
MISTOVEN

MISTOVER

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THE UNEXPECTED APPEARANCE OF THE VORTEX, THE PILLAR OF DESPAIR, UNLEASHED DREADFUL CREATURES THAT BRUTALLY RAIDED THE WORLD. DEFENSELESS AND VULNERABLE, MANKIND WAS SOON ON THE VERGE OF EXTINCTION.

WHEN ALL HOPE WAS LOST, A MIRACLE HAPPENED AND THE CREATURES SUDDENLY VANISHED. DESPERATE TO PREVENT THE NEXT INVASION, THE SURVIVORS CREATED A GROUP CALLED THE 'CORPS' THAT JOURNEY INTO THE VORTEX FROM WHENCE THE CREATURES EMERGED.

WILL THE HUMAN RACE SUCCEED IN CHANGING THE COURSE OF THEIR DESTINY?

I SUPPOSE THAT IS FOR YOU TO DECIDE. WELCOME, JUMPER! YOU ARE TO SPEND THE NEXT TEN YEARS IN THIS BLEAK WORLD. TO ENSURE YOU MAKE THE MOST OF IT, I SUPPOSE IT IS BEST YOU TAKE THIS:

+1000 CP



TIME AND PLACE

You appear sometime after Heinrich takes his place as the noble scion in charge of Arta. As for the place, you may either choose freely, or you may roll a D8 for an additional +50CP.

1. Arta – a once-prosperous kingdom, now destitute and in decline due to the monsters and corruption of the Mist.

2. The Misty Forest – a twisted forest, full of withered vegetation and maligned fauna. Beware the Mist.

3. Cathedral Ruins – once a sprawling cathedral, first destroyed by mysterious meteorites, and consumed by the Mist. It is now crawling with horrid undead, and perhaps even their King.

4. Cursed Town – In the past, The Cursed Town was once the capital of a powerful kingdom. However, the town came to ruin due to the corruption brought by the Mist. The soil rotted and unknown diseases spread. Tread carefully – the streets seem to be breathing.

5. Snow Mountain – while most mountains surrounding Arta are covered in greenery, this specific range is mysteriously covered in snow. Who knows what ancient secrets lie buried in stasis under the snow?

6. Sleeping Lake – a large, interdimensional nexus at the epicenter of the Vortex. Stone tiles float suspended in space, with stars twinkling underneath one's feet.

7. Dr. Faust's Forest – a phantasmagorical forest filled with absurdity and whimsy. You may just encounter a certain Guilty scientist wielding strange Gear…

8. Free Choice – lucky. You may pick freely.

ORIGIN

MISSING ONE (DROP-IN) – there are those who venture into the mist, and don't return. And sometimes, people return who never went missing. They are missing most of their memories, and have no recollections of where they come from.

NOBLE – much like most other kingdoms, Arta has several noble lines, even though most of them have since fallen due to the economic and societal decline as a result of the appearance of the Vortex. You are one of the scions of one such noble family.





SOLDIER – not necessarily a guard or a member of a military, but a warrior in general – a member of the Corps, an adventurer, a wandering duelist, a disgraced samurai, or perhaps even a bandit.



CASTER – users of magic, however rare they are. Most of them are seen with suspicion and distrust, as being able to set someone on fire with their mind is a lot of power for someone to have.



BEAST – children of the wolf god Fenrir, the werewolves are wandering the world, waiting until their progenitor awakens from the slumber he was cast into by the heavenly pantheon after attempting to usurp Heaven.

CREATURE – monsters scattered in the mist, corrupted and maligned, they seek little more to rip any intruders apart limb from limb.







PERKS

Those of appropriate origin receive 50% discount on the perks belonging to their section.

UNDISCOUNTED

THROUGH THE MIST [600] - huh. That is truly unusual. But that's alright. It would seem that your very soul, you very essence is connected to the wretched mist of this place. It transcends this world, seeping into a multitude of others. Including that of other jumps. Whenever you enter a jump, including this one, you may pick a second jump. Go through both jumpdocs as usual. The only caveat is that you'll be going through both of the jumps you took at the same time.

Your consciousness may only be in one jump at a time, unless you have some sort of hivemind perk. When you're in one of these jumps, time pauses for the second jump, as does the countdown of your stay there. You may switch between each of these jumps at will. If you picked, say Dark Souls and some slice of life, you may, at any time, get your consciousness away from the grim darkness of DS and get some downtime, and come back to suffer again whenever you feel like.

If your time is up in one jump but not the other, you can remain in the completed jump for as long as you want. To continue the example, if you've spent 10 years in the Slice of Life and only 3 in Dark Souls, you may continue hanging out in Slice of Life regardless, so long as you haven't completed the time requirement of Dark Souls, at which point both jumps will end.

Should you die, or fail one of these jumps, you will be forcefully transferred to the other one, and will only be able to return to the one you failed in once you complete the other one. When you return to the failed jump, you get to retake all the choices from the jumpdoc - all your perks, items and companions are removed, Choice Points are refunded, and you get to retake the jumpdoc before returning into the failed jump. If you jumpfail in DS, you will be booted into SoL and be forced to sit there for 10 years until you can go back to DS. If you fail the jump you were booted into before you're allowed to go to the other one, you fail for real.

MISSING ONE (DROP-IN)

SELECTIVE AMNESIA [100] - it's normal for Missing Ones to forget things - it's their defining characteristic, after all. But the things you forget seem awfully convenient. You can choose to forget any traumatic memory or detrimental part of your psyche, such as a trigger that caused you to develop trauma, or anything similar. This also works on supernatural mental effects, such as infohazards or cognitohazards, putting them in a sort of mental quarantine. You have an internal sense that certain parts of your memory are missing, that you removed them

willingly, and a vague reason for why you removed them. You can always choose to remember the things you forgot using this perk.

RUSTLER [200] - there's a lot of debris out there in the mist, and one must learn to scavenge whatever they can if they are to survive its tender mercies. Where most people see garbage, you see treasure and resources. You are able to recover decent equipment and quite respectable amounts of consumable items from seemingly useless piles of junk.

HIDE AND SEEK [200] - monsters of the mist are horrifying creatures of death and madness, but they're not awfully smart. Just by hiding in a bush, you can easily avoid them. Now, this also applies to everyone else. Whenever you hide, however badly, whoever is looking for you will experience a short-term bout of amnesia, causing them to forget about you and go back to whatever they were doing beforehand. Also applies to your allies or those who are hiding nearby. Can be turned on and off.



RAGS TO RICHES [300] - you came to Arta with nothing, therefore - you can become anything. You have a terrifyingly fast learning speed, gaining the mind of a master tactician within mere weeks of study, and an encyclopedic knowledge on the mist monsters after observing them for a few hours. You mind is unburdened by previous experiences, convictions, biases and preconceived notions. Additionally, the more of a Tabula Rasa - of a blank slate - your mind is, the faster your learning speed. Should you forget, or lock away certain parts of your mind, you will find it easier to replenish them using new information. As you learn more and more, and develop as a person, the boost provided by this perk grows weaker and weaker.

REINFORCEMENTS! [300] - it sure is lucky that those soldiers came by and saved you just in time. Even more lucky - this isn't a one-off occurrence. You seem to attract allies and companions in you time of need. The more you need help, the sooner someone will show up to help you, and the better they will be at resolving your current problem. Attacked by monsters? A squadron of knights will show up and help! Lost in the wilderness? A local will stumble upon you and lead you to whenever you need to go.



TICK-TOCK [400] - let's not forget a certain important bit of information here - things are getting worse. The corruption of the Mist is spreading, monsters grow bolder, and everything is hanging on by a thread - you're on a timer here. The Doomsday Clock waits for no one. Good thing you've got a grip on it, then. You easily identify when there is a time limit on anything and everything - a situation resolving itself, an item becoming unusable, even when someone would die of natural causes - and how far along it is. As well, you can slow down or speed up the progression of any of these clocks- delay someone's death, prevent someone from finding an item or a person for some time, make hostilities (or ceasefires) last longer, etc., by about, say, a third - an effect with the duration of a minute, would instead last 80 seconds, or if you wish it to go away faster - 40 seconds. You get the idea.



RADIANT BLOOM [400] - the light flowers are rather curious, aren't they? Motes of light in an otherwise dreary hellscape. Beacons in the dark for the many lost wanderers. Surprisingly similar to yourself, in fact. Those that are close to you will find that your mere presence is comforting, even in the bleakest times. You exude a warmth (quite literally, in fact - there is a notable increase in temperature by several degrees) that draws people in, and your touch is always pleasant and soothing. The light that seems to be antithetical to the Mist suffuses your very self, creating a slight halo of light around yourself that keeps the dark thoughts and evil creatures at bay, at least for a little bit. And finally, light seems to have rejuvenating properties for you - bleeding stops quicker, wounds close faster, and diseases become weaker when you're in the presence of even a few lumens. The brighter the better. Also, all your bodily fluids seem to sparkle. Dunno what's that all about.



DIFFICULTY SETTINGS [600] - there is a reason you don't have memories of this world, beyond the corruption of the Mist - you don't belong here. You're here only temporarily, and as such, why not let you tailor your experience here to your liking? Upon entry into any world, be it this one or of any future jumps, you will be presented with the opportunity to change up a few settings - like turning off bleeding, turning off any detrimental mental effects, make corpses dissolve into ash instead of staying and rotting, increasing the amount of loot and resources, and generally adjusting the 'difficulty' of the setting you're being inserted into. You can change these settings once every 5 years.

NOBLE

WELL-EDUCATED [100] - by virtue of noble birthright, you were afforded the best tutors that money could buy. You are highly skilled in governance, economics, cryptography, calligraphy, and up to three different languages.

BEST OF THE WORST [200] - you find yourself in a perilous situation, oh noble scion. Your treasury is empty, your holdings are rotting, your people are starving, and beasts are at your gates. Yet, you will persevere. You have a keen mind that can see and discern opportunities whenever and however they present themselves, and capitalizing on them. You know how to mitigate disasters that come your way, how to maximize good fortune, and when to pounce

on a juicy opportunity to make the most of it. You can make the most of a bad situation, and maybe - just maybe, if you use your head - come out on top.

ACTUALLY GOOD [200] - there is belief that nobles are inherently evil. That they are snobby aristocrats, greedily and hungrily taking more for themselves while giving nothing back to the people. And for the most part, that is true. However, every rule has its exceptions. You are one of the few good nobles. People will look to you for guidance as they recognize the benevolence in your heart, and they will always acknowledge your exceptional kindness and empathy - even your enemies will feel shame for going against you, as you are, undoubtedly, one of the few good ones.

PROPHET [300] - much like Cagliostro, you seem to possess the ability to predict the future, thanks to the Mist connecting various dimensions together. You regularly receive misty visions of various possible futures. When you do, you enter a trance-like state in which you can parse the many possibilities of what's to come. These trances last about an hour, and you can induce them at will by meditating for a few minutes. The visions you receive can predict futures as short-term as a few hours, or as long-term as several decades. In order to properly interpret these cryptic visions, you'll need to spend some time deciphering them, but you're guaranteed to glean something useful.

VENTRILOQUIST [300] - that is strange. Why is there a voice there? Why is that cupboard talking? Oh. You're just playing a trick again, aren't you? You are a master of your own voice, scarily so. You can easily imitate any and all voices you hear, shift to any accent, pitch, timbre, tone, etc. Moreover, you can shift your voice so that it sounds like it's coming from elsewhere - just a little to the left, from all the way across the room, from somewhere far away in the mist. Your voice will never again get tired or sore, your throat will never dry out or seize up. As well, you are somehow capable of very accurately discerning the thoughts of those who cannot talk - beasts, mute people, inanimate automatons - and voicing their thoughts in their stead. It's almost like you're psychic.

WELL-READ [400] - there are yet many things to be learned of the Mist, the creatures inhabiting it, and of the best ways to proceed in that cursed land. You're here to help with that. Normally there is only so much someone can learn from one source - sooner or later everything that can be learned, will be learned. But you're anything but normal. You could study the same thing over and over and over and over, and never run out of new things to learn from it. Be it studying one singular creature, reading and re-reading the same book dozens and dozens of times, whatever source of knowledge you encounter, you can exploit it indefinitely and always find new things to be gleaned from it.

RESTOCK [400] - resources are scarce, and thus valuable. Frivolous spendings cannot be afforded. Thankfully, you are a good enough governor to ensure there are never shortages... even if the methods of acquisition get increasingly unsustainable. Any sources of resources will never run dry so long as you or your people are exploiting them, but the longer they work them, the harder it will be to get them. Shops, warehouses and shipments will never run out of stock, but financial costs of procuring resources from them will get higher and higher; ore veins will never run dry, but will get harder and harder to mine, until they're near indestructible; crops will never stop growing, but will drain more and more minerals from the soil to the detriment of everything else, until it's just barren sand; cattle will consistently repopulate in time, but will grow tougher and more aggressive; etc. Over time, these

complications will subside and reset - the longer you've been exploring these resources, the longer it will take to reset.

DEV LOGS [600] - a ruler would do well to know the history of that which he rules. And yet, history is often written by the victors... or lost to time and the ravages of those who would see it all torn down. Good thing, then, that you don't have to worry about it. Upon entering this world, and any future ones, you will receive a full, unabridged, unbiased, unaltered, factually correct history of the world in questions. Maps, dates, important people, and everything there is to know short of actual technology up to your point of entry. But that's not all, oh no. As well, you receive some insights not of this world. What-ifs, concept art, initial ideas, in one word - developer logs. Any unreleased and/or meta information regarding your current world also gets shoved into your head along with the in-world knowledge.

SOLDIER

BARELY MADE IT [100] - better be a living donkey than a dead dragon. You have a good sense for when you're outmatched and when fighting will do more harm than good. As well, running away and retreating inflict no harm to your and your allies' morale and mental state.

TO THE RESCUE! [200] - not everyone enjoys having the strength and power that you do. There are a lot of people out there who are helpless and need a hero to come to their rescue. Good thing that you know who and where these people are. You get a sixth sense telling you just where you are needed most, and who needs your help most. You are drawn to people in dire straits, those who need help, be it physical or otherwise. Go and save some maidens, hero!



CO-OP SKILLS [200] - the trope of the lone wolf may be fascinating in storytelling, but in reality? Monsters and the Mist prey on those foolish enough to think themselves above the help of others. Teamwork and cooperation are key if you wish to survive. Each companion, each teammate, each temporary ally you have grants a unique, synergistic skill. These skills combine your abilities and those of your companions in a unique way, achieving either potent devastation on the field of battle or tremendous buffs and healing. Enhancing physical attacks with magic, combining various techniques into a singular fighting style for a brief moment, mixing two different magics into a single new one - there are many ways for these co-op skills to manifest.

MONSTROUS STRENGTH [3$$] - I'm unsure how, but you are a testament to humanity's potential. Somehow, you have ludicrous amounts of raw, physical strength - enough to lug around equipment as large as you are and twice as heavy, if not more. A child would be able to walk around with a slab of steel for a shield and a lance twice as wide as they are without tiring. The increase in strength is proportional to what you already have - the better the input, the better the output.



REJUVENATING SLAUGHTER [3$$] - there are beings and men that delight in the slaughter. To them, the blood of their enemies is rejuvenating elixir, the death throes of their opponents are a magnificent dance, and the screams of their victims as they are stabbed and skewered - a soothing song. You now count among their number. With each attack, you drain some of your opponent's life - when they are slashed, you are healed. The amount you regenerate is always less than what you inflict - about 50% of the damage you deal is converted into healing for you. Whether you wield blades, blunt implements, your bare hands, or even magic - slaughter always leaves you feeling refreshed.

WANDERER [4$$] - there are many races inhabiting this world - humans, demons, werewolves, half-breeds - but there is another one, one that has been forgotten by the annals of history. No one knows what they are called, truly, only what they are - wanderers. They have been swept away by the Mist, forced to wander the disparate dimension in it, adapting to the ever-changing environments. You just so happen to be one of these wanderers. Your ability to adapt to new environment is truly astonishing - a few hours will have you not just surviving, but thriving. Environmental hazards will cease to be a danger to you, and you will instinctively grasp how to properly navigate whatever environment you were thrown in. Not just that - you also very quickly gain an understanding of what supernatural effects may have a grasp over the places you are - be it a fey imposing their own rules on the forest you're in, interdimensional mist mixing different sets of laws of physics to create an eldritch hodge-podge, or whatever else, you quickly understand what these strange effects are and how to avoid their dangers.

ROGUISH ARTS [4$$] - you may not have been trained from childhood how to be an assassin, but you make a good rogue anyway. You are proficient in the art of stealth and sneak attacks. Not only that, but as such tactics typically revolve around fast and powerful strikes, you gain the ability to blink behind your enemies and back - to teleport to a place within you line of sight, linger there up to 6 seconds, and automatically teleport to your previous location. Any attacks performed in the brief 6 second window will have their power and damage increased by a factor of 4, or if you're using daggers, knives, kunai, or other, similarly short, bladed weapons, a factor of 8. You also gain a smattering of other minor skills - nonverbal communication using gestures and body language, perfect aim when using thrown weapons, and perfect skills with chained and short, bladed weapons.



FLAWLESS TECHNIQUE [6$$] - watching true masters of weapons at work is fascinating. A regular slash becomes a work of art, and more often than not - magic. You are now much like

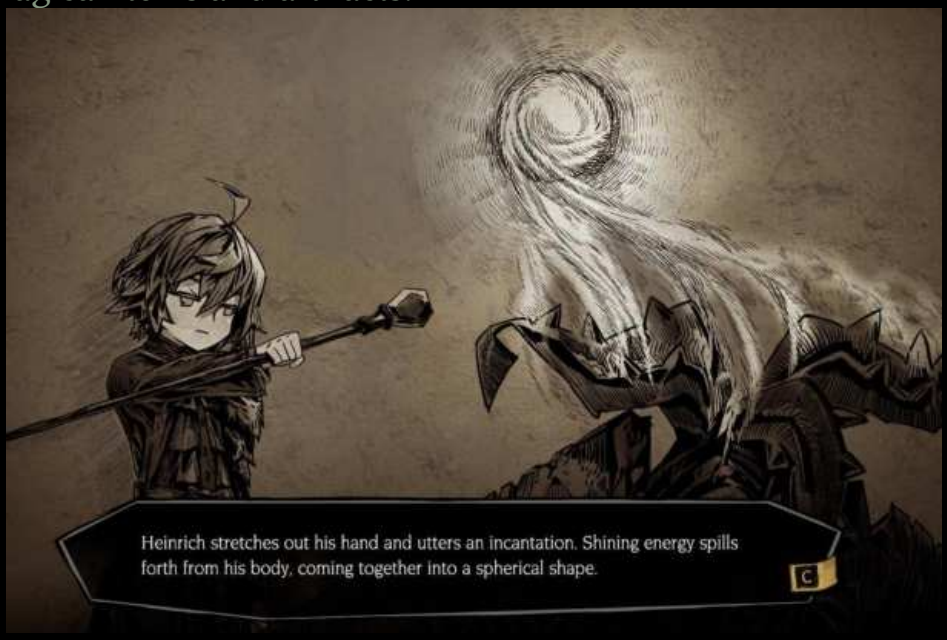
those masters, flawless in technique and skill. You know how to make the most of whatever weapon you're holding, to the point it may seem like magic - tweak the edge alignment just a little, so that little bit of friction against air causes your weapon to burst into flames, or generate enough static electricity to shoot out lightning; swing with enough force to send blades of air ahead of you; maybe you'll even learnt to cut gravity to fly, cut distance to teleport, or even cut atoms and molecules and create fissile reactions. All of these do, however, require practice and training - you know only the basics, as of now, and it is up to you to learn the rest.

CASTER

MYSTERIOUS ORIGIN [100] - while such powers are not unusual around here, they still warrant distrust and suspicion. It would probably be best if you got to reveal them on your own terms. Your reputation, and any knowledge regarding you and your abilities will not be spread beyond your immediate region - even if you cast a fireball in the middle of the street, only that city block will know of it, and that knowledge will not be spread beyond that region, be it though rumors, information brokers, or other means. Can be turned off at will.

DE-MISTIFIED [200] - the mist contains many hidden treasures and artifacts. Unfortunately, its corrupting properties also affect these items - leaving them bound and suppressed, preventing their mystical properties from manifesting. Thankfully, there exist methods to dispel such unwanted mists. You are capable of just that - you can appraise items and dispel the Mist's corruption, allowing them to work properly. You can also freely attune to any magical items and use them. Any supernatural item you come across, you can tell what its effects are, and if there are any detrimental effects.

MAGEWRIGHT [200] - there are many unusual sciences and branches of research in this world. You just so happened to have mastered all of them. From alchemy, allowing you to brew various poultices, potions, poisons and venoms and acids - provided you have necessary ingredients- to magic engineering - which, despite the name, has nothing to do with machines, or technology as such. Instead, you can easily work with supernatural items - disassemble them into constituent parts, reassemble them the same as they were before, combine different parts into various configurations, make improvements on both the physical form of artifacts and their supernatural qualities, and given enough experience and proper materials - even forge your own magical items and artifacts.





ONMYŌDŌ [300] - usually, magic is the art of going against nature and overcoming it. However, certain nations have developed their own systems of interaction between the supernatural and the natural. Onmyōdō is one such system. It deals with the five elements - Fire, Water, Earth, Wood and Metal - as well as the Yin and Yang, in order to better understand nature and its workings. You yourself are not just a practitioner - you're a master of it. This grants you several benefits. For one - you are a master at preparing and blessing ofuda and omamori - talismans made out of paper, wood, cloth or metal. They can serve a variety of uses - bestowing blessings, applying curses, protecting from harm, or even store spells for later use. Secondly - you can call upon the help of the various shikigami - wandering spirits, willing to assist you. They can strengthen the effects of your spells, ofuda and omamori, or even inhabit the appropriate talismans and act as origami familiars. Thirdly - you are proficient in the art of divination. Based on the day of the week, direction of wind, time of day, weather, and many other factors, you can tell good fortune apart from bad, and help those around you avoid bad fortune. Walking in certain directions may invite bad luck depending on the conditions, local spirits may be feeling particularly mischievous, the Yin and Yang may be imbalanced, the elements of the location may not be in harmony with each other - there are a myriad of ways that bad fortune can catch someone unawares, but you know how to stave it off and avoid it.



OVERFLOWING LOVE [300] - do you hear them? The whispers in your mind, telling you to deceive and hurt, both others and yourself? No? Oh well, you still get the cool powers, though. It seems you have been blessed by a... I hesitate to say deity, but a being of terrible power, certainly. And who are you to withhold its love from others? No, you will show how your dear 'God' cares for all, by way of healing and protective magics, restoring wounds both physical and mental with the eldritch energies flowing through you. But it is not all you are capable of now - you can corrupt others, letting them hear dark whispers in their mind that slowly drive them insane; your conviction in your dark patron has given you an unnatural charm, sure to turn off some, but drawing in others with your manic intensity. In order to restore your magic, there is but one simple solution - to hurt, and to get hurt. You no longer process pain, and instead perceive it as pleasure - every cut, every bruise, every scrap of damage to you is like the pleasurable touch of a lover, and the more you get damaged, the greater your magical potential. Of course, this energy will also passively regenerate, but it is a much slower process.



WITCHES' PLAGUE [400] - there exists a disease, appearing seemingly from cosmos itself, that only affects young girls. This disease is known as the Witches' Plague. In truth, it is only called a disease because no other term applies - it is not a blessing, for no God bestowed it; it is not a talent or a gift - for it is neither inborn nor permanent; and it is not a developmental phase - as only the rare few experience it. This disease grants those affected by it magical powers - the bodies of the girls begin generating large amounts of magical power, capable of affecting elements themselves. Usually, it goes away when they reach a certain age, but you seem to be an exception - no matter how old you are now, or how old you will grow, this disease will never disappear, nor can it be cured - unless you permit it. You may choose to spread it to others to grant them magic potential, but it will never spread on its own. With it, you are capable of generating large amounts of mana and using it for various spells. In the beginning you will have to improvise, figure things out on your own, but as you grow in experience and power, hidden aspects of this power seem to awaken in you - so-called Stars. Powerful spells, inherent to this power, they are far more powerful than what you could achieve on your own. There are rumors of such a Star capable of granting immortality and agelessness, but no one has discovered it yet.

HALF-BREED [400] - half-demon, half-human. Your heritage is certainly unique, as there are few who would suffer such a union, let alone a child born of it. Nevertheless, the mixing of the two distinct bloodlines carries certain supernatural benefits. For one - your body is far sturdier than either a human or a demon - capable of withstanding most harmful diseases and even weather natural disaster with only a few bruises. Secondly, as you are toeing the line between the two worlds - human and demon - you have finely attuned sense of balance and supernatural senses, granting you intuition so accurate and far-reaching that it borders on precognition. You can accurately predict events years in advance, though, admittedly, lacking in details. This works especially well if the events in question are supernatural in origin. As well, the father in time they are, the less detailed the prediction.





Reaper's Blessing [600] - magic is one thing. It is certainly wondrous, no doubting it. But there are forces beyond even it. There are creatures out there - those who seek and guide the dead. Reapers. Unlike typical practitioners of arcane arts, their powers are fueled not by magic, but by souls. Each soul is an energy source brimming with power. By draining souls of their essence, you can apply powerful curses, communing with the netherworld and its denizens, manipulating the winds of fate and luck itself, ripping yet more souls from your victims, and even instantly killing your enemies. Every time you kill anyone and anything, you collect their soul to be used at your leisure. As well, you can easily collect free-floating souls and spirits to tide you over. Additionally, you yourself are a psychopomp, and are capable of perceiving ethereal entities and can tell when someone is close to death, and can safely guide them to their destined afterlife.

Beast



Feral Innocence [100] - for all that wild beasts are dangerous creatures, plenty of people find them adorable. It is that Innocence of an animal not truly comprehending its situation that endears others. You have a similar effect going for you - your instincts are as sharp as your claws, yet there is an air of innocence and naïvete about you that is sure to soften any judgement passed on to you.

Dominate Beast [200] - you are more than an uncivilized creature, slavering in its simplicity and brutish in its primal fury. No, you are greater than that. Your rage is terrible and intimidating in its intensity, and your intelligence is great enough to rival humans - certainly great enough to stand head and shoulders above any simple animal. Any animal you encounter will know this, and will automatically and willingly submit to you. You can command them, communicate with them to a limited degree, and even demand tribute. This only works on animals. Creatures considered monsters, or those of supernatural origin, are not subjected to this.

Branded For Death [200] - it is far preferable to have one dead enemy and two healthy ones, than three wounded enemies. And to reach this effect, you must often focus fire. Whenever an attack of yours strikes an enemy, you may choose to have them branded by it - marked with a glowing sigil. Branded enemies take more damage from your attacks, are easier to track, and cannot hide. This brand persists for a time before fading, but you can choose to consume it prematurely in order to deal an even further increased amount of damage, leaving your enemies broken and savaged husks. As well, you can remove similar marks from your allies at will, and may even mark yourself to attract enemies and invite them to attack you in place of your allies.



BURN UP! [3$$] - the blood of the beast is raging inside you, boiling and yearning for you to satiate your instincts! It is what gives you strength! You cannot afford to spill it, no. Your beastly body recognizes when you're in battle and will grow stronger and more powerful as the battle wears on. Your muscles will grow stronger, your wounds will close faster, and by blessing of the wolf god, your attacks will carry with them unholy fire. Eventually, your claws and other natural weapons will ignite in black and orange fire, searing only those it is turned against and tearing through even toughest armors. You will also gain a decent regeneration factor. As the battle winds down, you will slowly lose these benefits unless you enter another battle soon.

LYCAN [3$$] - children of the wolf god are few and far between. To spread his dominion, he granted some of them the ability to turn others into beasts as well. By feeding another person your blood, they will turn into a werewolf, much like yourself. They will gain pronounced animalistic traits, increased strength, and the ability to partially transform their body. They will recognize you as their progenitor and will obey you, within reason.

SKÖLL [4$$] - werewolves like yourself rarely fully transform, as it is a strenuous process that leaves them feral in their beastly form and unable to move afterwards. You, however, are Fenrir's favored child. Revealing your power is just natural for you. You can fully transform into a massive animalistic form. This form is a massive beast, wolf-like in appearance yet walking on hind legs, up to 5 meters in height. Your howls are loud enough to deafen and rupture eardrums, your strikes send shockwaves that can level small buildings and spread cracks along the very ground, your senses sharp enough to hear an assassin several kilometers away in a downpour, and your speed such that you could run down the fastest prey. Leaving this transformed state still leaves you exhausted, but some rest will fix you right up.



HATI [4$$] - let your primal fury flow! Your world is covered by a red haze, your thoughts numb from rage. Death, fury, battle! You can consciously enter a rage state, during which all your physical attributes are boosted tenfold. In exchange for such combat prowess, you lose your ability to reason, and are reduced to a snarling beast, lashing out at everything around you. You can end this rage state at will (if you can bring your furious mind to the conclusion that you should), or it will automatically expire after an hour. There is no limit to how often you can activate this rage state. But a physical boost is not all it does, oh no. It also affects your other perks and abilities - while raging, your supernatural abilities are also boosted five times over, and whatever resource they require - mana, blood, souls, etc. - the required amount for activation is reduced to a fifth. But can you afford to let a beast with such power off its leash?

CHAINBREAKER [6$$] - blood of the wolf god flows in your veins. Your flesh - divine, your fury - righteous. You are an equal to Fenrir - the Wolf God and progenitor of werewolves. Should you transform, your beastly body will be the size of mountains; from your blood, you

can spawn creatures loyal to you, and create entirely new races and species by mixing your blood with that of others; all beasts and animals recognize your superiority and bow down before you; as well, you can freely travel between the world of the living and the afterlife - both hell and heaven are valid destination, though be warned - the heavenly pantheons don't take kindly to you and your kind. As well, all werewolves, in both this setting, and in future ones, will acknowledge you as their - pardon the term - alpha (eugh, using it makes me feel dirty). Take care not to end up like Fenrir - struck down and languishing in eternal sleep.

CREATURE

MISTBORNE PHYSIOLOGY [100] - The creatures of the mist are... abnormal in their biology. It is only fair that you join their ranks in defying nature. Your blood and ichor are replaced by misty condensation - it evaporates upon leaving your body, unless you will it otherwise, and lost body parts, or even your whole body - should you die - will turn to cinders upon death. This includes fingernails, severed limbs, etc. May be useful to evade pursuers. Can be turned on and off.

ADORIFYING [200] - despite being horrid a critter, able and willing to tear others limb from limbs, there is something... dare I say, cute? about you. In much the same way that some people adore jumping spiders, most people find you cute, despite your too-many legs and spindly build, or whatever other bestial characteristic you may have, and are that much less likely to attack unless you initiate hostilities or block their path. Some may even want to take you in as a pet, which is a great opportunity for you to leave the mist behind... and murder the foolish simpletons in their sleep. Can be turned on and off.



CORRUPTING PRESENCE [200] - you carry with you a sense of wrongness. Dark vapor wafts off your body, and seems to seep into your surroundings. The same corrupting properties of the Mist are present with you. Light sources burn out and die faster; meat and food spoils within hours, if not minutes; magical properties of items become that much harder to discern for others; plants grow twisted and withered, and animals become skittish and diseased; wounds of others grow gangrenous and infected that much easier and faster. The effects take time to truly show themselves, but the corruption takes hold quickly. Can be turned on and off.





FOLLOWER [3##] - while most beings of the Mist are mindless drones, passively stalking their habitat and seeking yet more prey, there is a distinct breed of evil there. One feared by most sane people, for they are a blight as horrid as any beast, yet guided by an intellect approaching, if not surpassing, that of man. The Followers - blue-skinned abominations birthed by the Mist, capable of warping the flesh of others, and working in groups, and developing stratagems to counter that of humankind. You now take shape as one of them - your skin is a deep-sea blue, your face a flat, fish-like thing adorned by tentacles, your eyes a glowing, sickly green, and your fingers webbed akin to a sea creature. And you know just how to whisper within the minds of others - though you may not speak their tongue, those incapable of fighting back will find their minds clouded by visions of horrible things, until their mind is twisted, and their flesh follows. Those incapable of putting up physical resistance - those either weak, or broken through combat - will slowly grow mad, and then - turn into yet more Followers, regarding you as their patriarch - or matriarch, should you desire. Those you cannot capture, and must slay, will instead shed their life energy, empowering you all the more and serving to allow you to cast various incantation belonging to the "eldritch" kind - tentacles bursting out of portals, ground cracking open and shedding light beyond man's ability to see, growing whispers in their minds, etc.

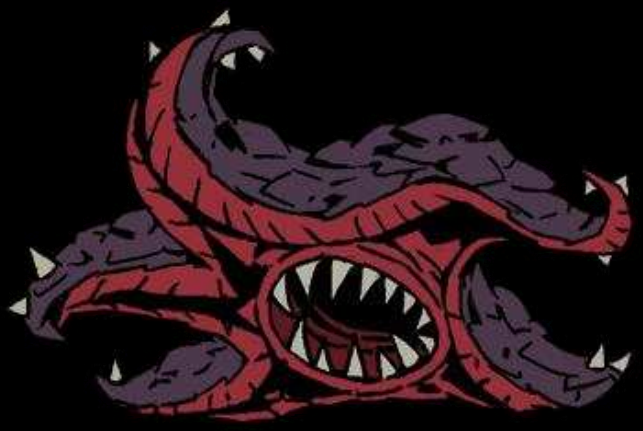


GHOULISH [3##] - that is not dead, which can eternal lie. What could terrify man more than their own form, twisted and broken yet still moving? In undeath, men become monsters. You are now one such monster. Your skin horribly pale, your body swollen and bloated, your limbs bloody and gangrenous. You are a paradox - dead, yet alive. Your body, when broken, can just as easily be fixed - broken bones, when properly set, will be as good as new; edges of a wound pressed against each other will close as if they were never separated. Moreover, your sense of pain is dulled - you break every bone and tear every fiber in your body and remain unphased.

PSIONIC [3##] - your mind is stronger than most. Your synapses fire at speeds bordering on quantum, the electrons and the biometric current they carry distorting reality with the energy bound in them. You can use it. By straining your mind, you may affect the fundamental forces of the world - you are a psychic. You may exert forces to pull and push objects and people, increase or lower gravity in the immediate area, or even psychically assault others - stun and confuse them, predict their moves by reading their thoughts, etc. This is straining, unless your mind happens to be more robust than is normal.

CARVED ANCIENT [3##] - how strange you are. Your body stone more than flesh. You appear to be akin to the Elder Ones - a kind of ancient civilization, driven mad and driven out by the incursion of the Mist. Firstly, your body is made of stone, granting durability greater than most. Secondly, you retain the knowledge of the arcane creations made by the ancient Elder Ones - cities carved in mountains, living stone constructs to guard them while sleeping, and even more of their kind. You are a masterful stone mason and stone carver, and your creations carry with them a mystical energy. Drones, defense systems, even reality-warping stone engines - all things within your purview, should you have enough patience and stone.





HIVE MIND [4##] - we are one, we are all. Our unity cannot be divided. You are more than a single mind - you are an amalgam, a conglomerate of many minds working as one. At will, you may cause cancerous growths to appear on your body. These cysts will gestate over time, depending on desired size - from a few hours, to a few days. Upon maturation, they will detach from your body, and transmorph into a new form. Be it a giant starfish, a flying conglomerate of eyes, or an amorphous amoeba - the flesh is fluid, it can be remade, reshaped, reformed. These beings will function as vessels for your hive mind - you'll be able to control as extensions of your own body, and get all information from them just the same.

ECTOPLASMATIC [4##] - you appear to be lacking a body. Or, rather, your body is instead little more than energy - just a radiant, floating orb of energy and light. This quality enables you to do several things. You may release the energy constituting your body, damaging yourself in the process for the sake of powerful attacks; you may temporarily breach the gap between dimensions to become completely intangible; but perhaps your greatest ability is to absorb yet more energy to increase your size and power - be it electrical energy, magical energy, or even kinetic energy - when directed at you as a hostile attack it will still disrupt your constitution and deal damage, but you will, nonetheless, absorb a part of the attack and grow stronger for it. With time and an active lifestyle, you can easily grow much, much stronger.



CROSS DIMENSIONAL [4##] - the Mist is a parasite - burrowing holes in the flesh of reality. Dimensions have chunks eaten out of them, as if by worms, and their wounds bound together by the same damnable vapor to form a single nexus of intertwining realities. And with each of them having their own laws of physics, it is not wonder that the epicenter of the Mist - and

those who exit it - are eldritch beyond the comprehension of the common man. You just so happen to be able to count yourself among those, who come from a different dimension. At will, you may choose to impose a different set of physical rules upon yourself - perhaps, where you come from, matter and energy can, in fact, be destroyed and/or created; perhaps the findings of Sir Isaac Newton have no hold in your home. Whatever the case, you may change how up to three laws of physics affect you. You may define these differences and the rules they affect every week, and may turn these differences on and off at will. As well, every week, you may change the rules that are different for you, and how they are different, but you may only have three laws changed at a time.



BACK FROM THE MIST [400] - creatures of the Mist are resilient - when slain, they do not lie dead - merely wait till they reform. Time has less hold in that pandemonium - those corrupted by it come back from death, as if their demise never happened. The same applies to you - should you be slain, you will reform from condensed Mist. It will fill out your form, until you are alive once more. Beware, however, as the Mist, despite common belief, is not omnipotent - this will trigger only once every 10 years, or once per jump - whatever comes first.

MISTIFIED [600] - perhaps there is a tangible source for this curse. Perhaps, there is a being from whom this corrupting Mist flows. And perhaps, that being is you. From the orifices of your body, the Mist flows freely. It corrupts reality, decays the laws of physics of the surrounding area, and should enough of it accumulate - it shall breach the dimensional veil, breaking though to other worlds within the local multiverse cluster. By entering the Mist and wandering, one can easily get lost among the disparate dimensions. Not you, however, as the mist is yours to command as easily as any other part of your body - you can easily manipulate the wicked vapor, create veils and storm of it, direct it to purposefully burrow to certain realities instead of others. And in time, you will learn to direct those taken by the Mist, and those corrupted by it, commanding them as your own army of twisted flesh.



ITEMS

Clothes On Your Back [Free] - clothes befitting your station - scraps of noble fabrics, tattered robes, a thin gambeson, etc.

Loot Chest [100] – lootboxes! Who doesn't love them? Everyone, the answer is everyone doesn't love them. But you can still buy them – a bundle of three. A bronze chest, a silver chest and a gold chest, each containing random items. Bronze is likely to have some consumables – potions, meat, light seeds, some of them may be corrupted. Silver is likely to have some consumables and a minor magic item – armor, weapon, charm, etc. Golden is guaranteed to have a random powerful magic item.



MISSING ONE

ADVENTURING KNAPSACK [100] – food, check. Light seeds, check. Bandages and antivenoms, check. Health potions, check. Enough supplies to last a party of five several days in the wilderness. Replenishes daily.

RESEARCH JOURNALS [200] – several journals detailing how you can extend the usage of your resources, to supernatural effect sometimes – here, you'll learn how to make your light and power sources last far, far longer, how to extract more nutritional value from food, make your healing spells and potions far more potent, etc.

KEYS [400] – a bundle of several keys – bronze, silver and gold ones. These are skeleton keys, and are capable of opening most chests, lockboxes, safes, and other such locked containers. The security they are capable of bypassing depends on what key it is – bronze opens all mundane mechanical locks, silver can open digital locks, and gold can open locks protected by magic and similarly esoteric wards.



DOOMSDAY CLOCK [600] – an intricate pocket watch of gold, carved with eldritch patterns and symbols. It counts down until... something. You may choose - the end of your jump, some big event that is going to happen... or maybe the end of the world. Should you choose, you can trigger it to count down until the end of the world. Normally, it would come within 10

years, and when it comes - all hell will break loose. Reality breaks down, interdimensional monsters invade the world from portals that open all over, physics become messed up, people gain psychic powers that drive them mad at random. Do you really want to do this?

NOBLE

OLD MONEY [100] – in decline though your bloodline may be, you still have access to some scraps of former glory. You have a purse filled with old, but still usable golden coinage - and a sizable amount of it, too. Close to 50,000 coins. Don't question how they fit in there. The coins will replenish daily.

BOOK OF PROPHESY [200] – an old, leather-bound tome with yellowed pages and faded ink. Within this heavy book are all the visions and prophesies recorded by an ancestor of Arta's ruling bloodline. They are cryptic and require significant deciphering, but should you put in the necessary work, you may yet be able to predict events as significant as the end of the world, and uncover ways to prevent them from occurring. As well, a lot of less important minutiae will be recorded there as well that you may find useful.

ALCHEMICAL LAB [400] – a building of sizable proportions, containing a library, a storage facility, and a lab for researching and creating alchemical concoctions and magical items. You now own the deed for this building. It's a little run down right now, but I'm sure you can fix it right up. Comes attached to your warehouse and can be imported into future jumps.

ESTATE [600] – a large mansion that is, in fact, closer to a castle than a mansion in terms of size and defensibility. Gothic architecture, and slightly run down, but has thick stone walls and fine windows of colored glass. Can comfortably fit a small fleet of servants and enough guards to ward off any would-be invaders. All paperwork seems to be getting done faster within this mansion. Has an attached garden, and should you import it near a body of water will also come with a pier. Comes attached to your warehouse, and can be imported into future jumps.



Soldier



Basic Equipment [100] – chainmail, gambeson, leather armor, a set of full plate, a longsword, a shield, and everything necessary to maintain them. Enough to arm yourself and however many companions you have. More will appear in your warehouse should these ones become damaged or destroyed.

Magical Equipment [200] – a carved metal armor with fur padding on the inside, a gleaming arming sword, three fancy rings with strange jewels and three amulets seemingly carved from bone. All come with minor magical effects - the armor is perfectly fitted for whoever wears it and seems to protect from cold, the sword is slightly sharper than is normal and does not get dirty, the rings each bestow a resistance to a status effect - burning, bleeding, and stunned - and the amulets have minor effects that are similar in scope, but are for you to decide.

Cursed Sword [400] – a sapient, cursed sword. It whispers in your mind as you hold it. Those slain by it have their souls ripped from their bodies and consumed by the cursed implement to grow stronger still. The more you wield it, the more your bond grows, and it will begin to offer you tactical advice and pointers on how to wield it. In time, it may even grow capable of directing your body in your stead - should you allow it, or if you're knocked unconscious. It also acts as a potent channeling tool for magic, should you be capable of it. Indestructible.

Training Grounds [600] – a large building and an attached courtyard. The building itself contains barracks for a large number of soldiers and recruits, classrooms to learn the academic behind both combat tactics and large-scale strategy, as well as wartime logistics and other such things. The courtyard is outfitted with plenty of training equipment and space for physical training and sparring. When learning new combat maneuvers here, you seem able to more easily grasp the techniques belonging to others.

CASTER



ESSENCE OF MIST [100] – several blobs of cloudy ectoplasm. When applied to a magic item, it seems to grant the one applying it some insight into the functions of the item in question. May or may not be able to bestow magic properties onto regular items. Some tests may be in order.

BOOK OF STARS [200] – a thick tome containing the written instructions for performing all sorts of rituals and for casting spells in the midst of combat. Even a simpleton would be able to learn from this, if only they had even an ounce of magic potential.

UNHOLY SYMBOL [400] – a giant symbol of your patron deity, made of solid brass and carved with their symbolism. It is bound in chains, and seems to weigh nothing for you. When holding the chains, you may channel magick through them to make the symbol float, and may use as either a potent amplifier for your magic, or merely as a massive bludgeon - I guarantee, a brass cross twice the size of a normal man can crush someone just as easily as an eldritch tentacle.

FLYING BROOM [400] – at first, this looks like a normal broom. Until you get close. At that point, it will become animate, and will begin floating. It is capable of holding up your weight - whatever that is - and that of two additional passengers, and is actually quite comfortable to sit on - contrary to appearances. It can reach quite respectable speeds and altitude. When you're not riding it, it will act like a pet, and will try to sweep whatever area it is left in, and when in combat will try to bonk your enemies over the head. It's almost as intelligent as a dog.

LIVING WEAPON [400] – a fleshy weapon of your choice. Its flesh pulsates to the rhythm of a heartbeat. Eyes open and close along its length, and teeth cover its edge. When using it, it will twist and contort to strike vital areas and turn misses into hits. With time, it may grow capable of growing additional edges of bone and cartilage, perhaps even budding off more of itself. The weapon is also capable of floating beside you and acting on its own with an intelligence similar to that of a dog. It also seems to have a liking for food and alcohol, even though they aren't necessary to sustain it.



BEAST

GROOMING STUFFS [100] – a wild beast though you may be, it does not mean you have to be unkempt. This is a set of grooming tools and supplies to help you keep your werewolf fur nice and luxurious. Any used supplies replenish daily. Of course, it can also be used for other supernatural creatures - catgirls, unicorns, direwolves, canine demihumans, anything that has fur, really.



FEAST [200] – a large amount of raw, bloody meat. It comes from all sorts of critters - beef, poultry, veal, pork, crocodile, kangaroo, anything you can imagine. It will never spoil unless you want it to, and the feast replenishes daily. You can find not only choice cuts, but entire carcasses. In future jumps, it will update to have meat of animals specific to that jump, in addition to all other meats.

HUNTER'S HIDE [400] – a large, blood-red hide of a legendary werewolf, split right down the middle. Should you wrap it around yourself, you will find your mind in a red haze, and your weapons far more sharp and far more deadly than usual. Moreover, the hide is tough and will dull most weapons that strike it.

FENRIR'S RESTING PLACE [600] – a large crater, left behind by Fenrir's fall, with a passage into underground caves in which Fenrir lie sleeping. Inside, you may find unbreakable chains that bind Fenrir, which you can mine for seemingly impossible minerals; in place of underground springs flow rivers of Fenrir's blood, which can turn any who drink from them into a werewolf; clumps of Fenrir's fur are scattered all over, and are not only tougher than steel and lighter than hair, but are incredibly conductive to magic; and, given aeons and aeons, Fenrir himself may awake – or you may be able to wake him yourself – ready and willing to rend reality and its gods asunder, with you by his side.

CREATURE

FOLLOWER PARAPHERNALIA [100] – tattered grey robes padded with matted fur and covered in armor made of fish scales; a torch-staff; and several wicked sickles.

RUBBLE [200] – a large pile of debris and rubble. You may just find some interesting things among it, should you rummage through. And even if not, those pieces of masonry are hefty ammunition to throw at someone, should you have the strength for it. Who knows, maybe you can even reuse then to build something. The pile is in your warehouse, and never seems to diminish, no matter how much your clear it out.

METEORITES [4$$] – several dozen meteorites, each the size of a large dog and glowing with power. Veins of strange, blue mineral run through them, glowing with mysterious energies. Not only are they a great material for forging magic items, but walls between dimensions grow weak in their presence, allowing you to easily breach them. Every meteorite depleted of its minerals will be replenished within several days, and any smelted down in full will reappear within the week.

ANCIENT CITY [6$$] – a cold, stone city carved into a mountainside. The walls are cold stone, and so is everything else - the buildings, the floor, every amenity is stone. Each footfall echoes in the large cavern. Gargoyles guard the streets, ready to come alive the second an intruder is detected, and impossible machines carved from granite lay in its center, ready to distort local reality to your will. It has all modern amenities - plumbing, heating (though it will always be at least a little cold), electrical grid and the machinery to power it, even interdimensional internet equivalent.



COMPANIONS

Purchasing companions here means that you will be guaranteed to encounter them, and will be guaranteed to form a bond with them, and that they will be guaranteed to go with you when you ask.

IMPORT [FREE] – you may bring any of the menagerie you have undoubtedly collected this far along with you, for free! They each get an origin, and 500 CP to spend on perks and items.

EXPORT [FREE] - should you be able to truthfully convince someone here to come with you, they may leave this world behind and go with you for no cost!



STELLA [100] - Heinrich's assistant and aide. Though she comes from a long line of aides - her parents were assistants to Heinrich's parents, and so on - she never stopped being suspicious of her current charge. Elegant, competent, and skeptical.



LENNI [100] - a young Corps member, always with a smile on her face. With a healthy, fit physique built up by active fighting, and enough experience to not be considered a total newbie, she is sure to lift everyone's morale. Some consider her outgoing attitude and constant optimism annoying, but she never takes it to heart.

MARIE [100] - the local shopkeeper. Though she's been though much - her hometown destroyed by monsters, her parents dead at the hands of those same creatures, having to raise her younger siblings all by her lonesome - she has learned to take everything in stride. She has much experience working odd jobs, and despite her cheerful attitude, she knows just how to take advantage of others, and make sure it doesn't come back to bite her.





MARK [1##] - an old, grizzled veteran. Life has not been kind to him - fighting against the initial incursion has cost him his arm, his troops, and his sons - one of them was ripped apart before his own eyes, and one he had to put down himself to spare him the suffering of an infected wound. His attitude is anything but pleasant, but all his negativity, temperament, rudeness and paranoia are in service of keeping his Corps members alive.



HANS [1##] - simple, yet diligent. An official member of the Corps, Hans spend little time at home base, instead preferring to stay out in the field. A skilled tracker and survivalist, with a mysterious past. Has a penchant for self-deprecating humor. All we know is that he came to Arta after the initial incursion - perhaps seeking purpose, perhaps vengeance, or maybe just looking for work as a merc.



OLIVIA [1##] - a clumsy researcher. Once, she aspired to be a member of the Corps, but her personal flaws made that impossible - she is clumsy, and easily scared. Nevertheless, she is an intelligent young woman with a friendly disposition, and always keen to help the crew members by providing them with research and knowledge.



ADEL [1##] - a charming warrior. Once a knight under Mark's command, he got fed up with being in a group, and instead chose to wander the world, seeking experience and to better himself. Now, he is a great warrior, skilled with many weapons and with a wealth of experience. Slick with words and quick to charm, he is just as ready to teach what he knows to others.



SHYLOCK [1##] - an anthropomorphic rabbit, and a gentleman. A member of a race of wanderers, swept away by the Mist, he has been working with the Corps to help them clear its dangers. A gentleman, a scribe, and an overall well-educated fellow. Never goes anywhere without his pocket watch and tailcoat.

KATHARINA ET STEFFEN [100] - a mysterious girl, and a strange animal. Katharina is... strange - always unfocused, looking at something unseen with a thousand-yard stare, only rarely speaking for herself. Steffen is an animal of unknown breed - neither a cat nor a dog, with an uncanny demeanor that resembles a human far too much for comfort. Katharina only ever speak in whispers and single-word sentences, instead expressing herself by voicing Steffan with masterful ventriloquism. Nevertheless, she is a skilled alchemist and magewright.





LONE KNIGHT [100] – a member of the Corps, this lone knight is the sole survivor of a massacre at the hands of monsters. Having watched his entire squad die, he feels a deep rage and seeks righteous vengeance against the creatures of the Mist. Trained and equipped for a one-man crusade, he is nonetheless willing to accept whoever wishes to join him in his mission.

THE CORPS [300] – an organization of adventurers, knights, explorers and monster hunters. Their number is not large, but they are all professionally trained and equipped, and should you manage them properly their numbers will grow and they will expand. They come with their own barracks and headquarters, attached to your warehouse or to any existing property.



DRAWBACKS

There is no limit on the amount of drawbacks you can take, or the amount of CP you can gain from them.

EXTENDED STAY [100] - interested in staying, are you? Very well. Each time you take this, you gain 100 CP and extend your stay by 10 years. You may take this as many times as you wish, but you'll only gain points from the first 10, capping out at 1000 CP.



SPOILATION [200] - things around you just seem to last less. That perfectly good food? Rotten and inedible in a couple hours. Those torches? Burnt out in minutes. Health potions? Expired before you can consume them. Everything around just goes bad far, far faster. And unlike the perk Corrupting Presence, this is not Mist corruption, but straight-up rot and poison.

PTSD [200] - much like many others here, you've suffered some form of trauma, and now suffer for it. Be it thunder, monsters, the Mist, smell of blood - you must choose some relatively common trigger that, when perceived by you, will cause to experience a strong, debilitating panic attack for at least half an hour. Any perks protecting you from such things are ineffective in this case.

EMPTY COFFERS [200] - there seems to be much less loot to be found. Where previously you may have found a full set of enchanted armor, you may instead find rotted and rusted remains of what may have once been a piece of apparel. Don't expect to ever come back with bags laden with coin and loot.

PUNCHABLE [200] - your face is just really, really punching bag-esque. Any hits you take are almost always more powerful than would seem, almost as if they were critical hits. RNGesus is not on your side here.

STRIKE ME DOWN [300] - you seem a little... how do I put this... arrogant, yes. Overconfident, even. You will constantly taunt your enemies, shirk dodging in place of taking hits head-on, and underestimate your opponents even when they've repeatedly handed your rear to you. Remember – overconfidence is a slow, and insidious killer.

AMNESIAC [300] - one of the missing ones, are you? It appears as though all your knowledge of the jumpchain and of this world has been erased from your memory. You remember everything upon finishing this jump.

NEMESIS [300] - somewhere out there, there is a being that has sworn themselves to a singular purpose - slaying you. You have a rival, one whose power scales with yours - they have the

equivalent of your perks (though skills gained naturally, by yourself, over the course of the jump are not counted here). They will hunt you down to the ends of the earth and seek to engage you in a fateful fight. Before you leave this place, you must slay this rival. If you're human, or another sapient race, this will be a particularly intelligent and powerful monster, and if you yourself are a monster this will be an experienced member of the Corps.



ODYSSEAN [400] – what is this, a crossover episode? Well, whatever. There is now a decently large town nearby Arta, called Etria. There lies an entrance to a large dungeon. Eventually, if you don't enter it, or if you ignore it, monsters and mutants will begin to pour out of it in force, in a cataclysm not dissimilar to the first incursion from the Mist. It is up to you to enter it and uncover its secrets, or perhaps just set up defenses good enough to fend off the invasion without your further assistance. Up to you, really.



MYSTIC MIST IN THE DARKEST DUNGEON [600] – that's strange. It would appear as if the Mist and whatever dwells inside is not the only threat in this world. Yet more dwell underneath the ground. Far away, there is an estate. Once opulent and imperial, it is now a festering abomination. And this time, there is no Heir to claim it. Know that if the evil there is not stopped, the world will end all the same, within, let's say 5 years. I suppose you better hurry.

ON THE CLOCK [600] - you're on a timer here. You only have 5 years until the Vortex expands, and consumes the entire world in Mist. Each week, the corruption will spread further - soil rots, animals become wild monsters, plant life withers, light dims, men are driven insane. If you fail to get rid of the Vortex within five years, it will constitute chain failure. To properly resolve this, you will have to venture to the epicenter of the disaster, trudge through disparate and hostile dimensions, slay hordes of monsters and confront a god of chaos in battle. Good luck.



END

I suppose that's the end of your visit. Whatever shall you do?

STAY

RETURN

MOVE ON