Harvest Moon: A Story of Seasons: Jumpchain:

Tale Version 1.0.3
By Random Tale

Tired of the hustle and bustle of the cities? Wanting to calm down after walking through countless battlefields? Lucky you, this Jump here is slow-paced. Baring selections that alter the world, you will arrive on a farm, and, for the next ten years, you will be tasked to work it. The world is quicker, with only 120 days a year, four seasons, and 30 days each season, with life growing more quickly as well. Its a simple world, one that many an outsider views as relaxing and refreshing compared to their original worlds. And for the next 1,200 days, this world will be yours as well.

You start with 1000 CP for this document, but can attain more through drawbacks and scenarios within and without.

Table of Contents:
Introduction: Page 1
History and Locations: Page 2
Origins: Page 4
Origin Perks: Page 6
- Child of the Farm Perks: Page 6
- Child of the Ranch Perks: Page 8
- Child of the City: Page 10
- Child of the Restaurant: Page 11
- Child of the Mine: Page 13
- Child of the Clinic: Page 15
- Child of the Divine: Page 17
- Child of the Shadows: Page 19
- Child of the Sky: Page 21
Seasonal Perks: Page 23
General Perks: Page 25
Items: Page 28
- Property Items: Page 28
- General Items: Page 35
Companions: Page 39
Toggles: Page 40
Drawbacks: Page 41
- Realism Drawbacks: Page 41
- Basic Drawbacks: Page 44
Scenarios: Page 50
Finale: Page 55
Notes: Page 56
- Sample Canon Companions: Page 57

History and Locations:

The originator of the story, Yasuhiro Wada, had a vision of this world, one he guided his team, known today as ‘Marvelous’, through before departing. This vision, displayed through the ‘Ranch Story’ timeline, was told across his own world through the work of a translator group known as Natsume. Eventually, through attaining XSEED Games, the team grew experienced enough to translate their stories themselves, leading down the ‘Story of Seasons’ timeline. However, due to legal issues, Natsume had the title of the series as Harvest Moon in the west, and, not wanting the let go of their primary source of profit, turned to create their own versions of the story, creating the ‘Natsume’ timeline instead.

But such development did not happen in a vacuum. Following the initial success of the series, other tellers started creating their own stories to varying degrees of success. It is only in recent years that the competition became noteworthy through Stardew Valley. And afterwards, having learned lessons from the original Farm Story series, Stardew Valley, the slew of flops, and the few outlier minor successes, other, more frequent attempts at these stories have arisen.

You may choose any of these stories, or create your own. The known locations are below, with the consoles they are on listed afterwards.

Super Nintendo Entertainment System: SNES
Game Boy: GB
Nintendo 64: N64
Playstation 2: PS2
Nintendo GameCube: GC
Game Boy Advance: GBA
Nintendo DS: DS
Nintendo Wii: Wii
Nintendo 3DS: 3DS
Playstation Portable: PSP
Nintendo Switch: NS
Personal Computer: PC

Ranch Story Timeline:

1. Flower Bud Village (SNES/GB/N64): A small town between a mountain and the coast.
2. Leaf Valley (PS2/PSP): It is of prime interest for development into a theme park.
3. Mineral Town (GBA/NS/PC): Another small town nestled between a mountain and the coast.
4. Forget-Me-Not Valley (GC/DS/NS/PC): There are a couple farms here, and a small beach. A swamp is nearby, and, depending on when you live here, there might be a Witch in the area.
5. Flower Bud Village (GC/Wii): Yet another small town between a mountain and the coast. Despite the same name, it isn’t the same village as the other one.

6. Waffle Island (Wii): A town on an island with multiple districts, including a ranch, mining, river, and mountain district.
7. Zephyr Town (DS): A town tucked away in the mountains, it has a bazaar that has, for the most part, been abandoned.
8. Bluebell (DS): A town focusing on raising livestock. It has European leanings, and doesn't get along with Konohana.
9. Konohana (DS): A town focusing on agriculture. It has East-Asian leanings, and doesn't get along with Bluebell.
10. Echo Village (3DS): A small village in the mountains, after the economy crashed, most of the citizens departed in order to find a way to survive.

Story of Seasons Timeline:

1. Westown (3DS): A town previously known for its rich mines, now that its mostly dried up, the land might be decent for raising livestock.
2. Lulukoko (3DS): A town on the coast with tropical fruits and beautiful, fish-filled waves.
3. Tsuyukusa (3DS): A town with Asian leanings, filled with crops.
4. Olive Town (NS): A large, but mostly abandoned town down by the coast, with its primary farm covered in trees.

Natsume Timeline:

1. Lost Valley (3DS): A beautiful land in the mountains.
2. Skytree Village (3DS): A land that possesses seven Skytrees that support the Harvest Goddess.
3. Beacon Island (NS): An island that possesses only three others after the lighthouse broke down and everyone else fled to the mainland.
4. Pastilla (NS/PS4): A desert town.
5. Salmiakki (NS/PS4): A snowy mountainside town.
6. Lebkuchen (NS/PS4): Another town on the mountainside, but this time, next to a volcano. The ash may be good to fertilize the crops, but keep an eye out so that you don't get caught in an eruption.

Elsewhere Timeline:

1. Pelican Town (PC): Nestled away in Stardew Valley, the land is fertile, there are caverns beneath that are rich with valuable ores, and there are a handful of small monsters that can be dealt with. The economy may be dead, but that might be able to be fixed with time.
2. Another Farming Sim: Want to go somewhere else? So be it. You can import the setting and use this document to prepare yourself to farm there.
3. Your Own Story: Elsewhere, there are stories to be told, farms that haven't been seen by the world at large. You can forge your own path without being constrained by the known world.

Time:

Assuming you are using the local calendar, of the 120 day year, by default you will arrive on Spring 2, one day after the beginning of the new year (tentatively called 'Year 1' for record-keeping). By default, you will leave the Jump with the arrival of the sun on Spring 2, Year 11, giving you enough time for one last celebration with the locals before leaving.

Origins:

All Jumpers and imported Companions gain one Origin for free. Regardless of the Origin you take, your benefactor for Jumpchain has paid all of the fees and has the paperwork filed so you own the farm free and clear for the duration of the Jump.

Child of the Farm:
(ORIGIN)
You grew up on a farm that primarily focused on plant-based produce. Vegetables, fruits, and flowers. You did raise a few animals, but it was never a focus for you, having a dog for companionship and a horse to make getting around more easily. With an older sibling due to inherit the family farm, you wanted space and used your savings to buy this patch of land away from them to make your own way.
A Child of the Farm focuses on **PLANTS**, making sure they grow strong enough to survive and keep producing vegetables for years to come.

Child of the Ranch:
(ORIGIN)
You grew up on a ranch, where you managed livestock. Horses, cows, sheep, pigs, all sorts of farm animals. You did grow some plants, but it was mostly hay for feed, with a few vegetables and/or flowers for personal use. With an older sibling due to inherit the family ranch, you wanted space and used your savings to buy this patch of land away from them to make your own way.
A Child of the Ranch focuses on **ANIMALS**, looking for their care to make sure they grow strongly.

Child of the City:
(ORIGIN)
You grew up in the city, far away from the countryside. Worn down by the day-to-day grind amid the cold steel towers, you sold your possessions and purchased the farm from an ailing old farming man who simply couldn't keep the farm up anymore (he has since moved into a local retirement home). While you don't know anything about farming, you are eager to learn, and your time growing up in the city has allowed you an understanding of other humans that your country cousins lack.
A Child of the City focuses on **CHARISMA** and **MONEY**, getting people to like them and part them from their money.

Child of the Restaurant:
(ORIGIN)
You grew up in a restaurant somewhere, whether a big franchise restaurant in a city or a small family restaurant in a small town. For some reason, you decided to pack up and move to this farm, where you can get ingredients fresh. You will likely have to grow said ingredients yourself, something you are not used to, but with a small town, you will get the pleasure of making the same faces light up again and again when they eat your food.
A Child of the Restaurant focuses on **COOKING** and **FOOD**, making delicious meals to be consumed.

Child of the Mine:
(ORIGIN)

You grew up in a mining town, where materials from the earth were drawn up and then sent elsewhere in the world. When the mine ran dry after many decades of mining, the local economy crashed and you left to find your own way in the world, ending up here.
A Child of the Mine focuses on **MINING** and **FORGING**, drawing materials from the earth and using those materials to create tools and accessories.

Child of the Clinic:
(ORIGIN)
Its easy to take something apart, and plants are generally simple to care for. But putting something broken back together, like a body? That's much more difficult. Prevention is better than cure, and if that fails, you know either the best way to treat it, or who would be better than you to treat it.
A Child of the Clinic focuses on **HEALTH** and **MEDICINE**, keeping themselves healthy so that they can keep others healthy in turn.

Child of the Divine:
(ORIGIN)
Religion, for better or for worse, is a great unifier of humanity. Though wars have been fought in its name in the past, in this world, it is scarce, rarely making an appearance, and making even less as the years go by. But you were raised in it, living in a shrine, temple, or church, before making your way to the town.
A Child of the Divine focuses on **RELIGION** and **TEACHING**, hearing the word of their deity and spreading that word to others.

Child of the Shadows:
(ORIGIN)
You're more of an indoor person compared to your peers, an oddity compared to the expected farmers of the Jump. You lurk in the shadows between bookshelves, studying the contents of books, and perhaps bringing to light some lost bit of knowledge or some mysterious spell.
A Child of the Shadows focuses on **MAGIC** and **RESEARCH,** finding information from books and creating effects that common people can't manage under their own power.

Child of the Sky (Drop-In, literally):
(ORIGIN)
You just appeared one day with your items and imported companions above the farm and landed in a pile of hay. Shortly after your arrival, the local mayor swung by with a file of paperwork listing you as the new owner of the farm, and double-checked the file with you before handing over the deed. You don't have any connections or history in this world, and your patron doesn't respond to attempts to reach them, despite attempts by a curious mayor for more information.
A Child of the Sky focuses on **TRAINING** and the **FUTURE**, looking not to the next harvest, but years (and Jumps) in the future.

Origin Perks:

Anyone can take an Origin Perk, but these Perks are discounted, or even free, to those who have the matching origin.

Child of the Farm Perks:

Green Thumb: 100 CP
(FLORA) (INHERITANCE) (PERCEPTION) (PERK) (Free for Child of the Farm)
You gain instinctive knowledge of taking care of plants. You know what they need to grow, and, assuming you aren't blocked by other powers, can instinctively notice anything that might impede a plant's growth. It's not a guarantee that you'll UNDERSTAND the obstruction, but you can figure out its there in the first place.

Green Resilience: 200 CP
(FLORA) (PERK) (100 CP for Child of the Farm)
Plants you grow are more resilient to disasters that occur. Floods, storms, trampling kids… compared to the crops of most other farmers, your plants can sustain roughly 50% more damage before they give up the ghost. Just keep in mind that resilience does not grant immunity; your crops may survive a flood of a day where others may not, but even a week of constantly being underwater, when they're not supposed to be underwater, would be enough to kill some of your plants.

Area of Effect: 300 CP
(MAGIC) (PERK) (150 CP for Child of the Farm)
You can channel your energy to allow you to affect larger areas than normal with your tools. The process takes a few seconds to charge, it immobilizes you for the duration, and lower-quality equipment can only hold so much charge, but once you unleash the charge, you'll find that your effects reach wider. Till entire rows of planters at once, water dozens of plants, or strike down a half-dozen men with one blow. Durability and 'ammo' will decline appropriately for the area affected, and if you lack the 'ammo' to affect the entire area, the area affected will proportionately be reduced.

Reusable Seeds: 400 CP
(FLORA) (PERK) (200 CP for Child of the Farm)
Due to a desperate need to stay ahead of the competition, a number of farmers purchase 'suicide seeds' that can withstand pesticides and respond well to fertilizer, but can only be grown once. You, however, have a talent of getting more out of a crop; while harvesting a plant, you can harvest only part of it, and return the rest to the earth, allowing you to get another harvest later on as the plant regrows what was taken. This won't work if the plant is due to grow when its out of season.

Plant Importer: 600 CP
(CAPSTONE) (FLORA) (MAGIC) (PERK) (300 CP for Child of the Farm)
Plants under your care can be made to grow anywhere, like a cactus in a swamp, an apple tree in a desert, or even a turnip under the sea. You must personally tend the plants in question, singing and using some of your energy each time you do so, in order to protect the plant in a hostile environment; if

you stop tending them, they will lose this protection, and quite likely die a result. For the first week, you must attend to the plants in this manner twice a day. After the first week, you only need to attend to the plants only once a day. After the first month, you only need to attend to the plants at least once a week. After the first half of the year, you only need to attend to the plants at least once a month. After a total of one full year, you no longer have to attend to the plant, as it is now capable of growing fine in its environment, having altered its biology to survive. At this point, you may also harvest any seeds it produces in order to grow its species in the environment (though such species may not grow well on your original farm anymore without this Perk).
Side note, invasive species are a thing, so be careful what you import and where.

Child of the Ranch Perks:

Rancher: 100 CP
(INHERITANCE) (PERCEPTION) (PERK) (Free for Child of the Ranch)
You gain an instinctive knowledge of taking care of farm animals such as cows, sheep, and chickens, and can translate that knowledge towards other animals with some effort. You can also instinctively understand when something is wrong with a non-sentient, mundane animal's health, but this won't allow you to understand what the problem is without other effects.

Purifying Shepherd: 200 CP
(PERK) (100 CP for Child of the Ranch)
Diseases are one of humanity's oldest enemies, wearing away at life until the dead start to pile up. However, animals under your direct care seem fortunate that disease seems to not care about them. As long as a non-sentient animal is under your care, they are less likely to get infected by a disease, and even if they do get infected, as long as it isn't a terminal disease, they can recover back to full health more quickly. That said, animals might still be carriers for a bit longer, so keep them separate from healthy lifestock until you are sure they can't infect anyone.

Farmer Dolittle: 300 CP
(MAGIC) (PERK) (150 CP for Child of the Ranch)
Animals might have so much to say, but most humans have to make do with impressions gained from observations. You are not like most humans, and you can simply ask them directly.
For better or for worse, you can understand what non-sentient animals have to say. You can speak with them, listen to what's going on, and try to fix whatever problems they possess. That said, as they're not sentient, you might get a bunch of useless gossip a lot of the time.

Breeding Expert: 400 CP
(PERK) (200 CP for Child of the Ranch)
You have an… interesting talent. You can look between two beings of compatible species, and determine what an offspring between them would be like genetically. As such, you can easily improve the quality of the animals under your control with every successive generation. You can also use this on sentient beings, figuring out what their children would be like and be good at, but be warned that using this Perk for that purpose would be of questionable morals.

Making a New Home: 600 CP
(CAPSTONE) (MAGIC) (PERK) (300 CP for Child of the Ranch)
You can raise non-sentient animals in unusual places, and they'd turn out relatively fine. If you are able to raise a newborn animal all the way to adulthood in some unusual area, their genetics will change to adapt to the environment you raised them in. For example, if you raised a cow next to a volcano, they'd likely be able to resist the heat of being next to lava, even if they still can't take a dip. These adaptions also show up in any offspring they produce, so that their offspring don't have to adapt to the environment themselves. That said, the animal has to survive to adulthood in order to enjoy the benefits of this Perk, and they have to be supported every step of the way with enough food, shelter, and water.

Just keep in mind invasive species, and try not to introduce something that will wipe out the local species.

Child of the City Perks:

First Impression: 100 CP
(CHARISMA) (INHERITANCE) (PERK) (Free for Child of the City)
The legacy of Harvest Moon and Story of Seasons isn't just about farming, but also about CONNECTIONS. If you don't connect with your community, you are doomed to a lonely life on the farm. It would be pretty hard to get everything you need without interacting with people, but lucky you, you have something about you that makes people think better of you on your first encounter with them. This charisma boost generally makes people more friendly with you, willing to hear you out and less likely to initiate hostilities against you. By itself, it won't get you married, but it may put you on the path to it. After the first encounter, no longer than a day, this Perk has no affect on an individual, but by then, you can interact with them normally, right?

Merchant Blood: 200 CP
(CHARISMA) (PERK) (100 CP for Child of the City)
For the purpose of selling something in person, you gain a boost of charisma. With this, you can make sure you get a decent price on your goods, and possibly gain a tip if the person you are selling to looks at you favorably. For this perk to activate, you and the person you are selling to have to be face-to-face; no selling things over a phone, across the internet, or even through cameras, it has to be in person. You can sell a lot of things, but remember that selling trash to people is frowned upon.

Nose for Business: 300 CP
(MAGIC) (PERCEPTION) (PERK) (150 CP for Child of the City)
You have a sixth sense for certain things, defaulting to a certain kind of smell or an itchy nose. This sense lets you know when and where there is profit to be made. The greater the potential profit, the stronger the sense lets you know. You can also zero-in on where the profit is, be a small profit from a farmer selling turnips, a moderate profit from a mine thought to be all tapped out, or a large profit from blacksmith with a hobby forging swords in a world about to be invaded by monsters. That said, this just lets you know of opportunities; its up to you to figure out how to exploit them for YOUR profit.

Noble Words: 400 CP
(CHARISMA) (PERK) (200 CP for Child of the City)
Some people are infamously bad at socializing, but somehow have suitors of their desired gender despite their clumsy words. You now share the ability of these people to bypass what is said, and get the listeners to understand the point of the message. No matter how much you bumble your words, listeners will understand that what you intended was a complement. If you walk in on someone bathing on accident and apologize, you won't get an angry attacker, since it was clear that it was an accident.

Everything's a Sale: 600 CP
(CAPSTONE) (MAGIC) (PERK) (300 CP for Child of the City)
You have the ability to buy and sell anything you or your customers can get their hands on. Furthermore, people you speak with are more willing to hear out and make and accept offers that involve unusual items. Chunk of dirt? Building? Servitude? All for sale, for the right price. That said, be careful you don't sell your Jumpchain on accident, because you might not be able to get it back.

Child of the Restaurant Perks:

Kitchen Mastery: 100 CP
(PERK) (Free for Child of the Restaurant)
You instinctively know your way around a kitchen. You know what each tool is for, how it is properly used to prepare food, and how to take care of said tools. You also know how to store food so it remains good for as long as possible. Barring influences that want to hurt you, you never have accidents while preparing food; you can still have an 'accident' if you desire, or still suffer if someone is sabotaging you (in which case, you'll instantly realize someone is sabotaging you, but not who without other information), but you will never unwillingly hurt yourself while cooking.
This does not apply to anything you use outside of food preparation; this perk does not grant training to grab a kitchen knife and stab someone with it.

Chef's Memory: 200 CP
(LEARNING) (MEMORY) (PERK) (100 CP for Child of the Restaurant)
When it comes to preparing food? You have an outstanding memory. As long as you actively prepare a dish (meaning you can't use other Perks to 'time-skip' to the completed product), you memorize the recipe, allowing you remember that recipe even a dozen Jumps from now.

Material Salvaging: 300 CP
(CRAFTING) (PERK) (150 CP for Child of the Restaurant, Child of the Mine)
Sometimes when you have a project, all you have are sub-par materials. Perhaps your ingredients for a recipe are starting to spoil, or perhaps your metal isn't as high quality as normal. Never fear; with this perk, those lesser materials are still usable. You still have to cut away the rot and mold, and remove the rust, but in the end, you can come out with something you can still use. Such a product will never be as good as when you use the best materials, and likely smaller (since you had to get rid of parts you couldn't use), but the drop in quality will be reduced compared to normal.

Now Presenting… Your Dinner: 400 CP
(PERK) (200 CP for Child of the Restaurant)
If it looks bad, people won't even touch it. It might be the healthiest thing in the world, but if it looks like it came from a horse's rear, you aren't going to get any eaters. But with you in the kitchen, that isn't as much of an issue. You have a talent for dressing up food, making it appealing to the eye, and thus more likely to be eaten. Furthermore, this has an effect on the tastebuds too; if one can see it, and eats it, the taste is amplified based on how the meal looks. A meal with middling flavor would have the flavor greatly enhanced to that worthy of king by making it look like it is worthy for a king. The food's preparation, the utensils, the plate, the tray, the positioning on the tray, the garnish… it all comes together for a visually appealing meal, and, in turn, a tastefully appealing meal.

Magic Feast: 600 CP
(CAPSTONE) (CRAFTING) (MAGIC) (PERK) (300 CP for Child of the Restaurant)
There are stories of how certain foods grant unusual benefits to their eaters. Mangos for fertility, dragon blood for elemental resistance, or even, if one is morbid, mermaid flesh for eternal life. With others, such myths are hit and miss, but for you, you tilt the odds in your favor.

Meals you prepare have greater effects on others that consume them, based on the effects that they are said to have in legends.

Child of the Mine Perks:

Canary Sense: 100 CP
(INHERITANCE) (PERCEPTION) (PERK) (Free for Child of the Mine, Child of the Clinic)
Despite being underground, there are a lot of pockets of air. Some of that air is deadly poison, and some of that is undetectable to normal humans. But you? You are a living poison detector. In addition to being resistant to poison, you also are able to sense the location of poisons, and how dangerous they are to you. Though it isn't immunity, with the detection, you should be able to quickly learn the locations of any poisons and then get out of the area before they can affect you too badly.

Gemstone Eyes: 200 CP
(PERK) (100 CP for Child of the Mine)
With a glance, you can get a quick estimate of the financial worth of any gem or metal you look at, with 50% variance on the upper bounds and lower bounds of the item in question. With detailed observation, you can reduce that variance, with the more time spent making the estimate more accurate, making it roughly 1% variance with enough time. With further time, you can identify what actions may be taken that would reduce the worth of said gem or metal, as well as what can be done to improve it.

Material Salvaging: (Above)
(You cannot purchase Material Salvaging multiple times under normal circumstances.)
(If you somehow manage to have both origins of Child of the Mine and Child of the Restaurant, the discounts don't stack; the price will be 150 CP regardless.)

Unbreaking: 400 CP
(PERK) (200 CP for Child of the Mine)
Time claims everything in the end. The sword, the crown, the king, the castle, the hoe, the can, the fence, the farmer, and even the mountain… all will fall to the march of time eventually. Actively using something will wear it down a bit faster, and using it improperly will break it down much faster. Proper care will slow the decay, but you cannot stop the march of time entirely. But with this Perk, it may appear that way.
Tools you use have their rate of decline reduced. In example, if a tool has 10,000 HP, and takes 2 damage with every proper use and 4 damage with every improper use, in your hands, it takes 1 damage with proper use and 2 on improper use. It doesn't affect the 1 HP drain per day due to the constant wear of time, but you will be able to get more out of your tools before they fall apart.

Magnum Opus: 600 CP
(CAPSTONE) (CONSUMABLE) (CRAFTING) (PERK) (SACRIFICE) (300 CP for Child of the Mine)
There are many great works on Earth, which have lasted for untold years. Works of art like the Mona Lisa, buildings, like the Pyramids, and far more. And now, you can join among the ranks of peerless artists.
When you gain this Perk, you gain a pool of potential energy that will grow with time. This energy carries over between Jumps, and cannot be drained by outside forces, only have its access disabled. You

can increase the rate at which it grows by crafting objects, be those buildings, art, weapons, armor, or what-be-you.
When you decide to ‘cash out’, you use the potential energy invested by this Perk, consuming both the energy and this Perk. Then, you use said energy and what materials you possess to craft your own Great Work. Although this Perk will cause you to ‘discover’ missing materials nearby, they will be far more potent if you had obtained them before you triggered this Perk elsewhere. In the process of this crafting, you may also sacrifice as many other Perks and/or Items you possess that you desire; each of these will make the item more potent. (Magnum Opus is sacrificed to trigger its own effect, and does not count for other purposes of this Perk.)
For those that make a building, non-Jumper, non-Companion beings within said building gain the benefits of the sacrificed Perks and Items while inside them, and for a period of time after they leave the building; by default, for every year this perk was charged, the duration of the lingering of your Perks is one day.
For those that make a piece of art, non-Jumper, non-Companion beings that gaze upon it gain the benefits of the sacrificed Perks for a period of time after seeing it; by default, for every year this perk was charged, the duration of the lingering of your Perks is one day. Any items sacrificed to create this work of art help increase the durability of said work of art, making it more resistant to damage.
For those that make a weapon, non-Jumper, non-Companion beings that use the weapon find themselves unconsciously using your fighting style and any Perks you sacrificed relating to combat. Those that use said weapon for extended periods are more likely to retain bits of your fighting style, with each year of energy increasing the rate at which your fighting style is learned (10 years of energy means about 10% faster learning speed); while the learning speed will never be instant, with enough energy used in the creation of the weapon and in the right hands, the weapon could turn a prodigy who never handled a weapon before into a combat champion in a single combat.
Those are just a few of the possible kinds of great works you can create with this Perk, with their effects; you can create another kind of great work not listed here, with similar effects, but remember: you can only create one Magnum Opus in your chain.

Child of the Clinic Perks:

Canary Sense: (Above)
(You cannot purchase Canary Sense multiple times under normal circumstances)
(If you somehow manage to have both origins of Child of the Mine and Child of the Clinic, you only get a single instance of Canary Sense regardless)

Vaccinated: 200 CP
(ENDURANCE) (PERK) (100 CP for Child of the Clinic)
The cold months are notorious for people falling ill in. Some people just have bad luck, and the most problem-some viruses are notorious for changing each year. But you? You find that when it comes to diseases, you're quite lucky.
Each year, you are considered to have received vaccines to the new yearly variants of any disease there is publicly a vaccine for (if there isn't a public vaccine available, or no vaccine at all, this Perk doesn't have any effect for that disease). Depending on your constitution, it might take you out for a day as your body recovers and produces antibodies, but afterwards, you'll be back to full health with a massively reduced chance of catching the diseases this year, and if you do catch them? You'll find yourself recovering quickly.

Physician: 300 CP
(COMBAT) (KNOWLEDGE) (PERK) (150 for Child of the Clinic)
It would be odd if you were able to practice medicine without knowing how the body functions. With this Perk, you gain the knowledge to attain a basic medical degree. While not a specialist in any medical field, you know enough to treat most day-to-day injuries and illnesses, as well as enough to realize when a problem you are facing is out of your league.
As a side-effect, because you know how the body works so you can keep it working, you also know how best to break it apart to make it *stop* working.

Apothecary: 400 CP
(KNOWLEDGE) (LEARNING) (PERK) (200 CP for Child of the Clinic)
You know you way around plants. Maybe not for caring for them, but you know their effects on the human body.
You gain the knowledge of how to grind up herbs for medication purposes. Furthermore, you gain knowledge of the various plants in this Jump, and how they can be used to help treat or harm people. While knowledge of the local plants fades at the end of the Jump, you are able to much more easily learn about plants for medical purposes in future jumps; knowledge of how to prepare them remains regardless.

Miracle of Life: 600 CP
(CAPSTONE) (MAGIC) (PERK) (300 CP for Child of the Clinic)
Any births you help deliver are simply 10% better than they normally would be. Better looks (one free instance of Bodacious, below), more resistance to disease, more intelligent, stronger, better products… in all instances, they are better.

Although such births in your hands are better than they could be normally, the offspring are still limited by their baseline; an offspring that was going to have an effective 10 strength before would receive 11 instead, but an offspring that would have a strength of only 1 would only improve to 1.1.

Child of the Divine Perks:

Blood of Ink: 100 CP
(INHERITANCE) (LEARNING) (PERK) (Free for Child of the Divine and Child of the Shadows)
There is knowledge contained in the written word. It is easier on the back (usually), and informs or entertains the mind. It would be a shame if you couldn't understand it, so now you can. When it comes to the written word, your ability to read jumps upwards. You may not be able to immediately understand what those words mean, but you will be able to figure out how to pronounce them. Your ability to learn written languages also jumps upwards, and if you ever forget how to write your own language, you will be able to learn it again in swift order.

Ordained: 200 CP
(DIVINE) (KNOWLEDGE) (LEARNING) (PERK) (100 CP for Child of the Divine)
You are a priest or a priestess of one religion of your choice. This means you are officially permitted in your religion's organization to perform common religious ceremonies, such as marriage. This naturally comes with extensive knowledge of not only how to perform all your required duties, but also the beliefs, sayings, and holy texts of the religion you are a priest of. That said, without additional effort, you are not high up in the hierarchy, so you can't go around making new priests of others, unless the priesthood of your religion is very low on numbers.
At the beginning of a Jump, you may choose a different religion to become an ordained priest to; if you do so, you lose your certification from your previous religion, and your knowledge of that religion is no longer fiat-backed.
In the case of amnesia, you find that your ability to relearn the ins and outs of your chosen religion take a jump upwards, to the point that you will have the qualifications to become ordained again in comparatively little time (though your ability to become ordained by still be restricted by access to other members of the faith).

Line to the Gods: 300 CP
(DIVINE) (MAGIC) (PERK) (150 CP for Child of the Divine)
Most others can only sense the material world. But you? Even if you can't see it, you are able to hear and speak to a divine figure at will. Some deity interested in you, be it 'God', the Harvest Goddess, or even your Jumpchain's Benefactor, can speak with you and respond to you, giving you advice, warnings of the future, and requests to stay true to their ideals, among other things. That said, their ideals, methods, and designs for you may not be what you desire, so if you run into too much conflict, you can change which deity your 'line' goes to on a one-year cooldown.
You can choose who your line goes to at the beginning of a Jump, ignoring cooldown restrictions. By default, in this Jump, this line goes to the Harvest Goddess, and in other Jumps, it goes to your Benefactor.

Divine Guidance: 400 CP
(PERK) (TEACHING) (200 CP for Child of the Divine)
You are an expert teacher, knowing when to guide a student and when to step back and let them struggle and learn on their own. Anyone you teach will learn rapidly and well. Your students will internalize and remember your lessons, even if they may not remember you fondly.

But if you tutor a student one-on-one, your abilities improve. Such students will gain a precise judgment of their skills in the subject matter, and will never suffer from impostor syndrome. Furthermore, these students you devoted such personal time to are much more likely to remember you fondly.

The Right Person, Place, and Time: 600 CP
(CAPSTONE) (CHARISMA) (LUCK) (PERK) (300 for Child of the Divine)
You have a knack for people that, at times, appears divine. And maybe it is. You have the luck to find those that need assistance from you, be it a kind word, a quick sermon, or even a helping hand. Circumstances will always align for you to find these people in the ideal positions, where your words and actions will have the most impact. You will also receive an inkling of the problem that your subject is facing, as well as an inkling of what method may be best suited (though interpreting such inklings is another matter entirely). And the kicker? Onlookers that observe you will not find such actions any cause for immediate concern.

Child of the Shadows Perks:

Blood of Ink: (Above)
(You cannot purchase Blood of Ink multiple times under normal circumstances)
(If you somehow have both origins of Child of the Divine and Child of the Shadows, you only get a single instance of Blood of Ink regardless.)

Thorough Research: 200 CP
(KNOWLEDGE) (LEARNING) (MEMORY) (PERK) (100 CP for Child of the Shadows)
There are many subjects for one to spend their lifetime studying. Some are common for the mundane world, like mathematics, physics, biology, narrative, Latin, or farming. Others are obscure, like necromancy, Jedi sword arts, or worship of a dead god. But most of all, you have become an expert in one subject.
At the beginning of each Jump, choose a subject; you gain a thorough understanding of that subject until the end of the Jump, as if you had spent a decade studying it through specialized books. The more specific the subject, the more information you gain on that subject (if you focus on 'European History', you gain information about history through all of known time in Europe, but if you focus on 'WWII European History', your information about the subject is much more precise, allowing a greater depth). This does not translate to actual, hands-on experience in the subject. Furthermore, unless you choose the same subject again at the start of the next Jump, you will lose the majority of this information at the end of the Jump. That said, you will find studying the selected subject easier, allowing you to 'learn' (and, in turn, retain) knowledge for when you no longer have this Perk to back it up.
In case of AMNESIA Drawbacks, you cannot use this Perk to have knowledge of anything that the drawback designates you to forget (such as yourself, as is the case for most of the AMNESIA Drawbacks).

Somebody Else's Problem: 300 CP
(MAGIC) (PERK) (150 CP for Child of the Shadows)
So, you're being a right menace to someone. It would be a shame if your efforts were interrupted by outsiders, wouldn't it? With this Perk, as long as it doesn't affect them or anything they care about, and they aren't asked for help, outsiders will leave you alone in the hope that you'll leave themselves alone. Try to dye a man's hair pink, and while their wife would complain, their neighbor would just go about their business. Steal a drink at a tavern, and the man who you stole the drink from will complain, while the rest of the tavern will let it slide. That said, while this will prevent instant retaliation from outsiders, they will still remember what you did, and may try to get back at you later down the line in subtle ways. Steal a drink from a patron at the local tavern? The tavern may start charging you an additional coin every meal and drink you take.

Potioneer: 400 CP
(KNOWLEDGE) (MAGIC) (PERK) (200 CP for Child of the Shadows)
Apothecaries are limited by the material world, getting simple effects through mundane plants and other ingredients. You, on the other hand, can work with more magical effects. A potion to charm the drinker. A potion to heal wounds. A potion to make one bigger or smaller. A potion to increase one's

strength, endurance, or even their ‘endurance’. All these and far more are available for you to make, as long as you can get your hands on the ingredients.
For this Jump, you gain knowledge of numerous potions, their ingredients, and their preparation. In future Jumps, you gain similar knowledge, with the potions producing effects that local science cannot produce at all, or effects that local science cannot produce as quickly.

Blood of Magic: 600 CP
(CAPSTONE) (INHERITANCE) (MAGIC) (PERK) (VARIABLE) (300 CP for Child of the Shadows)
Simply put, unless sealed, you are able to do magic. Be it the Nasuverse’s Magic Circuits, the Nanoha world’s Magic Core, or many other methods from many other worlds, as long as its not mechanical in nature (no nanomachines casting spells for you, for example), you’ll have access to it.
Furthermore, choose one of the following tags; the Perk gains that tag, in addition to the additional effects following that tag.

- (CURSE): Whatever the spell, one thing that can be agreed on is that your magic either lasts or makes an impact far beyond the original spell. Spells of decay to cause something to break faster. Spells of misfortune that strike the target with bad luck. With practice, you could lay curses on an entire village or even turn an enemy to stone (though turning them back isn’t in your school).
- (DIVINE): Your magic has a holy bent to it, granting the ability to manipulate light and heal people. With practice, you could create spears of light, cure diseases, and break curses.
- (FAUNA): Your magic works well for non-sentient animals. Make them stronger, make them able to produce more, make them healthier, and simply make them better. With practice, you can make them ‘graduate’ and become sentient.
- (FLORA): Your magic is best suited for working with plants. Make them bigger without sacrificing taste, make them more numerous, make them grow faster. With eventual training, you could grow a forest over the course of a season.

Any offspring you produce also inherit the variable tag you chose when you first gained this Perk. If you ever find your ability to use magic sealed, any offspring you produce while sealed will still inherit this Perk.

Child of the Sky Perks:

Try Everything: 100 CP
(INHERITANCE) (PERK) (WILLPOWER) (Free for Child of the Sky)
There are a lot of hard tasks out there, deterring people from trying them. For you, its not as much of an issue; when you try to do something new, you gain a boost of willpower to do it. Although it doesn't guarantee good results, you will at least make the attempt in honest faith. Hopefully, whatever you try your hand at you learn quickly, or have some Perks to make up the slack as this Perk's power eventually fades from tasks you have experienced.

Weather Seer: 200 CP
(DIVINATION) (PERCEPTION) (PERK) (100 for Child of the Sky)
The weather has caused humans to change their actions in response. An unexpected sunny day may draw children out to play, while a shower has forced many to cancel their plans for outdoor activities. And a hurricane? Those have ruined countless lives. It helps to know what's coming, so you can prepare to take advantage of it. And lucky you, you now can read the weather today to prepare for the next.
By looking to the sky and observing its coloration, the cloud cover, the brightness of the sun, and numerous other factors, you can make a decent prediction what the weather naturally will be the following day. This is never with 100% accuracy, but with practice, you will become more accurate with your weather readings, and you will be able to predict the weather additional days out. By the end of the Jump, with practice, you could make a reasonable guess as to the weather a week from the prediction, even though the further out you try to predict the weather, the less accurate the prediction becomes.
And finally, your predictions can be rendered moot if someone has the power to change the weather and uses it, as it will throw any predictions made beforehand off.

Omni-competence: 300 CP
(LEARNING) (PERK) (150 CP for Child of the Sky)
Farmers usually are major pillars of the communities of this world. Beyond the farm, they are usually expected to be able to mine ores and gemstones from caves, fish the rivers and oceans, and participate in village celebrations. Sometimes, they are also expected to be able to craft their own tools, catch bugs, and even help build the town! Fortunate for you that you can do just about anything with a little practice.
You find that, at whatever you try your hand at that you can do, you'll find that you won't make beginner mistakes, and you can get the basics down in half the time as someone else. Afterwards, you'll have to rely on other Perks and your own skill to advance, but you'll have a decent foundation to work from, right?

Regretful: 400 CP
(PERK) (WILLPOWER) (200 CP for Child of the Sky)
You had a life before this one. So much potential, wasted away doing nothing of importance. But that you? That you is dead, and won't come back. This you won't waste a moment of this second chance. If you find something enjoyable, you will find enough willpower to pursue it. Enjoy working with

animals? You will find yourself easily able to tend to a flock of sheep, a herd of cows, and a pack of llamas. Love to cook? You'll find yourself pushing the standard of the yearly cooking competition year after year. Just be sure to take breaks, OK?

Jumper's Legacy: 600 CP
(CAPSTONE) (MAGIC) (PERK) (300 CP for Child of the Sky)
It's human to want to leave something behind for future generations. Someone to take over the farm when you're gone, perhaps? Regardless, you can now make sure that whatever heir you produce (by itself, this Perk doesn't work on the adopted, sorry) has a leg up in the world.
From now on, any child you produce gains 3000 CP. 1000 CP must be spent on Perks YOU possess, and 1000 CP must be spent on Perks your PARTNER possesses. They pay what you originally paid, with one exception: if you got a particular Perk for free after it was discounted, they instead must pay for it at a discount instead of free (so if you got a 100 CP Perk for free after applying an origin discount, the child must pay 50 CP instead of getting it for free). They also gain, for free, any Perk either you or your Partner possess that states it can be passed down to your descendants (in this Jump, these free Perks are marked with (INHERITANCE) for easy identification). They finally spend the last 1000 CP on Perks belonging to the Jump they are going to be born into, gaining the origin of their birth status and getting discounts normally (this origin they are born into cannot be drop-in).
You get to decide the choices of Perks for your child. If you produce a child with someone who also possesses this Perk, its effects do not stack; instead, your Partner chooses which Perks they pass down and you choose which Perks you pass down, and must come to an agreement on which Perks the child is born with (without inheritance) before their birth, or it will be random.

Seasonal Affinity Perks:

Anyone can take a Seasonal Affinity Perk, which, in turn, unlock a handful of Affiliation Perks to further enhance one's abilities during the time one's Affinity is active. The Affinities also grant a small discount on certain items. That said, one can only bind themselves to ONE season, so choose carefully, if at all.

Spring Affinity: 200 CP
(PERK) (WILLPOWER)
(Mutually Exclusive With: Summer Affinity, Autumn Affinity, Winter Affinity)
It is said that those with pure hearts find themselves most comfortable in the spring season. This season is the one of beginnings and youth. Of the waking of the world from its frozen stasis, bursting with life that had previously been hidden away from the seeing eye. And like the world thrives in the beginning, you thrive as well.
During the natural spring season, you receive a moderate boost to willpower and mood. This Perk, and any seasonal Perks connected to it, does not function during other times of the year.

Summer Affinity: 200 CP
(PERK) (WILLPOWER)
(Mutually Exclusive With: Spring Affinity, Autumn Affinity, Winter Affinity)
Those with the strongest hearts are said to be at their best during the summer. The hottest season of the year is the season of growth. Of beachside fun and swarms of insects. The warm sun and devastating droughts. Where others might find themselves struggling to stay standing in this side of the extremes, you are invigorated this time of the year.
During the natural summer season, you receive a moderate boost to willpower and mood. This Perk, and any seasonal Perks connected to it, does not function during other times of the year.

Autumn Affinity: 200 CP
(PERK) (WILLPOWER)
(Mutually Exclusive With: Spring Affinity, Summer Affinity, Winter Affinity)
Autumn is seen as the season of merciful hearts, sharing the harvest with all comers who may need it. With falling leaves, the fruits of labor from the farm and trees are most abundant. Natural seeds spread through the world to keep the next generation going, and the world prepares to rest, to allow itself to settle and prepare for the next spring. This season of harvest is the one that you find yourself the most energized in, to prepare for the coming winter.
During the natural autumn season, you receive a moderate boost to willpower and mood. This Perk, and any seasonal Perks connected to it, does not function during other times of the year.

Winter Affinity: 200 CP
(PERK) (WILLPOWER)
(Mutually Exclusive With: Spring Affinity, Summer Affinity, Autumn Affinity)
Those with open hearts are at their strongest in winter, the season of hearth and home. When the wilderness falls still and rests, hiding away unless forced out through necessity. Snowfall is more likely to cover the land, coating the world in a white canvas, but one must be wary of falling to the cold. It is

during this time that families are physically closer together, taking shelter from the wider world. And it is during this time you feel the most comfortable.
During the natural winter season, you receive a moderate boost to willpower and mood. This Perk, and any seasonal Perks connected to it, does not function during other times of the year.

Seasonal Luck: 100 CP
(LUCK) (PERK)
(Requires: Seasonal Affinity (Any))
During your season, you are a bit luckier. Its small enough that casual onlookers will usually not notice anything off, and you may not notice anything yourself. It may only be one percent, but if you pay attention, the chances of that one percent coming around repeatedly during your season add up.

Seasonal Charisma: 100 CP
(CHARISMA) (PERK)
(Requires: Seasonal Affinity (Any))
During your season, you find your personality stronger. When you speak and act during your time of year, people are more likely to pay attention to you, and to go along with what you say.

Bountiful Season: 200 CP
(FLORA) (PERK)
(Requires: Seasonal Affinity (Any))
Any crops you grow during your season are more productive than normal, compared to you growing the produce in other seasons or other farmers growing the same crops in the same season. A few extra fruits from trees, larger vegetables from the ground, things like that.

Seasonal Resistance: 200 CP
(ENDURANCE) (PERK)
(Requires: Seasonal Affinity (Any))
You are resistant to the environmental difficulties your season may bring. If you are aligned with Spring, this translates to a resistance to pollen, spores, and plant-based poisons. If you are aligned with Summer, this translates to a resistance to fire and the heat. If you are aligned with Autumn, you are more resistant to harm from blunt objects. If you are aligned with Winter, you are more resistant to snow and the cold. Whatever you resist, do not mistake this resistance for immunity; you may be able to withstand the heat better than your peers, but with enough heat, even you can succumb to heatstroke.

General Perks:

Anyone can take these perks, though there are no discounts available for them.

Bodacious: 50 CP
(APPEARANCE) (INHERITANCE) (PERK) (REPEATABLE)
(Can be bought multiple times, up to the maximum amount of CP available)
On Earth, farm work is typically not pretty. Dirt gets everywhere, clothes get torn, and you might have to deal with manure on a frequent basis. All in all, it doesn't paint a flattering image of farmers, despite their necessity in making sure everyone has enough to eat. In this world, people are a bit cuter, more beautiful, or more handsome than those on Earth. And now, you have the opportunity to improve your looks as well.
For every purchase of this Perk, you can improve your looks by around 15% of your base. You can instead choose to improve your 'assets' by a size for each purchase, but be warned that if you make them too big, you may have difficulty with your farm work, or simply get out of bed, and onlookers may be tempted to gawk at some point.

Longevity: 50 CP
(ENDURANCE) (PERK) (REPEATABLE)
Something about your body makes you longer-lived than those around you. Your natural lifespan is increased by 10% of its base.
These purchases stack; each successive purchase increases your lifespan by 10% of its base (so two purchases increases it by 20%, three purchases increases it by 30%, and so on).

Cooking Proficiency: 100 CP
(CRAFTING) (LEARNING) (PERK)
Cooking is a skill that is vital on a farm. One could eat out every single night, but it is much cheaper, and usually healthier, to prepare one's own meal. By itself, you won't be an expert chef, but you have some small skill at cooking, allowing you the ability to make simple dishes with all of the required ingredients. You also find it easier to learn new dishes in the future, as well as more easily improve your ability to make good-tasting meals.

Jewelry Crafting Proficiency: 100 CP
(CRAFTING) (LEARNING) (PERK)
Gold, silver, and gemstones… Beautiful materials that can become more beautiful if crafted together. You find that you can do this now, beginning with simple ring bands with single gemstones. With time and practice, you can learn how to make ever-more complex jewelry items, from engraved rings, to brilliant crowns filled with diamonds, to even a full set of (purely decorative, since it would be too heavy to wear) diamond armor! Your learning speed in working with jewels is increased as well.

Metalworking Proficiency: 100 CP
(CRAFTING) (LEARNING) (PERK)
You know the potential of iron, and what it can become. From a humble watering can to the greatest door keeping out a battering ram, with the right materials and equipment, you find yourself capable of

shaping metal to how you desire. Not originally a blacksmith? You gain a basic level of competence at it, as well as an increased learning speed in matters relating to the forge.

Woodworking Proficiency: 100 CP
(CRAFTING) (LEARNING) (PERK)
You can work with wood, able to make tools and simple furniture out of wood. With time and practice, you can make more complex, beautiful, and stronger objects out of wood. Your learning speed in working with wood is increased as well.

Number Proficiency: 100 CP
(LEARNING) (PERCEPTION) (PERK)
You have unusual basic skill and potential with numbers. If ever reduced to a child, you eventually can graduate from High School with top marks in advanced mathematics classes. Regardless, you have a basic level of competence with numbers, and an increased learning speed in regards to mathematics. Not good enough? When examining numbers on physical paper (not any electronic mediums), you also have a sharp eye for any inaccuracies in said numbers. Good for balancing your checkbooks.

In the Blood: 200 CP
(INHERITANCE) (PERK) (UPGRADE)
(Requires: Cooking Proficiency, Jewelry Crafting Proficiency, Metalworking Proficiency, Woodworking Proficiency, and/or Number Proficiency)
Choose one of the Proficiency Perks above that you have already purchased this Jump; it gains the (INHERITANCE) trait, allowing it to be passed down to your biological children (you need external Perks to allow it to be passed to adoptive children). This Perk is also automatically passed down with it, to allow it to continue to be passed on to future generations.
No matter how many Proficiency Perks you have purchased, you can only purchase In the Blood for ONE of those Perks.
No matter how many times you use this document, you cannot purchase In the Blood multiple times.

In the Body: 300 CP
(BODY MOD) (PERK) (UPGRADE)
(Requires: Cooking Proficiency, Jewelry Crafting Proficiency, Metalworking Proficiency, Woodworking Proficiency, and/or Number Proficiency)
Choose one of the Proficiency Perks above that you have already purchased this Jump; it gains the (BODY MOD) trait, allowing it to be kept in situations where Perks are normally disabled, as long as your Body Mod isn’t disabled as well.
No matter how many Proficiency Perks you have purchased, you can only use In the Body for ONE of those Perks.
No matter how many times you use this document, you cannot purchase In the Body multiple times.

Sprite Sight: 300 CP
(INHERITANCE) (MAGIC) (PERCEPTION) (PERK)
The Harvest Sprites are small folk, managing a variety of plants in the world and serving the whims of the Harvest Goddess. They claim that only one with ‘a childlike heart’ can see them, usually limiting

the available witnesses to just children, but there are a few adults that can see them. With this Perk, you are one of these adults.
If you manage to befriend them, the Harvest Sprites may be willing to help you on your farm. They aren't violent, so you can't get them to hurt someone. It won't be much, but an extra pair of hands when you're not looking might go a long way. The field may be cleared of weeds overnight, the empty watering can filled when you place it down for a minute, and a number of the crops are picked and sorted in a box for you to decide what to do with.
Though the Harvest Sprites will remain in this Jump, in future Jumps, you are able to see similar 'hidden folk' that normal people miss, without having to purchase in-Jump Perks to do so. Be warned that such people may not be as friendly as the local Harvest Sprites.

Items:

Property Items:

Here, Jumpers can design their farm, store, or place of residence and work. Note the new cost of ‘Acres’ in addition to CP here; you need space for all of your buildings, and this checks to make sure you have room for everything you purchase. You start with 4 Acres for free (through Starter Land), but its only temporary, as you’ll need to pay 100 CP to keep it and start customizing it to your own tastes. You can gain additional Acres, and bypass the need for the Starter Land Property Item, by taking certain Drawbacks.

Note that purchases made here are for permanent keeping; while you can build a Chicken Coop on your farm during the Jump, if you want to start with a Chicken Coop, or want to take a Chicken Coop with you to future Jumps, you need to purchase the Chicken Coop here. If you don’t want anything for the future, or you already have equivalent to import into the Jump, feel free to ignore this section.

If you aren’t purchasing anything here, you start off with a tent to live out of, and 4 Acres of farmland, plus whatever Acres gained from drawbacks.

If there’s no room in the warehouse for the land and any buildings on it, it will be able to be summoned to a location with enough room for it in future Jumps, but once summoned, it will remain locked to that location until the end of the Jump.

Starter Land: Free for Jump, 100 CP to keep
(ITEM) (PROPERTY)
You’ll need a place to do all of your farm work. A place to grow your crops, have your buildings, and keep your animals. You’ll have your land for whatever purpose you desire, but these 4 Acres are of passable quality for your farming and ranching needs. You gain this for free during the Jump, but in order to keep it in future Jumps, you’ll need to pay 100 CP.

Plot of Land: 50 CP
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep)
Perhaps 4 acres aren’t enough for you? That’s all right, you can purchase more. For every instance of Plot of Land you purchase, you gain 1 Acre. This is yours to keep, but otherwise follows the same rules of Starter Land.

> **Improved Soil**: 50 CP, 1 Acre
> (ITEM) (PROPERTY) (REPEATABLE) (UPGRADE)
> (Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
> (1st Purchase Only 1 Acre for Child of the Farm)
> Want better quality crops? One of the foundations in plant growth is the soil; if the soil is of poor quality, the plants growing in it have to struggle to get enough nutrients to survive. Lucky you, that with this purchase, one section of your farm has a higher quality soil than expected.

Plants grown in this plot of land are of higher quality, allowing you to sell them for more coin on the market.
You can purchase this multiple times, even enhancing the soil of an Acre already used for something else, even with the Improved Soil quality itself. In the case of such purchases, you can wave the Acre cost, but be advised that there is limit as to how much improved soil will improve the quality of your crops.

Chicken Coop: 50 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
This building is specialized for chickens, with boxes for nests for roughly a dozen of the birds., or similar fowl livestock. It also has a box for you to place feed for the chickens, so that they don't have to go out and scrounge for their dinner.

Barn: 100 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase Only 1 Acre for Child of the Ranch)
You are going to need a place to store your livestock in. Though not big, this barn allows you to comfortably keep six animals the size of cows inside. It comes with a feed bin, so that you can place food for your livestock and they can normally get it (though the feed itself is not included).
Additional purchases can either expand your barn or grant you a completely new barn.

Windmill: 300 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
Although dependent on the wind, the windmill has two modes, which take a day of maintenance to switch between them. In the first mode, the windmill grinds selected produce (usually wheat) down into another form for alternative purposes. In the other mode, it provides energy to power utilities like electricity to the farm. That said, if there's no wind, the windmill won't work.

Watermill: 300 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
Although dependent on water from a river, the watermill has two modes, which take a day of maintenance to switch between them. In the first mode, the watermill grinds selected produce (usually wheat) down into another form for alternative purposes. In the other mode, it provides energy to power utilities like electricity to the farm. That said, if the water level is too low or absent altogether, or debris or ice have blocked the turning of the wheel, the watermill stops work as well.
In comparison to the Windmill, the Watermill's rate of work is more constant, but the Watermill also is more likely to run into problems that will cause it to stop for a time.

Battery Storage: 100 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)

(Must have purchased at least one Windmill or Watermill)
When power is generated, and you don't have a need for all of it right away, you can store it for later use. With a Battery, a limited amount of excess power generated by a Windmill or Watermill is stored so that when the mills aren't running, you can continue to power your farm for a time without relying outside sources.
Though the batteries will eventually be worn down and need to be replaced, by default, they will need to be replaced about once a decade with the default batteries, usually once a Jump. Replacement batteries from lower end civilizations will need to be replaced more often, but those from higher end civilizations will need to be replaced less often.

Cozy House: 100 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase Only 1 Acre for Child of the Sky)
It's not small, its cozy! This small house has three rooms: the main, the kitchen, and the bathroom. Although it doesn't have a lot of space, it has just enough for one to live in.
If you don't purchase this, you'll have to either import a house for you to live in, or live out of a tent or one of the buildings you own.

> **Expanded House**: 200 CP, 1 Acre
> (ITEM) (PROPERTY) (REPEATABLE) (UPGRADE)
> (Must have purchased Cozy House)
> (1st Purchase Only 100 CP and 1 Acre for Child of the Sky)
> Need more room? This grants three more rooms for you to do with as you wish. Likely, one of them will be turned into a bedroom, so you no longer have to sleep in the main room.
> You can waive the Acre cost of Expanded House for every third purchase of it; if the Acre cost is waived, the purchase either starts or adds to a second floor of the House (you need enough of a foundation of a first floor to support rooms of a second floor).

Workshop: 100 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
This building has a couple chairs, some tools, and a couple tables you can use to make items can be held and lifted with one hand. Though you can't manipulate large quantities of metal into ideal shapes here, and there's no room for a saw, smaller items that don't require heavy machinery or large tools can be created here. There's even a nice bit of storage so that you can store materials for your work.
By paying an upgrade cost, you can instead expand and specialize a Workshop into something that allow you to work with larger quantities of lumber and ore.

> **Forge**: 100 CP, 1 Acre
> (ITEM) (PROPERTY) (REPEATABLE) (UPGRADE)
> (Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
> (Must have purchased a Workshop in this Jump that has not been specialized yet)

This specializes your workshop to allow you to work with metal more easily. Complete with anvil and furnace, this allows you to forge tools and other metal items, assuming you have enough metal to work with.

Woodworking Shop: 100 CP 1 Acre
(ITEM) (PROPERTY) (REPEATABLE) (UPGRADE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(Must have purchased a Workshop in this Jump that has not been specialized yet)
This specializes your workshop to allow you to work with large amounts of wood. Complete with large saw, this allows you to create furniture and other large-scale items made primarily of wood, assuming you have enough wood to work with, as well as the skill to use this workshop.

Merchant Stall: 50 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase Only 1 Acre for Child of the City)
Why have the warehouse workers transport your goods to the store and take a cut of your profits? Here, you can cut out the middle-man and sell your goods directly to those nearby. On days when it isn't raining, you can show off your wares and sell them to tourists and fellow villagers. Just be careful not to try to sell on cold days, or you might catch a cold.

Store: 200 CP
(ITEM) (PROPERTY) (REPEATABLE) (UPGRADE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase only 100 CP for Child of the City)
Now we're talking! You've upgraded your little stall into an actual building, so you and your customers are no longer exposed to the elements. This is a small building with shelves for whatever goods you acquire, with a counter for you to ring up any purchases. What does it sell? It's up to you! It isn't stocked to begin with, but for a Jumper like you, I expect that isn't going to be a problem for long, right?

Greenhouse: 300 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
When you want to grow something year-round, the Greenhouse is your best bet. Choose one of Spring, Summer, or Fall; you can grow crops of the designated season in the Greenhouse at any time of the year. You can also change the season of the Greenhouse to one of the other two growing seasons by going through and adjusting the environmental controls in a process that takes a day.

Ore Mine: 300 CP, 2 Acres
(ITEM) (MAGIC) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
You gain a pile of rocks making a cave, but it isn't an ordinary cave; it is the entrance to a potential mine, where metals such as iron, copper, silver, and even gold can be found. The more valuable the ore,

the deeper you have to dig to find it. While there is a limit as to how much material can be pulled up from this mine, it will always refresh and reset at the beginning of a Jump.

> **Mine of Foreign Ore**: 100 CP
> (ITEM) (MAGIC) (PROPERTY) (REPEATABLE) (UPGRADE)
> (Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
> (Requires: Ore Mine)
> Your ore mine is upgraded. For each Jump, Perk, or Item that grants you a metal, some of that metal is added to your ore mine. While you can still gain the metals if you just went to the Jumps, said metals will be more abundant if you have Perks or Items that possess (or are) the metals. You still have to mine it to make it of any use, and it runs into the same depletion problems as the regular metals.

Jewel Mine: 300 CP, 2 Acres
(ITEM) (MAGIC) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
In most stories involving these, these mines are surrounded by water, making it infeasible to reach until the lake freezes over in the winter. But lucky you, this mine with rubies, diamonds, emeralds, sapphires, and other, mundane, gemstones is right on your property, with the small cave in a pile of rocks leading to the mine. The more valuable the gemstone's potential, the deeper in the mine it is. While there is a limit as to how many gems can be pulled up from this mine, it will always refresh and reset at the beginning of a Jump.

> **Mine of Foreign Jewels**: 100 CP
> (ITEM) (MAGIC) (PROPERTY) (REPEATABLE) (UPGRADE)
> (Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
> (Requires: Jewel Mine)
> Your jewel mine is upgraded. For each Jump, Perk, or Item that grants you a gemstone beyond normal gemstones, it is added to the mine. While you can still gain the gemstones if you just went to the Jumps, said jewels will be more abundant if you have Perks or Items that possess (or are) the jewels. You still have to mine it to make it of any use, and it runs into the same depletion problems as normal gems.

Clinic: 300 CP, 2 Acres
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase only 100 CP, 2 Acres for Child of the Clinic)
You are the owner of a clinic that all the furniture required for a family doctor office. Assuming the patients cooperate, the doctors working in this clinic will have an easier time identifying any of the physical ailments they may possess, and have an easier time treating anything that can be healed at a family doctor.

Shrine of the Divine: 100 CP, 1 Acre
(ITEM) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)

(1st Purchase Only 1 Acre for Child of the Divine)
You've got a little shrine on your property that is linked to one deity's worship. You can choose the deity it respects at the beginning of each jump, and it will change to that deity automatically, but you can otherwise only change it manually with a lot of effort in the middle of the Jump.

Potion Hut: 100 CP, 1 Acre
(ITEM) (MAGIC) (PROPERTY) (REPEATABLE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase Only 1 Acre for Child of the Shadows)
This little hut has two rooms. One room is for the storage of ingredients, while the other is for brewing potions. The brewing room even has a vent in the ceiling meant to allow smoke and potion fumes to safely leave the building without letting in the rain (but beware of the smoke and fumes getting something else caught in its path). Though the storage room has plenty of shelves and trays to hold ingredients, the fire pit where the cauldron is supposed to sit is lacking the cauldron, and the shelves are barren of ingredients; though the building provides a place to work from, you'll have to get a hold of the supplies to work with yourself.

> **Landline Hut**: 100 CP, 1 Acre
> (ITEM) (PROPERTY)
> (Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
> (1st Purchase Only 1 Acre for Child of the Sky)
> What? Why take this when you can have a cell phone? As long as the cord isn't cut, the signal will be clearer than what you can send and receive with if you used a cell phone (and will be even clearer if the person you are calling is also using a landline, as if the two of you were standing right in front of each other). There aren't any fancy 'apps' to distract you from your farming duties with on this landline, like if you used a cell phone. There is even a phone book that will automatically update each Jump with numbers that you can use to reach all your neighbors with, assuming they have phones themselves (if you have the misfortune to wind up in a Jump with a blank phone book? That could be a clue as to what the Jump will be like by itself).
> Not good enough? The hut is very sturdy; as long as its in one piece, it will withstand any natural weather, remain intact with natural disasters, and resist any unnatural weather or disaster thrown at it. If it does get damaged, it will slowly regenerate its structure. The phone plan is pre-paid for the rest of your chain. And if the line outside does get cut? The backup antenna will still allow you to make calls, abet at a loss of quality in signal strength.

Inter-Dimensional Line: 200 CP
(ITEM) (PROPERTY) (UPGRADE)
(Must have purchased Starter Land to keep, or a (DRAWBACK) granting Acres)
(1st Purchase Only 100 CP for Child of the Sky)
All right, time for a Jump Upgrade. You can now use the phone to contact anyone you have a number for from a previous Jump, assuming time isn't paused in that Jump. Instead of being replaced outright, any Jump that has at least one number in its phone book will have the phonebook be moved onto a shelf in the Hut, each phonebook clearly marked as to which Jump the numbers came from (the current

Jump’s phonebook, naturally, will be next to the phone itself). I’m sure a clever Jumper such as yourself can figure out a way to turn this to a massive advantage.

General Items:

Rusty Tools: Free
(ITEM)
Everyone's got to start somewhere. Though old, these tools can get the job done. They will eventually need to be replaced when they break or upgraded before they break, and they cannot do the job very well, but they CAN do the job required of them.
In this Jump, you get a Rusty Ax, a Rusty Hammer, a Rusty Hoe, a Rusty Sickle, and a Rusty Watering Can. Useful for clearing out the farmland for crops, and watering said crops, but their lifespan is limited, so get a hold of better equipment before they come to the end of their lifespan.
In future Jumps, any non-upgraded equipment will be replaced by equipment in similar states and durability (any upgraded equipment you keep, but any you haven't will be lost at the end of the Jump) (if you upgrade or replace all of it, you'll get a fresh set of Rusty Tools at the beginning of the next Jump). Although it never lasts to the end of the Jump by itself, it will always be enough to get you started and will usually last until you can get an upgrade.

A Pile of Cash: 100 CP
(ITEM) (MONEY) (REPEATABLE)
Money makes the world go around. It's not much, but for every purchase you make of this item, you gain 10,000 of the local currency. That's enough for two local cows.
For every future Jump you enter, you gain an equivalent amount of the local currency. This starter boost cannot be stockpiled in one jump for use in another Jump; it can only be used in each individual Jump. Its only purpose is to help get you started in Jumps, not carry you through entire Jumps (though if you are savvy about spending and don't need to spend much, it might be able to carry you through).

A Simple Broom: 100 CP
(ITEM) (MAGIC)
As the description states, this is a simple, old-fashioned broom made of wood. Fiat-backed to be unbreaking, with infinite durability, you can sweep from the beginning of time to the end of time, and it will retain its shape, form, and function.
But its true potential awakens when it is the possession of a magic-user, such as a Child of the Shadows in this Jump. Such a user can teleport the broom into their hands, they can use it as a focus for their spells like a staff, and they can even fly on it. Though it won't beat a racecar in speed, it does top out at a respectable 100 KPH if pushed. The broom can also carry a second passenger, even if it would be awkward to do so.

Farmer's Almanac Subscription: 100 CP
(ITEM)
Every year, you will receive a booklet. Contained within are monthly horoscopes for the year, loose weather reports for the year, articles of farming trends and advise, and a bunch of advertisements for things relating to a farm. Though its weather predictions are generalized and not fully accurate, it does give hints as to what weather to prepare for far in advance of normal weather reports. Furthermore, for the duration of the year, you will be able to contact the suppliers advertised within to order things from them.

Spring Seed Collection: 50 CP
(CONSUMABLE) (FLORA) (ITEM) (REPEATABLE)
(Mutually exclusive with: Spring Seed Subscription)
You start the Jump with a packet each of Turnip Seeds, Potato Seeds, Cucumber Seeds, Strawberry Seeds, and Toy Flower Seeds.

Spring Seed Subscription: 200 CP
(FLORA) (ITEM)
(Mutually exclusive with: Spring Seed Collection)
(100 CP for Spring Affinity)
In any Jump where you receive mail, at the beginning of every spring, you will receive a packet each of Turnip Seeds, Potato Seeds, Cucumber Seeds, Strawberry Seeds, and Toy Flower Seeds. In future Jumps, this list will include an additional two randomly selected (each year) packets of crops local to that Jump that grow best in Spring.

Summer Seed Collection: 50 CP
(CONSUMABLE) (FLORA) (ITEM) (REPEATABLE)
(Mutually exclusive with: Summer Seed Subscription)
You start the Jump with a packet each of Tomato Seeds, Corn Seeds, Onion Seeds, Pumpkin Seeds, and Pink Cat Flower Seeds.

Summer Seed Subscription: 200 CP
(FLORA) (ITEM)
(Mutually exclusive with: Summer Seed Collection)
(100 CP for Summer Affinity)
In any Jump where you receive mail, at the beginning of every summer, you will receive a packet each of Tomato Seeds, Corn Seeds, Onion Seeds, Pumpkin Seeds, and Pink Cat Flower Seeds. In future Jumps, this list will include an additional two randomly selected (each year) packets of crops local to that Jump that grow best in Summer.

Autumn Seed Collection: 50 CP
(CONSUMABLE) (FLORA) (ITEM) (REPEATABLE)
(Mutually Exclusive with: Autumn Seed Subscription)
You start the Jump with a packet each of Eggplant Seeds, Carrot Seeds, Spinach Seeds, Green Pepper Seeds, and Bluebell Flower Seeds.

Autumn Seed Subscription: 200 CP
(FLORA) (ITEM)
(Mutually exclusive with: Autumn Seed Collection)
(100 CP for Autumn Affinity)
In any Jump where you receive mail, at the beginning of every autumn, you will receive a packet each of Eggplant Seeds, Carrot Seeds, Spinach Seeds, Green Pepper Seeds, and Bluebell Flower Seeds. In future Jumps, this list will include an additional two randomly selected (each year) packets of crops local to that Jump that grow best in Autumn.

Winter Seed Subscription: 200 CP
(FLORA) (ITEM)
(100 CP for Winter Affinity)
In any (future) Jump where you receive mail, at the beginning of every winter, you will receive a packet each of two randomly selected (each year) packets of crops local to that Jump that grow best in Winter (if any). Unfortunately, there aren't any seeds best in Winter in this Jump, so this will only prove its worth in future Jumps...

Power Berry Bag: 200 CP
(ITEM)
This bag has six berries in it. When one of these berries is eaten, the eater is fully energized, with their stamina restored. A Power Berry doesn't negate the need for sleep, only delays it, and makes it longer once it arrives. Eating too many may cause burnout. Consumed berries are magically replaced at a rate of one a week.

Jump Cookbook: 200 CP
(ITEM)
You can only go so far in cooking if you don't have the proper recipes. That's where this book comes in. At the beginning of each Jump, it becomes filled with various recipes for meals based on ingredients found in the Jump.

Companion Guidebook: 300 CP
(ITEM)
(Jumper Only; Limit ONE Per Jumper)
This little handy book is filled with lots of advice for beginning farmers, telling how to plant crops, raise animals, and how to act in common farm emergencies. Although it doesn't have any affect on you, by having a Companion read this during the Jump, they gain the Perks Green Thumb and Rancher for free. Although it loses its magical powers after the Jump, it still provides information that can turn anyone without any training into an acceptable small-time farmer within a year.

Jumper's Black Crow Feather of Knowledge: 300 CP
(ITEM)
(Jumper Only)
Crows are clever birds, and you are going to be clever by taking this. By presenting this feather to someone who you are honestly, truly friends with, you grant them farming knowledge, giving them the Perks Green Thumb and Rancher for free. Afterwards, it becomes an ordinary crow feather, only good for mementos.
As long as you've used it, you get a new one at the beginning of a new Jump, to allow you to keep spreading farming knowledge throughout the worlds.
You can't use it on yourself, and you can't use it on Companions who already possess both Perks (if a Companion only possesses one of the Perks, you can use this Feather to grant them the Perk they are missing, but cannot be used to grant them a copy of the Perk they possess without outside factors).

Jumper's Blue Feather of Love: 300 CP

(CONSUMABLE) (ITEM)
(Jumper Only; Limit ONE Per Jumper)
In this world, a marriage proposal is done with a feather as blue as the sky. That said, with a regular old Blue Feather, it doesn't have any special properties beyond the symbolic meaning. Lucky you, this one actually has some power to it.
Unlike the other items on the list, you don't actually get a hold of this item at the beginning of this Jump; you have to either find a regular Blue Feather or purchase one from a merchant, which will then transform into this Feather in your hands. Afterwards, if you propose marriage to someone with this and they accept, they become a Companion if they aren't already. They also gain 300 CP to spend in either their home Jump, the Jump they accepted your proposal in, or this Jump.
Once this Feather is used, it loses its magical power, and becomes just a memento; it doesn't recharge. It can only be used by you. If you lose it before using it, it will return to you in your next Jump.

Companion's Blue Feather of Love: 100 CP
(CONSUMABLE) (ITEM)
(Companions Only; Limit ONE Per Companion)
Though weaker, perhaps one of your Companions want to find love of their own? Someone to spend time with while you are busy elsewhere? With this, they can propose to someone, and if that person accepts, your Companion binds that person's fate to their own.
Unlike the other items on the list, Companions don't actually get a hold of this item at the beginning of the Jump; like you, they have to earn it by finding a regular Blue Feather or purchasing one from a merchant, which will then transform into this Blue Feather. After the proposal is accepted, the proposed joins the Companion that proposed with this in a Companion slot, sharing Perks and items in future Jumps.
Once this Feather is used, it loses its magical power, and becomes just a memento; it doesn't recharge. These Feathers only function for the Companion that purchases it; in all other hands, it becomes an ordinary feather. If it is lost before it is used, it will return to its owner in your next Jump.

Companions:

Companion Import: 50 CP Per 1, 300 CP Per 8
(COMPANION) (REPEATABLE)
You might have some people willing to help you run the farm. A little extra help rarely hurts. You can import each companion for 50 CP, granting them an Origin and 300 CP to take Perks and Items. For every 6 companions import, you can import the 7th and 8th for free.

Canon Companion: 100 CP Each
(COMPANION) (REPEATABLE)
Have your eye on someone here? Most of them have lives they're unwilling to leave, but if you take this, you'll have the opportunity to recruit someone to join you in your journeys. If they are too set in this world to convince, you can try to take someone else. You can take as many companions as there are slots you have purchased. That said, they do have to be in the location where you are Jumping, and in the right point in the timeline, in order to meet them. These companions you decide to take along each gain an Origin that most closely matches their lifestyle, and 400 CP worth of Perks and Items they choose that most fits their character.
The Harvest Goddess and the Harvest Sprites are too set in the world for you to convince to come, before you get any ideas, and while the Witch Princess may be willing to come along, she's a bit more powerful than can be gotten with just this option; check the scenarios to convince her to become a companion.

Livestock Import: 50 CP Each
(COMPANION/ITEM) (REPEATABLE)
Got a horse, dog, or some kind of other livestock from your travels? You can import such beings here. Although they won't gain any CP from this option by itself, they will at least arrive with all their previous powers intact. That said, the more exotic imports will draw attention. Import a regular-looking horse from Fire Emblem Archanea, even if it is undying and is more intelligent than standard horses in this land? You won't get a second glance. Import a pegasus or a wyvern from said Jump instead, to start a breeding population here? Expect looks of surprise and confusion. And Goddess forbid you import the 'livestock' from the MGE Jump…

Livestock Creation: 50 CP Each
(COMPANION/ITEM) (REPEATABLE)
Choose one of the following: cat, chicken, cow, dog, goat, horse, llama, pig, or sheep. Within the first season, you will receive a young version of the selected animal, which will grow up into its adult form in the normal timeframe. This animal is no more intelligent than others of its kind, but its been blessed by either the Goddess or your benefactor to not die from old age, and will follow you from Jump to Jump in the future, being treated as either a companion or an item as needed. Otherwise, it is a standard version of its kind, and any offspring it produces do not receive these boons.

Toggles:

Want a certain experience? It may not be worth any points one way or another, but the options are there.

A Familiar Place: +0 CP
(TOGGLE)
Choose a ‘farming sim’ game; you arrive in that setting, with all the characters in it. It is up to you to decide whether or not the original protagonist comes along, but once decided, it cannot be changed.

A Decade in One’s Shoes: +0 CP
(TOGGLE)
(Requires: A Familiar Place)
Perhaps you want to outright replace a person in the town. As long as you have a matching origin, you may do so, taking on their identity. Be aware of how your drawbacks may affect your new position, though…
Naturally, by replacing a person, you lose the opportunity to take that person as a companion.

Harvest Demake: +0 CP
(TOGGLE)
Are you certain? All right, then. The world runs on video game logic, like in the eras of handheld gaming. It even looks pixelated, as a constant reminder of the state of the world, as if the heads-up display in your mind wouldn’t do it for you. On one hand, the days will fly by, but on the other hand, are you really willing to do this to yourself?

Gauntlet It!: -1000 CP
(TOGGLE)
…Well, you likely don’t need anything from older Jumps to get by here anyway. For the duration of the Jump, lose access to all external Jump documents. Warehouse, Universal Drawbacks, Body Mod, past Jumps, its all gone. You also lose the 1000 CP you start with in this Jump normally. In exchange, all the CP you gain from Drawbacks is doubled.
However, you cannot take any of the Drawbacks **Stripped Down to Your Body Mod**, **Just A Local**, or **Humble Beginnings for a Humble Chain**, as they are overwritten by this Toggle. If you decide to take **A Wonderful Story of Seasons Experience**, in addition to the standard doubling of CP, it also loses the (CHAIN-ENDER) tag; failing the challenge provided to you will instead make you fail the Jump, and kick you to the next Jump without anything you purchased here instead of sending you home empty-handed.

Drawbacks:

Too much good stuff to grab? I understand. If you're willing to suffer a little, I can grant a few extra points…

Realism Drawbacks:

Want the world to take more cues from your original Earth? These drawbacks will make it so that this world is closer to your original world than the ones this document was inspired by, and you'll even get paid for it!

Gregorian Calendar: +50 CP
(DRAWBACK) (STAY-EXTENDER) (WORLD)
In Harvest Moon, there are four seasons, each lasting about 30 days, for a total of 120 days each year. This means that, in this world, you would normally stay for only 1,200 days, less than four years of the world you started from. But if you take this drawback, the days are more numerous, as the years expand to match the years of your homeworld, with 365 days each year (with an extra day every fourth year). Events, birthdays, and growth are adjusted from the Harvest Calendar to the Gregorian Calendar; the Fireworks Festival (on Summer 1) might be adjusted to June 28th, Clindy's birthday (Winter 1st) may become December 22nd, and a Turnip that takes 4 days to grow originally now takes 12. Note that lifespans are still measured in years.

Decay: +100 CP
(DRAWBACK)
In the source, tools are immortal once created or upgraded. But as in reality, they now will slowly break with use. It may not be quick, but slowly, eventually, the tools will wear down, decrease in effectiveness, and eventually come apart. Depending on what you are doing with the tool when it breaks, it may just fall apart in your grasp, or may fly apart across the field. You can buy time to use the tools by taking proper care of them, but the slow march of time will always claim the tools in the end. In example, you could expect a metal tool to break apart in a year's time with constant use, or two years with proper care. Note that proper care will take additional time out of your work day.

The Reaper's Due: +100 CP
(DRAWBACK) (WORLD)
In the source, for the most part, old age is not an issue; your animals will only die through accident or neglect, and only a couple of people will die storyline deaths due to age, remaining at their peak through all your years here. This… is no longer the case. Animals have their lifespans, and will grow old and perish due to that old age, and those around you will age as well. You, your companions, and all of your livestock lose any immunity to aging and death to old age as well. By the time your jump is over, expect to have a handful of your animals, and a few of the older residents of the nearby town, to perish due to old age. And if you're not careful, you too could wind up paying… the Reaper's due.

Stripped Down To Your Body Mod: +100 CP
(DRAWBACK) (POWER-LOCK)

(Can’t take as First Jump)
It’s a simple Jump. All you have to do is manage a farm for ten years, and it may not even be for the standard ten years of the Gregorian Calendar. You surely don’t need any of your fancy powers or gizmos to do it, right?
For the duration of the Jump, you and your companions all lose access to all your Perks and Items from previous Jumps, as well as any powers derived from them. This includes access to your warehouse. You’ll get them back at the end of your stay, so don’t worry your head about it!
Companions also get +100 CP as compensation for you taking this Drawback.

> **Just a Local**: +100 CP
> (DRAWBACK) (POWER-LOCK)
> (Can’t take as First Jump; Requires Stripped Down To Your Body Mod)
> It’s a simple Jump, so you surely don’t need that fancy body of yours, right? All body mods possessed by you and your companions are disabled; all any of you get are bodies that are the standard for a local of this world. That said, for the most part, these local bodies are still generally a step up from a body from Earth.
> Companions also get +100 CP as compensation for you taking this Drawback.

Longer Stay: +100 CP
(DRAWBACK) (REPEATABLE) (STAY-EXTENDER)
(Can be taken multiple times, to a maximum of four times)
Wanting to stay a longer time? Very well. For every instance that you take Longer Stay, you’ll have to stay an additional ten years in this world. Be warned: actually running a farm may be rewarding work, but its also *back-breaking* work. To that end, I am putting a limit on how many times you can take this drawback; you can only take Longer Stay a maximum of 4 times, for forty extra years here, meaning you are likely approaching 70, past retirement age, towards the end if you take Longer Stay the full amount. If you have some immortality perks, you can probably expect various looks from the locals as time goes by. If you don’t have immortality perks, pray to the Goddess that you don’t die of old age before you can continue your Chain.
For those with (STAY-EXTENDER) drawbacks from external documents, be warned: such drawbacks mix poorly with this one. Any durations that they create act as multipliers for this drawback, treating the total years from this jump as the base jump, before adding similar durations to it. Furthermore, such additions do not have the built-in safeguard this drawback possesses.

Debt: +200 CP
(DRAWBACK)
You remember I mentioned that your benefactor made sure that you owed the farm free and clear? It turns out, I lied; you’re actually deep in debt. You’re going to have to figure out how to pay half a million worth of the local currency, and any money items you possess cannot be used to do it. While you can eventually sell the farm, you can’t do so for the first five years as there aren’t any interested buyers, it won’t cover the entire debt, and you’ll forfeit any items you purchased here. Best get working to clear that debt, eh?

Humble Beginnings for a Humble Chain: +300 CP
(DRAWBACK) (POWER-LOCK) (FIRST-JUMP)

(Requires: First Jump)
With all the more exciting Jumps out there to start with, you decided to Jump here first? Well, let's give you a small bonus to get started. I do have to inflict something, though, so I'll remove any access to any supplements for the duration of the Jump. You'll get your Warehouse at the end, no Universal Drawbacks will grant points or inflict you with punishment, you don't get your body mod, and any other Supplements have no effect, despite what they say.

Barren Lands: +2 Acres
(DRAWBACK) (PROPERTY)
Be it pollution, overuse of the land, or just never having enough nutrients in the soil to begin with, you will find that any plant that grows on your properties will quickly wither and die. With concentrated effort, you might be able to fix this, but if you don't and persist in growing crops regardless, you may find that you'll create a desert. Complete with dust storms on windy days.

Basic Drawbacks:

These drawbacks lean more towards the fantastical side of these worlds. You can expect to deal with these for a good portion of the Jump, but be warned that while they can grant Choice Points, just because most fantasy in this world is good for the Jumper, that does not mean all fantasy is.

Do-It-Yourself Toolmaker: +50 CP
(DRAWBACK)
Previously, you could purchase tools for you to use, and then take the tools to the blacksmith with better ore to upgrade the tools to perform better. Due to laziness of the local blacksmith, or the complete absence of them, you now have to do all their work yourself. You'll need to find the materials needed, and put in the hours yourself, to create and upgrade any tools you intend to use. If you're lucky, you might be able to find some cheap tools of the lowest quality to purchase as a base for upgrades, but other than that, you're on your own.

Cursed Equipment: +50 CP
(DRAWBACK) (ITEM)
Choose one of the following: Fishing Rod, Hoe, Ax, Hammer, Watering Can, or Sickle. Sometime during your first season in this world, you will find yourself getting your hands on a cursed version of that item. On one hand, its among the most powerful versions of its kind in this world, able to do its task with high efficiency, accuracy, and power. It is also has Drawback-fiat to never degrade or break in this Jump, overriding other Drawbacks. What's the downside? You are stuck with it. Whenever you reach for something, if it isn't already in your other hand, the cursed item will appear in your hand. Reach for the fork to try to eat? You pick up your cursed hoe instead. Toss your ax in the river before reaching for your hammer to destroy a rock? You swing and, instead of seeing the rock smashed to bits by your hammer, see your ax make a crack in the rock, sopping wet. Take your sickle to the blacksmith for it to be destroyed, and then try to water your crops with your watering can? You instead cut the crop down with a slightly warm sickle, and receive a call from a confused blacksmith about vanishing materials. Break the watering can down yourself? You'll wake up with it whole on your nightstand. Granted, you still have a free hand to use other things with, if you're skilled, but good luck getting most things done if you don't have both hands available.
Anything that would destroy or damage the equipment causes it to have some new superficial mark on it when it appears in your hands next.
You can temporarily negate the curse by visiting a holy place (like a church or sacred spring) and having some holy figure cleanse it, but it will then teleport to the sides of your vision, always appearing in even the oddest places until you pick it up and activate the curse anew.
That said, there are ways to allow you to break the curse. Maybe you need to donate a lot of in-jump money to the local church, maybe you need to use it a lot, or maybe you need to cast aside all other tools for a couple weeks, not even reaching for another tool to use. Or maybe some more exotic method that you will need to research. Regardless of the method of breaking the curse, it will lose its clingy-ness, and the tool will become a 'Blessed' tool instead, removing all superficial marks on it from damage in the process. A Blessed Tool will become vulnerable to usage drawbacks, but is otherwise 'immortal'.

Truly Cursed: +150 CP
(DRAWBACK)
(Requires: Cursed Equipment)
About that equipment becoming blessed? Or the suppression of the curse? The curse is so strong, the suppression of the curse is now impossible, and there is nothing that can be done to turn it blessed. Once you get a hold of your designated cursed equipment, that's it; if you're not using said item, you're working with only hand for the rest of the Jump.

Empty Mine: +50 CP
(DRAWBACK) (WORLD)
In most stories of this sort, on a spare day, the main characters go into the earth for treasures, pulling up iron, gold, silver, and plentiful gemstones from the nearby mines. Unfortunately, the local mines (and any you bring or purchase) are depleted: the local materials are only iron (rare) and scrap iron (common). If you want any materials better than iron (and even iron if you don't want to scrounge through piles of useless metal for something you can use), you are going to have to pay through the nose for it to be imported from elsewhere.

Trapped in the Valley: +50 CP
(DRAWBACK)
I hope you like these lands, because that's all you're going to be seeing. While the wider world exists, and you can ship items out and receive orders, you cannot leave the physical area of your farm, the nearby town, and the nearby surrounding lands.

Local Rival: +50 CP / +100 CP
(DRAWBACK)
For some reason, you've ticked off one of the locals. Thankfully, unless you resort to it first, they are above sabotaging you, but otherwise, they seek to prove themselves better than you. You win the cooking contest year one? In year two, they've got a dish to top your previous dish, and with hopes to beat your newest entry. You got the best produce for a festival in year three? In year four, they will do their best to make their vegetables give yours a run for your money.
Your rival will be someone that is in the same in-Jump profession as you. A farmer? They'll be a farmer themselves. A doctor? You'll be competing for patients. A mage or librarian? A similar case.
Thankfully, unless you escalate, this is a non-hostile rivalry; they want to beat you, and don't want to win by default with you in a grave. They are also limited to in-jump methods, with Perks and Items that can only be found in this Jump, and they don't scale.
Jumpers on their first Jump gain +100 CP for having a local rival, as they are on similar ground. Jumpers on their second or later Jumps gain only +50 CP, for having access to Perks, Equipment, and powers not available to the rival.

Graded: +100 CP
(DRAWBACK)
The Mayor and your benefactor are watching what you do, and looking to make sure you are a good fit for your community. Making friends, working on the farm, participating in community events, and generally supporting the town will improve your grade, while being unfriendly, (openly) using out of world powers or items, or just using the town to its detriment will reduce your grade. While you'll head

to your next Jump even on a fail (the Mayor will just want to get rid of you, in that case), you'll need a passing grade from both the Mayor and your benefactor to keep everything you purchased here.

Rapid Decay: +100 CP
(DRAWBACK)
(Requires: Decay)
Normally, tools would have been near-immortal once created. With Decay, they would eventually break down over a long period of time. But now? You best not get attached to any tool, because they'll be gone in a very short period of time.
Any non-consumable item you use will have its rate of decline increase by a twelve-fold of the previously expected rate. Furthermore, in addition to any tools you find, make, or purchase in this Jump, all Jump items from previous Jumps are also affected, negating any immunity to wear and tear.

The Sole Season, the Right Season: +100 CP
(DRAWBACK) (MIND-AFFECTING)
(Requires: Spring Affinity, Summer Affinity, Autumn Affinity, or Winter Affinity)
You like your season of the year. The other seasons? Not so much. The season that comes after yours is a usurper of time, and the season that was before yours is inferior, thoughts like that. Its not much, the bitterness you possess about the other seasons may put others off you for three-quarters of the year.

Used Up: +100 CP
(DRAWBACK)
(Requires: Decay)
(Incompatible With: Stripped Down To Your Body Mod)
About those items… you see, it turns out the warranties for them have expired. All non-free Items you possess gain the (CONSUMABLE) tag; once they are used up (aka, consumed), that's it, they're gone forever, and you won't get them back in any future Jump.

A Wonderful Story of Seasons Experience: +200 CP
(**CHAIN-ENDER**) (DRAWBACK)
You're not getting away from this; you've got a checklist of things that you need to do, and a short time to take care of it. By the end of the first year, you've got to get married to someone of the opposite gender. By the end of your third, you've got to produce or bear a child with that person. By the end of the fifth, you need to own an animal that produces a product. By the end of the ninth year, you have to publicly win a major contest for a best product or animal at a local festival, setting up said festival with the local mayor's approval if no festival exists yet. Fail at any of those goals, your chain will end, and you'll be sent home. Fortunately, the last year is yours to do with as you wish, but you'll have to get to that point first.
Maybe use the points from this Drawback to purchase companions?
(TIME-EXTENDER) drawbacks other than Gregorian Calendar do not grant you additional time to complete these goals; they instead grant the additional time for AFTER these goals have completed.

Sleepyhead: +200 CP
(DRAWBACK)

This is… awkward. Not deadly, thankfully, but very inconvenient, especially for working on a farm. Normally, you need 8 hours of sleep a day, barring perks to deal with sleep. You could do with less for a time, but it would always catch up to you in the end. This drawback, however, keeps you in bed for much longer.
First off, Sleepyhead negates any sleeping, or anti-sleeping, Perks or Items you possess. Anything that reduces the duration you need to sleep, improves the quality of sleep you have, or allows you to go to bed or wake up more easily is negated. You can still use any items yourself, or pass them to others, but you won't get any benefit from them other than a place for some shut-eye.
Secondly, your required sleep duration is multiplied by 1.5. By default, this means that instead of sleeping 8 hours a night, you'll need to sleep for 12 for the same effect. Drawbacks from other documents may alter this baseline appropriately (if you have a drawback that forces you to take a 2-hour nap a day, you now have to take a 3-hour nap instead).
Thirdly, for the duration of your sleep, you sleep like the dead; although it is possible for you to be woken, it is very hard to do so, and may require extreme measures to wake you up.
Finally, whenever you are awake with less sleep than needed, the effects of lacking sleep are swifter to appear and more severe. Get some shut-eye before you say something you shouldn't, or get into an accident that could have been avoided if you were fully awake.
Think this is a mere quality of life drop? Staying in bed more limits your ability to get things done on the farm and connect with the villagers. If you don't produce anything on your farm, you won't get any income, and no income means no food, so try to make sure you can produce all you need within the timeframe you are awake.

Frail: +200 CP
(DRAWBACK) (POWER-LOCK)
I'll put it bluntly. You're not suited for farmwork, let alone hard labor. All of your (STRENGTH), (HEALTH), and (ENDURANCE) (PERKS) and (ITEMS), as well as any (TRAINING) (PERKS) and (ITEMS) meant to improve your abilities in regards to strength, health, and/or endurance, are disabled. Including anything from your Body Mod. On top of that, your baseline physical capabilities are reduced to one-half of what they were used to.
Now, you might be able to train yourself up to what power you had before, especially if you didn't have anything that increased your abilities before this drawback. But you might just as easily put yourself into the clinic, especially if you don't know what you're doing. Try to not give yourself a heart attack, or create the need for a mortician in the town.

Season of the Jumper: +200 CP
(DRAWBACK)
(Requires: Spring Affinity, Summer Affinity, Autumn Affinity, or Winter Affinity)
The season you have bound yourself to has a tight grip on you, now, to the point that other seasons have a negative effect on you. Outside your season, you find yourself sluggish, your luck is lesser, and any crops you grow are of lower quality compared to your peers. In a worst case scenario, you might find yourself going into hibernation in one of your off-seasons. I do hope you managed to put on enough weight to survive until you wake back up…

Working for Cheap: +200 CP
(DRAWBACK)

Buy low, sell high is common sense for business, but for you, no one wants to buy your goods at a good value for you. Whatever you sell is worth less than it should be, so you're going to have to work harder to earn the same amount of money. And if you have a massive amount of money from outside the jump to get around it? Expect local businesses to jack up their prices to try to take advantage of you, at a cost to the other locals around them.

Enmity of the Town: +300 CP
(DRAWBACK)
You've got something about you that everyone seems to dislike at first glance. Considering that this world is built on community, this is a bad thing. It will take more effort than normal, even with charisma perks, to get individuals to like you.

A Storm is Coming: +300 CP
(DRAWBACK) (WORLD)
Your arrival startled a butterfly, and caused it to flap its wings. As a result, the town you live in will suffer a higher number of storms. Tornadoes during the summer, blizzards during the winter, and bad weather in general in both spring and fall. In fact, you are practically guaranteed to have at least one tornado and one blizzard per year (if you are lucky enough, the tornado might just miss your farm for the first summer in a mercy to allow you time to build up defenses, but don't expect to be missed for the rest of the years). This bad weather will ruin your crops, hurt your animals, and destroy your property. You can take measures to mitigate the worst of the damage, but nature will always find a way.

A Cow's Tale: +300 CP
(DRAWBACK)
Choose one of the following: chicken, cow, horse, llama, or sheep. You are now locked to that form, and are on a farm with a farmer who owns you. While in that form, you lose the ability to converse in human speech, though you can understand and communicate with other animals of your species, and you can use alternate methods to converse with humans. You must spend the entire time here as that animal, only regaining access to your true form on the day you leave. The farmer who owns you also owns all of your PROPERTY items for the Jump, and though he can't access your warehouse on their own, they can use any of your items that they can get their hands on.
Survive the decade, and try not to die from old age, all right?
At the end of the Jump, you gain this form as an alt-form to use in future Jumps; you also regain all of your PROPERTY items that your 'owner' possessed during the Jump.

> **Moo**: +200 CP
> (DRAWBACK) (MIND-AFFECTING) (POWER-LOCK)
> (Requires: A Cow's Tale)
> Have you heard of the saying, 'the mind is a plaything of the body'? Well, in addition to being trapped in the body of your previously selected animal, you lose any MEMORY and WILLPOWER PERKs and ITEMs you possess. Furthermore, being in the form of that animal will make your mind change to become more and more like that animal. By the end, you will likely forget that you were once human, and behave like one of the animals. Sure, your Perks and powers may make you be a prime specimen, an alpha, of the animals, but you'll still just be an animal.

Weeds: +1 Acre
(DRAWBACK) (PROPERTY)
You just cleared that spot yesterday! Your very presence provides a boost to plant growth in your area. Unfortunately, this is restricted to plants you do NOT want growing. It will take a lot of effort to keep your farm clean of these invasive plants, and if you don't, these plants will choke out the crops you do want to live.

Run Down: +1 Acre
(DRAWBACK) (PROPERTY)
The farm was cheaper than expected. Lucky you! But it turns out that the reason that it was so cheap was that it was run down. Most of the buildings are broken, making storage of animals, equipment, and items in them risky, and the fields are full of weeds and debris. The only building that is half-decent is your house, and without improvement, you don't expect it to last next winter. Thankfully, you have just under three seasons before the cold time comes, so you have time to repair everything. It will take some work to get everything in order, and there is likely a carpenter in town who is willing to be hired to help out (for a cost, of course), but if you fail to make repairs to your house? I hope you have some way to stay warm during the winter, or you have a risk of freezing to death, especially during a blizzard.
If you haven't made any purchases of PROPERTY perks this Jump, your fields are overgrown to the point that you will likely have to spend all of Spring and some of Summer clearing it for you to actually start farming it, leaving you less time to gather enough money for stable residence (though you might be able to get a discount if you can find enough wood to offer to the carpenter to save the need of purchasing wood elsewhere).

Cursed Lands: +2 Acres
(DRAWBACK) (PROPERTY)
Something about your properties is… unsettling. Perhaps the Witch Princess cursed your properties as a prank, or something more unsettling occurred here. Whatever the reason, most living things in this Jump don't like your property. What plant-life you grow here, while they may grow, will constantly look like they are close to dying, reducing the quality of any crops you harvest. Most animals are more skittish, more likely to bolt away from your lands, and any goods they produce are not as good as elsewhere. After experiencing your land, most humans tend to avoid it when possible and limit the time they spend on it when they have no other choice. The Harvest Sprites avoid it like the plague, and the Harvest Goddess herself looks on warily. And the cherry on the sundae is that, unless you are are aligned with something that could be considered 'Unholy', 'Evil', 'Darkness', or something similar, in addition to feeling unsettled most of the time, while you sleep on your properties, you will be at higher risk of nightmares.
'Unholy', 'Evil', and/or 'Dark' crops grow normally on these cursed lands, but are not looked favorably by the good-leaning folks of this world. Similarly, 'Unholy', 'Evil', and/or 'Dark' livestock behave normally, but their natural behaviors and/or appearances may put off the locals.
At the end of the Jump, you may choose to remove the curse on your property or keep it there, but once chosen, you are stuck with the results; you cannot simply reapply the curse, or remove the curse with just a snap of your fingers in the future, but you will need to use other methods to do so.

Scenarios:

These challenges are varied, granting you an obstacle to overcome, a job to do during your stay here, or even changing the very foundation of your stay. But as the challenges are varied, so are the rewards, be it additional choice points up front to deal with the threat, extra choice points as a prize for completing the job given, or even a companion you cannot get anywhere else.

Eternal Winter: +200 CP
It turns out someone has ticked off the wrong person, and said person had the power of seasons. As a result, your land and town are now buried under an eternal winter. While you can still raise livestock, it will be hard to grow any plants, including feed, on your farm. Try to leave the town and farm for warmer pastures? The eternal winter will SPREAD ahead of you, turning everywhere you go into a winter wonderland. While you can eventually deal with the forces keeping things cold, don't expect to get the seasons restored to normal until at least seven years into your Jump, with effort put forth to solve the problems. And if you don't put in the effort? I hope you like ice!

Pirate: +400 CP, Requires Enmity of the Town
(Incompatible with other Scenarios)
(**CHAIN-ENDER**) (**SCALING ENEMIES**)
DANGER: Scaling Enemies!
WHY?! Are you so desperate for points you'd take this?! You won't get a chance to farm, and farming is the entire *point* here!
You've either been mistaken for a criminal, one who is a modern day pirate that steals video games from companies and spreads them to the masses, or you actually are one of those criminals. This piece of knowledge has rapidly spread across all the towns of the world, so everyone will know who and what you are and, for the most part, hate you. Unlike with just Enmity of the Town, they will outright refuse to interact with you, and no charisma Perks or abilities will change their minds. Only a handful of people, criminals and others of similar personalities, think neutrality of you at best (on one hand, you did something that they would do themselves, but on the other, how did you mess up to the point that the entire world knows?!), and prefer to stay away from you most of the time to avoid bringing collateral damage onto their heads.
Worst of all, the officials of the towns, the Mayors and their ilk, all gain a boost of power to capture you, negate all of your Perks and items, and strand you on a rock out at sea, waiting for you to keel over and dispose of your body. Long story short, if a Mayor catches you, your chain is over, and you won't get a chance to go home.
There are a few saving graces, small as they may be. Each Mayor has their own town to manage, and normally won't stray far from them; typically, this 'border' separates one town's territory from another, so you'll only have to flee one Mayor at a time. And at the same time, while there is some communication between towns, the Mayors won't go out of their way to intentionally work together normally, so assuming you're cautious, you'll be able to slip between towns without their notice.
Finally, despite their boost of power, the Mayors CAN be killed, but be warned: once one of your pursuers is killed as a result of your actions, the rest (and the deceased's eventual replacement) will decide to stop holding back, putting your death as their top priority, above the running of their towns, since you have shown to be a threat to the health and safety of everyone. This means that they'll start

actively working together to take you down, communicating with each other and leaving their towns to pursue the hunt. Furthermore, there are rumors that one of them is actually the Harvest King hiding in a mortal form…
Needless to say, you can't purchase any companions with this Scenario. For their safety, you can't even import any companions! It will be a LONG ten years alone on the run…
If you decide for the path of the Pirate, your task is simple: avoid getting captured by any Mayor for all ten years of your stay.

JojaMart: +200 CP
(**CHAIN-ENDER**)
Why the heck are these guys even here?! Regardless, a new, 24-hour store (may or may not actually be named JojaMart, feel free to rename it, but the premise is the same), has opened up in town, selling everything you may need, and with a membership card, you can even purchase from them more cheaply. Why is this a bad thing? Because it will destroy the local economy if not gotten rid of. Other stores will go out of business, people will move away, and the town will whither and die. You must find a way to remove JojaMart from the town before it destroys the lives everyone in the town knows. If the town dies, your chain dies with it.
Bringing in a more powerful rival business would just replace one store with another, making YOU the new JojaMart. Violence would be swift, but draw many eyes in your direction. Diplomacy to just get them to leave the town alone would take time you might not have. Intrigue may take you away from your farm, and the town, for long periods of time. Your path may vary, but watch your step so you don't end the very town you want to save.

Goddess of Stone: Special
After either a loss of faith from people around the world, or another ill-timed spat between herself and the Witch Princess, the Harvest Goddess has been turned into a statue. If she's involved, the Witch Princess doesn't care, as she's under the belief that the Harvest Goddess will get out eventually, and is perfectly happy to leave her there in the meantime for a break from their constant conflicts. However, others involved with the Harvest Goddess, such as the Harvest King or the Harvest Sprites, want to fix the problem, and have turned to you to find a way to free her.
Work to turn the statue into fabric and flesh, not smash the statue to free her. Although breaking the statue to bits would free the Harvest Goddess, it would also inflict great pain on her, and reduce her to little more than a shade for several decades as she has to struggle to regain her power.
The lack of flesh is just part of the problem; if you just try to break her out straight away, she will quickly fade away. You also need to perform adequate farm duties for at least five years, and help other farmers improve their farms as well, in order to gather enough faith and belief in order to empower the Goddess enough that she can linger.
Reward: If you manage to free the Harvest Goddess at her normal level of power, she will reward you with 300 CP to spend here at the end of the Jump.

The Witch Princess: Special
Special: Requires: Enmity of the Town
Special: Incompatible With: Graded
Special: You cannot purchase any new companions this Jump

Almost as long-lived as the Harvest Goddess, the Witch Princess is a constant source of frustration to people. Those in her area are usually lucky if they don't attract her attention; the unlucky ones that draw her notice are subject to her pranks. Those that haven't earned her ire suffer from their skin changing colors, non-lethal poisons in their foods, and other small inconveniences (though said inconveniences may make one wish they were dead).
Those that severely anger the Witch Princess? In example, centuries ago, a group of people tried to burn the Witch Princess at stake. In retaliation, the Witch Princess put one of her tormentors in a magical coma, and then stashed them deep within a mountain, where it took centuries for the woman to be discovered when the mines finally delved deep enough to reach her.
If you desire to bring her along on your Chain, you'll have to convince her you're a kindred soul. Litter the town constantly, donate (non-lethal) poisonous toadstools to harvest festivals, and bring about the deaths of at least fifty animals. Though you will not be able to improve your reputation with the rest of the town, you will gain the positive attention of the Witch Princess. With enough gifts at that point, she will be willing to leave the world with you and go on to torment other peoples with you at their side.

The World of the Valley: +200 CP
(Requires: Trapped in the Valley)
Shortly after you arrive in town, the world outside it disappears. It will be like the town has become an island in the sky, with an empty void beneath it. Bizarrely, water will still flow, so no one will have to worry about thirst. But there no longer being an outside world, the people of the town will have to figure out how to survive without shipping out or pulling in materials. Get to work on that farm, because someone will have to produce food for the entire town!

Runic Intruders: +400 CP if first Jump, +200 CP otherwise
Its a peaceful Jump, where the biggest outright threats to life and limb are the heavy storms that sometimes blow across the worlds. At least, it WAS peaceful until you took this Scenario.
In the wilderness between towns, gateways from another world are opening up, and monsters are coming through them. Some of these monsters are variants of animals you may have on your farm, while others represent fantasy creatures like orcs and ghosts. Though they can be tamed, when they initially appear out of the portals, they are hostile to humanity, and will attack anything that's not one of them. If not kept in check by their deaths (which cause them to vanish in green light), they will eventually invade towns and destroy everything there. To add insult to injury, if the monsters bring a town to ruin, new gates will start to open in the ruins. Need I remind you that this is supposed to be a peaceful Jump, and as such the towns have no defense against invading monsters?
You can destroy these gateways through violence, causing them to close and stop them from discharging monsters… for a time, as these gates will open back up a week or two after being closed, forcing people to keep an eye on things.
In the last year of the Jump, several of the gates will be larger than normal, pumping out more monsters as a result, and, very rarely, a few monsters that could be considered 'boss' monsters. I hope you have gotten very good at combat over the course of this Jump if you intend to take down these threats.
Your task in this scenario is simple: survive. You will find it easier with the survival of the local community you start in, with access to local merchants willing to supply you, and a farm to grow food; you can still succeed if said farm and community fall, but it will become more difficult.
Don't think you can just hide in your Warehouse to wait out the onslaught of monsters; if you spend days or weeks on end in your Warehouse, not only will monsters from the outside gain the ability to

break in, but gates themselves will start forming in your Warehouse. If you have the normal-sized Warehouse, you can expect no more than one gate at a time, but if you somehow have a galaxy for your Warehouse, expect gates to start forming all over said galaxy if you can't find your way back to the main Jump.

The Forest of Beginnings: Special
(Requires: Runic Intruders)
(**SCALING ENEMIES**)
DANGER: Scaling Enemies!
You don't have to decide to take this Scenario at the beginning of the Jump; you will have the opportunity to decide to take this Scenario mid-Jump, but only if you are already undertaking the Runic Intruders Scenario.
In Runic Intruders, during the last year, there will be gates that are larger than normal. Upon taking enough damage to close, its collapse lingers for a few seconds, allowing one to exploit its collapse to trigger this Scenario and enter where the monsters are coming from: the Forest of Beginnings.
This realm is not meant for humans to dwell in. As you travel the Forest, you will see glimpses of familiar locations and distant lands, drawing on the memories of yourself and others who traveled to the Forest in the past. Other times, you will witness white voids with flower motifs everywhere, where you will hear the voices of those who are either close to you, and what they think about you, or those who left great impressions on the Forest in the past. And all throughout, you will have to deal with monsters that are innately hostile to you.
Nothing is fit for human consumption in the Forest, and it messes with any Perks and Items that can create or summon food and water, or reduce or remove the need for substance and sleep. The very nature of the Forest also prevents access to the Warehouse, or any other extra-dimensional storage you have access to. Until you reach the end of the Scenario, you will have to rely on whatever supplies you have brought in.
Somewhere in the Forest of Beginnings, in different areas of the Forest, there are four dragons. Terraco, Echo of the Foreign Dragon of Earth. Fiersoco, Echo of the Foreign Dragon of Fire. Aquatico, Echo of the Foreign Dragon of Water. And Ventusco, Echo of the Foreign Dragon of Wind. Though not mindless, these 'Echoes' are feral, little more than beasts, lacking the intelligence of the beings that they are echoes of. In order to progress to the heart of the problem, each of the four Echoes must be located and slain. Although they do scale in power in proportion to your own, it is always to a degree that you never are at risk of being overwhelmed by them; each of the four WILL make you struggle, but unless you pull some foolish mistakes, you will be able to overcome them.
After the four Echoes of the Foreign Dragons have been slain, you will be able to locate a building the size of the Coliseum, with an arena in it that is filled with spring crops growing strongly, which, in contrast to the rest of the Forest of Beginnings, are edible. But plantlife is not the only thing in this building, as there is one more dragon, the Earthmate Dragon, here who has made this place its lair. This dragon is feral as well, and will do its best to try to kill you once it realizes you have made it into its lair. With a tail like a hammer (can kill), claws like sickles (can kill), and a water breath weapon like rain from a watering can (doesn't kill, but makes it easier to be killed), the Earthmate Dragon is not as skilled in combat as the previous four. However, it makes up for it with its abilities that will scale, to a degree, to match yours, making its power stronger than the Echoes you fought previously. The Dragon's death will stop the gates from appearing in the previous world, preventing further monsters from spreading havoc on them.

Afterwards, you will have to survive until the end of the Jump in the Forest, relying on what you brought in and what you found at the Coliseum. No one who knows about your presence in the Forest is capable of rescuing you or your new companion, and no one who IS capable of pulling you out knows about the presence of you and your new companion. All you can do is wait for the Jump to end and for your benefactor to act, or use an Out-of-Jump Perk to escape the Forest.
Rewards: If you kill the Earthmate Dragon, its body will melt away to leave an unscathed human of your preferred gender behind. Possessing near-complete amnesia, this person has nothing but a name to them, and skill at working on a farm. Unbeknownst to them, they also have potential in runic magic, although there’s nothing present in the Forest to explore that avenue for them. Lacking other options, they’ll agree to go with you on Jumpchain as a companion for free.

Finale:

You've made it to the end, huh? Well then, its time to make a choice.

Settle Down:
This world calls to you, and you can no longer bear to travel onward. You gain +1000 CP to use on Perks from this Jump and all previous Jumps you visited in the past, and your Chain ends here. You extinguish your potential for your Old-Walker Spark for a simpler life. All you have to do is deal with any drawbacks you haven't dealt with yet, but you now have lots of time for them.
(You CANNOT Settle Down if you have the Pirate Scenario, or are trapped in the Forest of Beginnings)

Retire:
How long has it been since you were in your first world? Back on your original Earth? With all of the adventures you have taken, its time for a calm end and transition home. You use your last bit of potential of your Old-Walker Spark to return home, with all of your boons from the Chain going with you.

Carry On:
I suppose this was a decent vacation Jump, but the lure of power beckons you onwards. You go to your next Jump, taking along everything you received thus far.

Notes:

- **Magic Feast** can allow you to turn people into monsters if you feed them the right foods, if you so choose (like eaters of human flesh can turn into wendigos). Use responsibly!
- **Miracle of Life** can be stacked one additional time (for a 21% improvement) with two people managing the birth of an offspring of a third party (any more people, and they'd start to get in each other's way). It can be stacked a third time in the case of a mother with this perk giving birth with two others with this perk helping her deliver her child, or a father with this perk helping her deliver with the doctors (for a total of 33%).
- **Omni-competence** does not allow you to learn something you have no way of using normally without external Perks. In example, you can't use Omni-competence to learn magic you don't have access to (like the Wizarding World magic if you haven't been there, or even if you have been there, but as a muggle).
- If a Jumper uses **Jumper's Legacy** to produce a child with a native of a Jump who isn't a companion, and doesn't have any powers that could be translated to Perks, the Jumper chooses one Origin that best fits the Partner, and the child gains all freebie Perks relating to that Origin (the CP for the Partner's perks is otherwise lost).
- Although a child produced with **Jumper's Legacy** has Perks like a Jumper, they are not actually a Jumper themselves, and will remain in whatever Jump they are born into if not made a companion. Depending on what Perks they inherit, they could be one or two steps ahead of the normal people in the Jump they are born into, and likely has an advantage over a beginning Jumper, but are still weaker than a Jumper who has gone through four or more Jumps.
- With external Perks, **Jumper's Legacy** can be adapted to affect adopted children; a child affected in this way cannot be affected by similar Perks in the future.
- **Line to the Gods** allows you to speak to and hear only a select few beings, but you can connect with them anywhere; in contrast, **Sprite Sight** allows you to interact with all 'hidden folk', but not from across the world unless you can interact with another normal person from across the world.
- **Winter Affinity** can be used as a requirement for **Bountiful Season**, but good luck growing anything during winter in the first place.
- **Rusty Tools** adapt to fit the setting. If you require sword and armor, you'll get a rusty sword and an old set of armor. If you require a gun, you get an older gun that requires ammo that's not really made anymore, and a couple boxes of said ammo. If you require computer devices, you'll get a device that was around a decade ago, and is not going to be supported by its makers after a year.
- The **Jump Cookbook** loses all the recipes it possessed previously to allow the new recipes of a Jump at the beginning of a Jump. Best hope you have those old recipes saved beforehand if you don't want to gamble the Jump's version of the book having a particular favorite dish.
- The **Pirate** scenario is inspired by the Anti-Piracy protection mechanism in Harvest Moon DS Cute, where, if the system detects a pirated game, the Mayor tosses the player on a deserted island to die.
- **The Witch Princess** has the Perks Blood of Ink, Somebody Else's Problem, Potioneer, Blood of Magic (Curse), and Longevity, the Property Item of Potion Hut, and the Item A Simple Broom. She also has the Drawbacks of Enmity of the Town and Cursed Lands.

- The **Runic Intruders** and the **Forest of Beginnings** scenarios are inspired by the Rune Factory series, which started off as a spin-off of the Harvest Moon series. The Echoes of the Foreign Dragons are all based off of the four Native Dragons (they are called FOREIGN Dragons because they're not native to the world of this jump).
    - Both scenarios are intended to be able to be beaten by a 1st Jump Jumper, as well as later Jumpers. The differing points available reflect the fact that most Jumpers typically pick up some combat skills sometime during their chains, and such skills make defending themselves easier against the monsters. The scenario still gives points for older Jumpers, abet at a lower amount, because the Jumper cannot be everywhere at once, and while the experienced Jumper can likely protect themselves, the rest of the world, for the most part, cannot.
    - The free companion at the end of the Forest of Beginnings scenario is the protagonist of Rune Factory 4 that was not selected at the beginning of the game. The male's default name is Lest, and the female's default name is Frey. They are considered to have the Perks Green Thumb, Green Resilience, Area of Effect, Rancher, First Impression, Jumper's Legacy, and one instance of Bodacious, as well as the Rusty Tools Item.
- Sample Canon Companions:
    - Original Harvest Moon:
        - Pete (Child of the Sky, ♂): Green Thumb, Rancher, Canary Sense, Try Everything, Starter Land, Cozy House
        - Ann (Child of the Mine, ♀): Canary Sense, Material Salvaging, Bodacious, Metalworking Proficiency, Woodworking Proficiency
        - Nina (Child of the Farm, ♀): Green Thumb, Green Resilience, First Impression, Try Everything, Bodacious, Longevity
        - Ellen (Child of the Restaurant, ♀): First Impression, Kitchen Mastery, Cooking Proficiency, In the Blood (Cooking Proficiency)
        - Maria (Child of the Divine, ♀): First Impression, Blood of Ink, Thorough Research, Bodacious, Longevity
        - Eve (Child of the City, ♀): First Impression, Merchant Blood, Cooking Proficiency, Starter Land, Merchant Stall, Store
    - Harvest Moon 64:
        - Pete Jr. (Child of the City, ♂): Green Thumb, Rancher, First Impression, Try Everything, Starter Land, Cozy House
        - Ann (Child of the Ranch, ♀): Rancher, Purifying Shepherd, Canary Sense, Try Everything, Bodacious *2
        - Elli (Child of the Restaurant, ♀): First Impression, Kitchen Mastery, Cooking Proficiency, In the Blood (Cooking Proficiency)
        - Karen (Child of the City, ♀): First Impression, Merchant Blood, Try Everything, Cooking Proficiency, Bodacious *2
        - Maria (Child of the Shadows, ♀): Blood of Ink, Thorough Research, Omni-Competence
        - Popuri (Child of the Farm, ♀): Green Thumb, Green Resilience, First Impression, Try Everything, Bodacious *2
    - Harvest Moon Friends of Mineral Town:
        - Pete (Child of the Farm, ♂): Green Thumb, Rancher, First Impression, Try Everything, Cooking Proficiency

- Yuuto (Child of the City, ♂): Green Thumb, Rancher, First Impression, Try Everything, Canary Sense
- Claire (Child of the Sky, ♀): Green Thumb, Rancher, Try Everything, Cooking Proficiency, Bodacious *2
- Naomi (Child of the City, ♀): Green Thumb, Rancher, First Impression, Try Everything, Merchant Blood
- Ran (Child of the Restaurant, ♀): Kitchen Mastery, Cooking Proficiency, In the Blood (Cooking Proficiency)
- Elly (Child of the Clinic, ♀): First Impression, Canary Sense, Vaccinated, Physician, Bodacious
- Jennifer (Child of the Farm, ♀): Green Thumb, Green Resilience, Plant Importer
- Karen (Child of the City, ♀): First Impression, Merchant Blood, Nose For Business, Canary Sense, Bodacious
- Marie (Child of the Shadows, ♀): Blood of Ink, Thorough Research, Metalworking Proficiency, In the Blood (Metalworking Proficiency)
- Popuri (Child of the Ranch, ♀): Rancher, Purifying Shepherd, Breeding Expert, First Impression
- Brandon (Child of the Mine, ♂): Green Thumb, Canary Sense, Material Salvaging, Bodacious, Woodworking Proficiency
- Cliff (Child of the Restaurant. ♂): First Impression, Kitchen Mastery, Chef's Memory, Try Everything, Cooking Proficiency
- Doctor (Child of the Clinic, ♂): Canary Sense, Vaccinated, Physician, Blood of Ink, Bodacious
- Gray (Child of the City, ♂): First Impression, Gemstone Eyes, Blood of Ink, Metalworking Proficiency
- Kai (Child of the Restaurant, ♂): First Impression, Merchant Blood, Kitchen Mastery, Cooking Proficiency
- Rick (Child of the Ranch, ♂): Rancher, Purifying Shepard, Breeding Expert, Cooking Proficiency
- Kappa (Child of the Sky, ♂, Non-Human): Breeding Expert, Try Everything
- Bon Viviant the Gourmet (Child of the Restaurant, ♂): Kitchen Mastery, Chef's Memory, Now Presenting… Your Dinner, Cooking Proficiency
- Huang (Child of the City, ♂): First Impression, Merchant Blood, Gemstone Eyes, Number Proficiency

- Harvest Moon A Wonderful Life:
  - Mark/Pony (Child of the Sky, ♂/♀): Rancher, Try Everything, Jumper's Legacy
  - Cecilia (Child of the Farm, ♀): Green Thumb, Green Resilience, Rancher, Purifying Shepard
  - Molly (Child of the Restaurant, ♀): Kitchen Mastery, Chef's Memory, Now Presenting… Your Dinner
  - Nami (Child of the City, ♀): First Impression, Omni-Competence, A Pile of Cash
  - Lumina (Child of the Sky, ♀): Blood of Ink, Try Everything, Jumper's Legacy
  - Flora (Child of the Mine, ♀): Canary Sense, Unbreaking, Thorough Research
  - Marlin (Child of the Ranch, ♂): Rancher, Noble Words
  - Rock (Child of the City, ♂): Rancher, First Impression, Noble Words, Try Everything

        - Gustafa (Child of the Farm, ♂): Green Thumb, Rancher, Material Salvaging
        - Griffin (Child of the Restaurant, ♂): Kitchen Mastery, Chef's Memory, Now Presenting… Your Dinner
        - Carter (Child of the Mine, ♂): Canary Sense, Unbreaking, Thorough Research
    - Harvest Moon Save the Homeland/Hero of Leaf Valley:
        - Toy (Child of the Farm, ♂): Green Thumb, Rancher, First Impression, Cooking Proficiency, Starter Land, Improved Soil
        - Bob (Child of the Ranch, ♂): Rancher, Purifying Shepard, Breeding Expert, Starter Land, Barn
        - Dia (Child of the Shadows, ♀): Blood of Ink, Thorough Research, Starter Land, Cozy House, Potion Hut, A Pile of Cash
        - Gina (Child of the Clinic, ♀): Canary Sense, Vaccinated, Physician, Jewelry Crafting Proficiency, Longevity
        - Gwen (Child of the Ranch, ♀): Rancher, Woodworking Proficiency, In The Blood (Woodworking Proficiency)
        - Joe (Child of the Mine, ♂): Canary Sense, Material Salvaging, Try Everything, Longevity, Woodworking Proficiency
        - Katie (Child of the Restaurant, ♀): First Impression, Kitchen Mastery, Magic Feast
        - Kurt (Child of the Mine, ♂): Canary Sense, Material Salvaging, Blood of Ink, Longevity, Woodworking Proficiency
        - Louis (Child of the Mine, ♂): Green Thumb, Canary Sense, Metalworking Proficiency, In the Blood (Metalworking Proficiency)
        - Lyla (Child of the Farm, ♀): Green Thumb, Bodacious, Starter Land, Merchant Stall, Store
        - Alice (Child of the City, ♀): First Impression, Merchant Blood, Blood of Ink, Number Proficiency
        - Aurelia (Child of the Divine, ♀): First Impression, Merchant Blood, Blood of Ink, Ordained
- Thanks to: Cataquak Warrior (Monster Girl Encyclopedia), Cthulhu Fartagn (Fire Emblem Awakening: SB Version), HeavensAnon (High School DxD), Tamerai (Generic Isekai Jumpchain), dhasenan (Touched by an Angel), and the unknown creator of the original Harvest Moon Jump