of them, you'll get a new breeding pair at the start of your next jump.

Respawning Cat (100 CP, Free Monster): As a monster, it can be tough sometimes to find emergency rations in times of famine. Well worry no longer! This overweight kitty is the perfect renewable food supply thanks to its 9 lives feature. If killed, it will respawn the next day, up to 8 times. And, it tastes delicious. Comes with a recipe to make Stuffed Garfield.

Mushroom Wine of Power (200 CP, Discount Monster): This magical drink allows you to commune with the gods and feel cosmic love radiation. Really, it just gets you high off your ass. A single drink of this and you're likely to end up naked and hungover, having bothered the gods and communed with your spirit animal. A new bottle shows up in your warehouse every month.

Amulet of Repulsiveness (400 CP, Discount Monster): Are you tired of your charisma attracting stalkers? How about accidentally crushing things thanks to your absurd strength score? This magic amulet is enchanted to magically lower the wearer's stats to the desired level, preventing such occurrences. Guaranteed to work even on Deities, you'll never have any trouble blending in again. If you want to return to full strength, deactivate the amulet with a thought and you're good as new.

Dungeon (600 CP, Discount Monster): Someone's got to manage some of these ancient ruins and tombs full of horrors that dot the land, and now that someone is you! You've received your very own dungeon worthy of the Deadie Awards, with impeccable trap design, a good mix of combat and puzzles, and most importantly a spooky atmosphere. Not enough dungeons these days account for proper sound design. With this, you'll receive a good number of adventurers seeking to challenge your dungeon and get the loot within, and possibly earn a Crest of their own. Can attach to your warehouse or be placed down somewhere in-jump.

Stipend (100 CP, Free for Dragons): Every month, thanks to the power of old money, you receive a stipend of gold coins equal to your total level times 1,000. You can choose if you'd like the coins to appear in front of you, or appear in your warehouse. For reference, killing some level 20 bandit leaders is worth about 2,000 Gold each, and someone like Vainqueur started with a bounty on his head of over 100,000 Gold.

Hoard (200 CP, Can be purchased multiple times, Discount Dragons): Or perhaps you'd like a more concrete sum? With one purchase of this, you receive 1,000,000 gold coins, as well as

piles of jewels, impressive statues, and other items of value worth an additional 500,000 gold pieces. I hope you've got someplace safe to store all of this, or you'll be dealing with plenty of eager thieves.

King's Regalia (400 CP, Discount Dragons): This set of items contains a magnificent crown, elegant cape, and impressive golden scepter to show as a symbol of your authority. When worn, the items greatly enhance your charisma and sense of leadership, as well as increasing the drop chance of money and items from slain foes.

Lair (600 CP, Discount Dragons): What dragon would be complete without a place to store his hoard? This lovely castle, complete with a crown on the tower, is well fortified both physically and magically and full of traps to deter any would-be thieves, with plenty of room in the basement for even the largest of hoards. If you're a fire dragon, it even comes with a lava bath at no additional cost. Can attach to your warehouse or be placed down somewhere in-jump.

## COMPANIONS

Adventuring Party (300 CP): What good is an adventurer without a team backing him up? With this purchase, you'll receive 8 companions, either imported from previous jumps, or picked up in-jump. Each companion may choose a race and background as normal, and starts with 600CP to spend on items, perks, and racial abilities.

Chief of Staff (100 CP): Every ruler needs a good chief of staff to keep his minions in line, and this companion is just that. With a hidden talent and great luck at managing your other minions, there will never be a staff problem with them on hand. At least, not one that you'll need to deal with. They're also skilled in other minion work such as food preparation, merchant work, dealing with paperwork, and a number of other menial tasks that someone as important as you can't be bothered with. Their abilities scale up to meet your needs, from running a small band of adventurers, to managing an entire empire. They come with 600CP to spend on items, perks, and racial abilities, and can take any race and background as normal.

Minions (200 CP, Can be bought multiple times): Congratulations, you've acquired your very own squad of quirky low level monsters to follow your every order and act as emergency food rations in lean times. Whether this is kobolds, goblins, slimes, or some other mook, they'll be perfectly loyal to you until death, but they're honestly pretty weak to start out. Fortunately, you can customize them and help guide their leveling, including their starting classes, and they're more likely to qualify for advanced classes that you want. Want a well balanced party? Or how about just 5 Red Mages? One purchase gets you five minions, and as a bonus they come with their own distinct outfits to tell them apart. If your minions should die without being resurrected or anything like that, your incredible presence will draw in another group within a month or so.

## DRAWBACKS

Players are limited to +600 CP in drawbacks.
MINION! (+0CP): You can choose to take the place of either Victor Dalton or Vainqueur Knightsbane for the story of this jump. Do you have what it takes to expand the great V&V Empire?

Forbidden Fanfiction (+100CP): A copy of a full book of erotic fanfiction chronicling your adventures thus far. Chock full of terrible yaoi, just having this book in your possession is enough to cause an unbearable cringe. Gods help any who actually read it, as they may be subject to Madness and Terror effects. You must survive reading the entire novel before your jump ends, after which you can do the responsible thing and burn it. If, for some unholy reason you decide to keep it, it will automatically update with your future jumps.

You. Missed. The Battle (+100CP): You're all prepared for an epic quest to slay a dangerous creature and steal its stuff. Your armor is polished, your sword is ready, you ride in on your mount…and the monster is already dead by the time you get there. Whenever you go out on a quest, or just look for a fight, there's a strong chance that you'll have missed your opportunity for glorious combat, not to mention leveling up.

Alcoholism (+100CP): Whether you can't stop hitting the bottle, or you can't stop yourself from the draconic practice of overeating dwarves, you've got a serious alcohol problem. If you can't stop yourself from indulging, expect to wake up some days with a killer hangover, no memory of the previous night, and possibly a destroyed countryside behind you.

Curse of Greed (+200 CP): More, more, more! You just can't stop yourself from collecting all the gold and other shinies that you can. Your biggest priority in life is to increase the size and shininess of your hoard, so that all may know that you are the wealthiest of all. You are incapable of voluntarily parting with any of your gold, even if you would've gotten more gold back afterwards, such as an investment.

Draconic Arrogance (+200 CP): You alone stand at the peak, the undisputed master of all that you survey. To you, pain is a birth defect, and death is something that only happens to inferior creatures. At least, that's what you believe. Your arrogance knows no bounds, the mere thought of you losing in a fight is a foreign concept. Perhaps getting some sense beaten into you over and over might lessen this belief somewhat. Or hey, maybe you really are just that good. Either way, prepare for a long time being insufferable.

Square Root Intelligence (+200 CP): Your intelligence is so high that it can only be measured in square roots! Perhaps you even have a vaunted square root 64 intelligence! No, but seriously, you're just plain dumb. This comes with a lowered attention span and an inability to understand sarcasm. Potential stat upgrades to intelligence from leveling up seem to pass you by as well, so don't expect to get much smarter even if you take scholar classes.

Starting at Level 1 (+300 CP): The gods have noticed your out of Jump powers and have stripped you of them in order to maintain balance in the world. You know the drill, no out of jump powers for the duration of your stay.

Transmute Gold To Lead (+300 CP): What a terrible curse to bear. You passively emit an aura of transmutation that turns all gold within 10 feet of you into horrible, disgusting lead. Prepare to be the enemy of dragons everywhere should word get out that you're a gold-killer. And good luck finding anyone that wants to get near you since gold coins are the primary source of currency in the world. Maybe you could move to the moon?

Valhalla (+600 CP): Normally, there wouldn't be any pressure on you to level up or get stronger, as the plot will mostly resolve itself without your interference. Now though, you have a mission. In your 10 years here you must reach level 100 and become a God. This is no easy feat, as it gets harder and harder to level up as you go, and even should you reach that level 99 barrier, you'll still have to earn your ascension. A trial will be offered to you, something truly challenging even with all of your powers. If you can't succeed, then you'll die, your chain ends, and you're sent back home. Are you worthy, Jumper?

## FINALE

What will you do after your adventure is over? Any choice you make, all drawbacks are removed when your time ends here.

Stay Here: The world of Outremonde is full of mysteries and adventure, and you just haven't seen all of it yet. Fortunately, Outremonde is known as the crossroads of reality, at least locally, so it's possible your adventures can still continue beyond this plane.

Go Home: Something about being on a planet geographically near-identical to Earth has got you missing home. Your chain ends and you head home with all of your items and powers.

New World: Maybe you've beaten Valhalla and decided godhood wasn't for you, or maybe you just waited out your ten years and want to go somewhere new. Proceed to the next jump.




NOTES

By GW2Anon

Valhalla and Ascension: When you reach a combined level total of 99, you are able to challenge Valhalla and attempt Apotheosis. The nature of the challenge is different each time, but you are likely to have to fight some form of superboss in order to prove your worthiness and ascend. Valhalla is scaled to the level of a level 99 in this world, so your out of jump powers may make the challenge notably easier or even trivial if you've got a number of jumps under your belt. The exception is if you took the Valhalla drawback, in which case the challenge scales to your actual power level including all out of jump powers. Notably, it is impossible to teleport into or out of Valhalla, so summoned beings cannot be called. It is possible, however, to challenge Valhalla with a party, and if they all meet the level requirements, they can ascend at the same time. Ascension gives you a choice, you can either take a level in the Deity class, greatly boosting all of your existing class abilities, or you can move on, starting at level 1 reincarnated into a new world, effectively choosing another jump to go to instead. If killed, Deities are revived within a year but this only applies so long as you remain in Outremonde.

List of Claimed Perks: Note that it is possible, if exceedingly difficult, to gain all Claimed perks by yourself in jump without spending the points, but the more gods you're affiliated with, the

harder it will be for others to want to claim you. Good gods don't want to work with evil gods and so on. It would take extraordinary circumstances for some of these gods to work together.

[**Claimed by Dice**]: When you level up, you have an additional 10 percent chance of gaining a Luck or Skill Point. Unknown additional effects.

[**Claimed by the Moon Man**]: when you level up, you have an additional 10 percent chance of gaining a Charisma point. You gain Immunity to Madness and Moon effects unless those caused by the Moon Man and his servants.

[**Claimed by Shesha**]: When you level up, you have an additional 10 percent chance to gain a Charisma or Intelligence point. Merchants, bankers, and entrepreneurs always see you as a trustworthy partner and will give you a 20 percent discount.

[**Claimed by Deathjester**]: When you level up, you have an additional 10 percent chance to gain a Skill or Charisma point. You can falsify your Karma as you wish, and your lies cannot be identified by any magic.

[**Claimed by Camilla**]: When you level up, you have an additional 10 percent chance to gain a Vitality or Agility point. You automatically gain the secondary [Undead] type, including all of its strengths and vulnerabilities.

**[Claimed by Cybele]**: When you level up, you have an additional 10 percent chance to gain an HP or SP boost. You are immune to [Enthrall], [Charmed], and STDs.

[**Claimed by Seng**]: When you level up, you have an additional 10 percent chance to gain a Skill or Agility point. You can breathe and survive underwater, and you always benefit from aquatic terrains' bonuses; you are immune to the negative health effects of alcohol, but you can still get drunk.

**[Claimed by Veran**]: When you level up, you have an additional 10 percent chance to gain a Strength or Intelligence point. You can craft any item with medium proficiency as if you had the necessary perks.

[**Claimed by Mithras**]: When you level up, you have an additional 10 percent chance to gain a Charisma or Strength point. You are also immune to all [Fire] and [Holy] effects, except those caused by Mithras or his servants.

[**Claimed by Isengrim**]: When you level up, you have an additional 10 percent chance to gain an HP or Agility point. You can speak to and understand [Beast] types, and they are always well-favored towards you.

[**Claimed by Leone**]: When you level up, you have an additional 10 percent chance to gain a Vitality or Skill point. You gain a 30 percent experience bonus whenever you finish a quest or slay a monster.

[**Claimed by Sablar**]: When you level up, you have an additional 10 percent chance to gain a Strength or Vitality increase. You are immune to all [Time] and [Earth] effects, except those caused by Sablar himself, and you no longer age.

[**Pantheist**]: You cannot take damage from [Prayer] spells and divine-powered perks, except those used by [**Deities**].




CHANGELOG

Version 1.0: First Release
Version 1.1: Adjusted price of Adventuring Party and Chief of Staff. The Scholomance Ticket now refreshes every jump. Added option to bring The System with you to new worlds.
Version 1.2 Added Curse of Greed Drawback. Fixed Hoard value. Turned cap into cape.

“Now go breed, and sin no more”