

Legend of the River King Jump v0.1 by William

Sometimes, we find ourselves not with a need to challenge ourselves, but to simply find a place to relax and unwind for a short time. While I don't particularly like to see these often, as I find them boring… nonetheless, it can be a nice excursion from time to time.

Welcome to the Legend of the River King, Jumper.

A small journey, where a young man's sister falls ill, and the only thing known to cure her is a rare fish known as the Guardian Fish. He must help several townspeople, brave the wilds, fight bears, and traverse the nearby area in order to find and locate this rare catch and save his sister.

But what of yourself, Jumper? Are you here to aid him, or perhaps simply heal his sister from the outset and allow their lives to be lived in peace? This small event is the only blip of discomfort on their radar.

But the choice, as always, is yours. Take these 600 CP (Catching Points) to- what? 1000? Not here- here you will make do with 600. Relax a spell, catch your breath. You'll get your thousand when we return to some place exciting.

Age and Gender

You're here to fish and relax, Jumper. Anyone can enjoy this sort of thing, and so there will be no restrictions posed on your age, or gender. I'll not be offering any rewards for randomizing this, but should you so wish to, you may roll 1d50+10 for age. Odds flip your gender from your last Jump, evens let you keep it as it was.

Location

This land is quite small, and similarly, there is little to be found here when it comes to various areas. However, as there are some differences in the locales, you can choose from these places to begin. No rewards for any sort of random location this time, but should you wish to, you may roll 1d5 to determine where your vacation starts.

1 | Torrent
The Hometown of Teruya's Brother, the unnamed protagonist of this game. A quaint little town with a small lake nearby, it has a few small shops, but is primarily a fishing village, and all of its commerce is based around this.

2 | Lake 1
If you'd thought there would be a name for this town, Jumper, you are sorely mistaken. This village has some rocky shorelines, making rafting dangerous...also there's the looming threat of a bear nearby, as well. Surely that's not a danger for you though, is it?

3 | Stream
Hidden away through a cavern is a riverside town, which, much like its predecessors, is a quiet, sleepy town with little to do. There is a large dam at the head of the river, should you wish to travel further up. A mysterious pond is nearby, said to contain the Guardian Fish.

4 | Lake 2
The largest of the villages, but by no means anything larger than a very small town. It rests on a large lake, and it boasts the largest number of catchable fish yet.

5 - Free Pick
You may choose any of these locales to make your start in, Jumper.

Origins

Origins do not cost CP to take. You may select a single Origin, and taking it will grant you the 100 CP perk, and Discount the rest for 50% less. Each Origin may take one associated item for free, but the rest are not discounted. Either Origin may be taken as a Drop-In, should you prefer to do so without any memories.

-Fisherman-

As it says on the tin, you've an appreciation for fish and fishing, and that's made you a little rough and tumble, being outdoors so much. Focused, but well-versed in your field.

Fishing Prodigy (100 CP)

There are those who have been fishing for their entire lives who don't have the skills that you do. Your fishing talent grows exponentially quickly, learning tricks and skills in a fraction of the time it would take others. This speed doesn't slow, but you can only learn so much from the same types of fish in the same waters. The more breadth of experience you have, the quicker you can learn.

I've Come To Bargain (200 CP)

You have the uncanny ability to talk people into bartering and trading with you with fish. If one can fix something of yours that's broken, rather than needing payment, you can simply provide recompense in the form of fishing. Similarly, for other mundane tasks, you can barter and trade without need for money or other such things.

Scrapper (400 CP)

This perk emphasizes the wild, rugged nature of the outdoors contained within you. Simply through the act of combat, you will grow steadily tougher, able to absorb more and more punishment. Beyond that, your own physical strength is bolstered by this resilience, allowing you to become stronger just by having more physical health.

-Layman-

A general sort of individual that can be found anywhere. Experienced in a number of things, you've got the skills to provide for those who might need something in their day-to-day life.

Crafter (100 CP)

Making artwork, or perhaps rafts, or even just tasty meals- you've got a passion and skill for a particular craft. So much so, that you're basically unparalleled in it, as there's no one who can claim to be your equal. This skill cannot be anything combat or magic related, but mundane in scope. You are often known by your skill, rather than your name, so great is your talent.

Geographer (200 CP)

You're the sort who has a handle on what's around you, geographically speaking. When it comes to knowing about secret caves, hidden ponds, and so forth, you instinctively know where these secrets are, without needing to ever actually look. Uncovering them may take some effort, but you'll always know where they are.

Apothecary (400 CP)

You've a talent for creating medicines and other tinctures to help with anything from poisons to diseases. Beyond that, you also know, simply from studying someone for a few moments, exactly what ails them, and what will be needed to cure them. You might not always know where to find the cures, but no matter the illness, you will know exactly what's needed in order to heal them.

Items

-Fisherman Items-

Casting Rod and Bait (50 CP)
An incredibly well-made rod, as well as all the hooks and bait you might need. No matter how much bait you go through, you always seem to have more available.

Lure Rod and Lures (50 CP)
Similar to the Casting Rod, this is in great shape, and the hooks and lures are of superb quality. The lures themselves won't break while used for fishing, and any lost ones return the next day.

Fly Rod and Flies (50 CP)
A full set of equipment for Fly Fishing, with a wide variety of different flies. Much like the Lure Rod, they never break so long as they're used for their intended purpose and always return.

Bottomless Fish Pail (50 CP)
A fish pail where you can keep fish. While it cannot store anything else, it can keep an unlimited number of fish within it, allowing you to never have to worry about stopping fishing for the day.

-Layman Items-

Lunch (50 CP)
A healthy lunch that seems to invigorate you just by eating it. It also restores each day, so you'll always have a delicious lunch! You can even add to it, and it'll retain any changes you make to the menu!

Raft (50 CP)
Useable on anything from lakes and rivers to even more treacherous waters, this well-made raft will never break or become damaged, so long as it is being used to travel the waters.

Axe (50 CP)
An exceptionally durable axe and sharp to boot, it's the perfect armament for a woodsman. Its edge will never wear down, no matter how much it's used, or even what it's used on.

Pick (50 CP)
The friend of miners everywhere, this sharpened pick can hew through stone as if it were digging through clay. Better yet, no matter how much you use it, it'll never break!

Wind Chime (100 CP)
A pretty little chime that makes wondrous music while held aloft. Beyond that, if ever you're hunting something, be it fish or otherwise, that's rare and difficult to find, it will be drawn by the sound of the chime, making it easier for you to locate and catch, or hunt, or whatever your heart desires.

Companions

Companion Import (50 CP | 200 CP)
You may import one or more of your own companions into this world. They gain an Origin as normal, and 400 additional CP for their purchases. You may instead pay 200 CP to import a total of 8 Companions in this way.

Fishing Vacation (200 CP)
If you would prefer, you can instead import a large number of Companions, as many as you wish. Each of them will get an Origin and their associated 100 CP perk and a single Origin item, but gain no other CP.

Fellow Fisherman (100 CP)
You can create a companion who is native to this world. They will also enjoy fishing, and wish to come with you following the conclusion of the jump. They will have an Origin, and 400 additional CP to spend.

Drawbacks

Time Drifts By (+0 CP)
With such a relaxing and lazy sort of time, there's no telling exactly how long time will pass here. You can choose how long you wish to remain here, no less than a week, and no more than a hundred years.

Look There, It's a Bear (+100 CP)
The villages are likely to be terrorized by a large bear. It's not really all that special, aside from being a grizzly bear with a surly disposition, and any time it shows up, you will have to deal with it. And no matter what you do, it always seems to come back, just as annoyed as ever.

Just a Simple Fisherman (+100 CP)
Your out-of-jump Perks and Items are locked, and the Warehouse (or equivalent) cannot be accessed. You'll need to handle the high-stress of this locale with just your fishing prowess.

Illness (+200 CP)
Someone has fallen ill, and the only thing that will save their life is the Guardian Fish. You've got to use your awesome fishing power to find, catch and secure the Guardian Fish to prepare an antidote for them.

Everything is Exhausting (+200 CP)
Fishing, fighting, even rowing your raft around takes a lot out of you. Your stamina when performing day-to-day activities is extremely low, and you become tired with very little exertion. Better take a lunch.

Scenario

-Fun Lake-
A secret lake exists that houses all sorts of fish- both common and rare- and is a legend among fisherman. If you wish to locate this lake, you must complete the following task:

Objective:
Catch all fish available in Torrent, Lake 1, Stream and Lake 2, including the Guardian Fish.

Reward:
Your key to your Cosmic Warehouse can now instead take you to Fun Lake, the door opening up to the exterior of an inn which sits on a large, pleasant lake. Time does not pass here, and strangely, skills cannot be trained, plans cannot be formulated, and so forth… but there's an open lake teeming with fish where you can just relax for as long as you need, to just get away from it all.
If you do not have a Cosmic Warehouse, you gain a key that functions as the above.

Weighing Your Haul

All good times must come to an end, and that includes your time here. Now that the end has been reached, you need to make a choice, Jumper.

-Continue Onward-
Sufficiently rested, are we? It's now time for you to see what else the many worlds hold. You can always look back on relaxing times here, but there are always other fish in the sea.

-Remain Here-
The lazy, easygoing life has hooked you as you've hooked fish, has it? Remain and enjoy living out your days in peace and serenity, without need for fear or worry beyond more than a wild animal.

-Go Home-
Is the sun setting already, Jumper? You may return back to your original world, with all that you've gained so far. A quiet end to your journey- one I hope was fulfilling.

Changelog

v0.1 - 1st Draft Completed