

Story by Ennki Hakari, Jump by Aehriman

A gamer wakes in a fantasy world, in his painstakingly-crafted MMO character's body. A max level (255th) Holy Knight 'cursed' with a skeletal appearance, via a purchased skin. Taking his character's name, Arc, he begins exploring the world and going on adventures while geeking out.

Very soon into his adventures, he learns that slavery is alive and well, mostly practiced by Humans against the other races, and becomes embroiled in an elf warrior, Lady Adriane's, anti-slavery crusade, thus showing more moral fiber than 80+% of isekai protagonists. I see you, His Soul Is Marching On to Another World.

After several battles and chasing leads to a bigger slavery network, Arc continues his travels, allegedly searching for a cure for his skeletal appearance. He learns there have been many Wanderers from other worlds, centuries apart and humanoid civilization on this world probably began with them.

Have **1,000 computer points** (cp) to get started.

ORIGINS

Wanderer - Another gamer from the Otherworld? Well, your kind have shaped the history of this world in powerful ways, for good and for ill.

Local - You grew up in this world. It isn't perfect, but it's yours and you have deep roots in it.

RACE

Choose One.

Human - Hairless apes. Truly disgusting, the dominant race of the continent, they act brutally towards others.

Elf - You know the drill, pointy ears, long life, live in harmony with nature in the Great Canada Forest. In high demand as slaves.

Dark Elf - A subspecies of elf. If there's any difference in appearance, powers or behavior, I haven't seen it, but people seem to be able to distinguish them at a glance.

Beastman - Like a human, but with animal-like features. Also often the target of raids, there are several ninja clans among them.

Dwarf - Humanlike, but topping out at about four feet tall. Masters of metallurgy, the dwarves have suffered the most from humanity, which all but wiped them from the continent trying to get the secrets of working mithril. A pitiful few live in the elven capital of Maple.

Undead (+200 cp) Those who died with hearts full of envy in special, mana-rich locations can rise from the grave to prey upon the living. As an undead, you have the appearance of a rotting corpse or skeleton, have greatly reduced strength in the daylight, and are

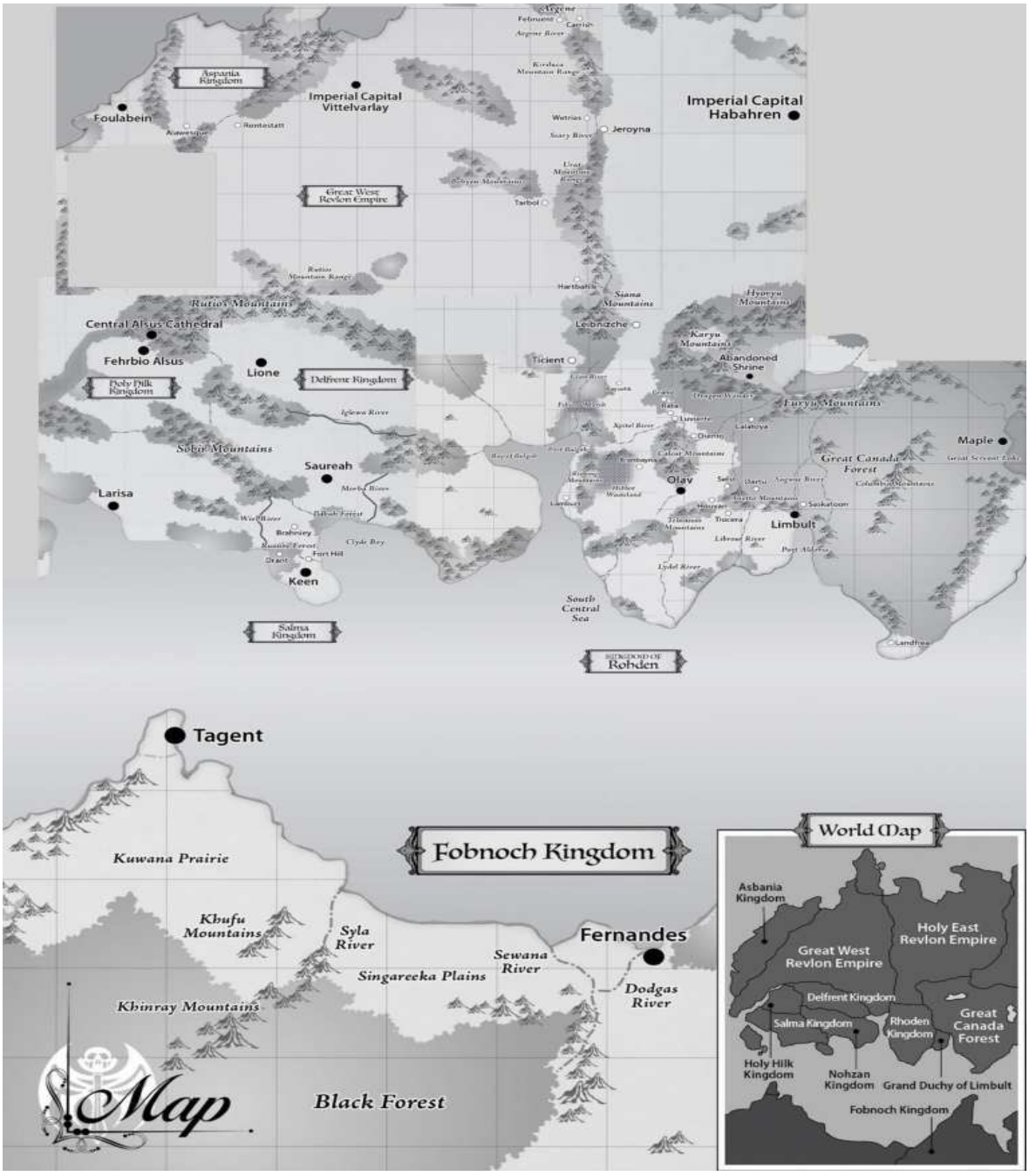
vulnerable to fire and holy damage. On the plus side, you can naturally wield curses to weaken and blight others.

Spirit Animal (-200 cp) You're an animal touched by the spirits. You hardly need to eat, just a couple berries a month, can sense the good or evil in a beings' heart, and can wield the magics of a single one of the ten elements (earth, air, fire, water, shadow, light, ice, lightning, wood and metal). Feel free to design your own elemental animal.

Dragon Lord (-400 cp) A sapient, magic-wielding dragon that can assume a human form for convenience. Dragon Lords have natural authority over lesser dragons, wield immense quantities of mana, and terraform the land around them to better suit their magic and needs, spawning fields of crystals or vast magic forests. This can be toggled off.

AGE, SEX, ETC.

Keep it, change it, whatever works for you.



LOCATION

Pick a starting location or roll 1d6 for +100 cp

1. Rhoden Kingdom - an alliance of eight duchies with distinct cultures, very feudal in that the king is effectively first-among-equals with the seven dukes. Travel is restricted, slavery is illegal, but still common, but one major character is a princess hoping to change all that.

The capital is Olav, also the name of the ruling dynasty and their land. The fortress city of Diento is a major hub of the slave trade.

2. Grand Duchy of Limbult - Once a founding duchy of Rhoden, Limbult seceded six hundred years ago rather than follow the rest of the kingdom into a war with the elves, whom they maintain good relations with to this day. Their ability to trade grain for mithril and magic items has given them a wealth comparable to great empires and a higher standard of living than practically any human polity.

3. Great Canada Forest - a forest magically created by a Wanderer eight hundred years ago to shelter nonhumans, running along the base of the Furyu Mountains. Besides many powerful monsters, this forest, also called the Lost Woods and the Elf Forest, is regularly shrouded in a mist that interferes with human magic but not the spirit magic of elves. There are many villages, all linked by teleport points to each other and the two cities, Maple, the capital, and Landfrea, their port.

4. Great West Revlon Empire - the greatest empire in the known world split in half during a dynastic dispute six hundred years ago. More specifically, the Wanderer Hanzo inflamed tensions to escape after the Revlon Empire turned against demihumans. The Western Empire claims to be the true successors of Revlon, a claim bolstered by their possession of the ancient capital of Vittelvarlay, but as a practical manner lacks much of the old empire's strength. The Knights of West Revlon are famed throughout the world. At the moment, there are four major sectional factions, and the aging emperor is heirless, creating great uncertainty.

5. Holy East Revlon Empire - the greatest empire in the known world split in half during a dynastic dispute six hundred years ago. More specifically, the Wanderer Hanzo inflamed tensions to escape after the Revlon Empire turned against demihumans. Like their rivals to the West, the Holy Empire claims to be the true heirs to the legacy of Revlon. Compared to the Western Empire, the East is more centralized, with a standing state army and Emperor

Domitanus having a monopoly on state violence. East Revlon has been experimenting with runic enchanters and recently created a corps of Monster Tamers.

6. Holy Kingdom of Hilk - a small theocratic state, the Holy Land is the center of the widespread Hilk religion, which preaches monotheism and human supremacy over the unnatural demihumans. The Holy Land takes a tithe of slaves from most human polities. Secretly, the Hilk faith is a scam on every level, the cardinals are cynical atheists who care only for wealth and power, but even they would be shocked to learn the pontifex is actually Thanatos, a solipsist undead Wanderer with a higher body count than the plague, who created the religion purely to turn humanity against the elves and beastmen who can recognize the undead upon sight.



FRIENDS

Who can put a price on friendship?

Old Friends -

New Friends - Feel free to recruit anyone you meet in this world.

Arc - A cheery skeleton knight. His heart is pretty much in the right place, but his fanboying over cute elf/beastkin girls and video game-like plot beats can come off as creepy.

Ariane - A dark elf warrior princess, deeply dedicated to retrieving all her people who were taken in slave raids.

Chiyome - a catgirl ninja, one of the six Great Fighters of the Jinshin Clan. Curious, dedicated and highly adaptable.

Ponta - A ventus vulpis (wind fox) befriended by Arc. Has grown immensely fat from too many treats and spoiling and being carried everywhere.

PERKS

Gate (free)
The fast-travel spell from the game. Teleports you and everyone in a ten foot radius circle, but is about as accurate as 'city/town' or 'mountain' , maybe a couple fast-travel points in a particularly big city, and can only take you to places you've been before.

Dimension Step (-100 cp)
A supplemental skill for the Mage class, meaning it costs no mana and can be spammed endlessly. In Arc's game, it let the user teleport anywhere you clicked, in this world it seems to work as a line-of-sight teleport skill. Arc uses it to 'fly' by teleporting to distant points in the air, to enter rooms by peeping through a window or keyhole, or to cross halls silently and without triggering traps. A truly versatile skill.

Rejuvenation (-200 cp)
A powerful healing spell that also functions as the equivalent to *Raise Dead* in Arc's game. This does take some mana, but is surprisingly efficient, though Arc uses it sparingly for fear of being deified. Rejuvenation cannot bring back a person who was decapitated or incinerated, nor restore missing limbs. It also doesn't replenish lost blood, so people healed with it are often fatigued or light-headed, and if death was caused by exsanguination may just die again almost immediately.

Uncurse (-200 cp)
A spell for removing curses, everything from baleful transformations like lycanthropy to the more fairy-tale sort and ironic punishments. Some few that are continually reapplied may just resume their course, but it's rare for anyone to make that much effort.

Overwhelming Power (-400 cp)
Arc was at the level cap of 255 when he crossed over, and his fellow Wanderers Thanatos and Hanzo were likewise incredibly powerful and left their mark on the world. So is it with you, you have incredibly broken stats and the powers and skills of an endgame character. This particularly enhances any skills you'd have from classes/jobs. This does not inhibit you from further growth, your potential is limitless. In future Jumps with Game-like (say Fallout) or Gamer powers, you can expect to start at the level cap or 255, whichever is lower.

Class Levels (-100 cp, first free Wanderer)
You have experience in a class, or job, and related skills that update to your setting. A Holy Knight will be familiar with combat, scriptures and noble houses even in a wholly new world. A Rogue can sneak and break into things, even in a cyberpunk setting full of camera drones and invisible alarms. A mage will know the essentials of the magic system, and so on. This can be taken multiple times.

Inventory (-200 cp, discount Wanderer)
Who can be bothered to figure out how to fit a bedroll and two ten-foot poles into a pack and keep it all somewhat balanced? Not you! You have an extradimensional hammerspace into which you can stuff anything that could fit into a standard cart, to be preserved in stasis until you call that item out.

Quest Flags (-400 cp, discount Wanderer)
You can say a lot about the various Wanderers and their impact on this world, but all of them lived lives of consequence and meaning, changed things, and seared their legend across this world. You find yourself stumbling over opportunities to change the world,

people in need, evil plots, finding exactly the information and items you need to make a difference. You can toggle this off if you ever want a break.

OCP (-600 cp, discount Wanderer)
You are from outside this universe and not subject to a lot of its rules. You cannot be scried upon or foreseen, nor erased from time or reality. The ironclad rules of magic are fuzzier, as you're technically running a similar but distinct magic system, which makes it harder for others to dispel or counter - or even detect! - your magic, while yours interacts fine with local systems when it would be convenient for you.

Bon Vivant (-100 cp, free Local)
What's the point of living if you can't enjoy life? You can always make time for family and friends, always enjoy life's simple pleasures whether it's a good meal or a sunrise. You find yourself going to bed not full of weariness, but excited to see what the new day will bring.

Runic Researcher (-200 cp, discount Local)
You have a deep understanding of magic, its rules and systems, that suggests all kinds of clever exploits and possibilities for new applications. In future worlds you are suitably imaginative regarding other powers.

Spirit Magic (-400 cp, discount Local)
There are powerful spirits of nature in this world, whose power if they are willing may be invoked. Power in this system is not a question of mana bars and biggatons, but friendship, favors and obligation. Spirits and fairies tend to default to being friendly towards you, unless you give them a strong reason to feel otherwise. They're a lot more willing to do you favors and be flexible about repayment.

Political Mastermind (-600 cp, discount Local)
You understand people on a fundamental level, finding it easy to empathise with them and understand what they want, what they fear, and what they need. You know how to play the

various factions at court or even the nations of the world against each other, or unite them in common cause.

GEAR

Have +300 just for this section.

Home (free/100/200 cp)
No longer a murderous hobo, you have a dwelling! For free this is a simple but well-made stone house. For 100 cp, a two-story townhouse. For 200 cp, a sprawling country manor. In future Jumps these update with appropriate utilities and amenities.

Money (free/100/200 cp)
Even in another world, you need money to get around or get things done or made. As charity, you can start with thirty gold, enough to last a frugal person several months, and a profligate spendthrift a month of living large. For 100 cp, this instead becomes a monthly income. For 200 cp, you get a passive income worthy of a Count.

Passport (free/100/200 cp)
The fantasy version of an ID, a small card-shaped metal plaque with your name, profession, and essential information. For free, you get a common copper passport. 100 cp and you have a silver one, restricted to the nobility. For 200, one of the gold passports carried by royals. In future Jumps, this conveys/gives you an appropriately prominent background and resources, while morphing into a setting-appropriate ID.

Crop Fertility Runestone (-100 cp)
A purple crystal that is easily shattered into dust, said dust makes a fantastic fertilizer, guaranteeing a bumper crop, regardless of the weather, season or pests. Normally, there's a problem where using this a few times on a yield charges it with mana that draws monsters, but since you're paying cp, we'll ignore that.

Kobumi (-100 cp)

A small white flower that can be used to make a safe and highly effective contraceptive, much like silphenium on Earth. Even just making a tea from the leaves will do it. This is regarded as highly sinful by the Holy Hilk Church. You gain an acre of these plants.

Runestones (-100 cp)
A type of rough gemstone dropped by monsters, the most valuable thing they often drop. Runestones are magic and can be used to enchant or power all manner of items. You get a monthly crate.

Beast Tamer Tattoos (-200 cp)
The Beast Tamers get magic tattoos over their backs, allowing them to mentally commune with and direct monsters. If patience and understanding and forming a bond isn't your style, you can also suppress their wills with special runic collars, also provided. Just expect that to end poorly if the collars are ever removed or your tattoos ever disrupted.

Evidence (-200 cp)
Incriminating letters or contracts, perfect for blackmail or just exposing the dirty dealings of your enemies. Note that this is all the private (and especially hidden) documents and correspondence of a single individual or group, chosen at the start of the Jump. That said, you can purchase this multiple times...

Whispering Fowl (-200 cp)
A very clever and well-trained bird used by elves to communicate. It can memorize and reproduce speech, like a recording device, then seek out the recipient of your message.

Mythic Gear Set (-400 cp)
The highest tier of gear in Arc's game, each piece dramatically boosts two stats (for simplicity's sake, we'll say it doubles it) and has 1-3 special abilities, though less abilities tends to mean more powerful. For instance, Arc has the Belenus Holy Armor which doubles his defense and attack power, provides curses resistance, regenerates a small amount of health constantly, and halves light and fire damage. Meanwhile his Twilight Cloak halves

darkness damage and fully refills his MP every couple minutes, a far more drastic effect. His Holy Shield of Teutates raises his defense into the stratosphere, and renders him immune to knockback and negative status effects. Thunder Sword Caladbolg gives him high attack and agility boosts, and a special attack. Feel free to design your own set of Mythic level gear and import any preexisting relevant Items into them.

Pledge Crystal Set (-400 cp)
Ten fist-sized crystals, each containing one primal elemental spirit: earth, air, fire, water, ice, lightning, shadow, light, wood and metal. A person can bond with one or more of these spirits, gaining the ability to use limited Spirit Magic, like the beastmen's ninjutsu. Any person will have a strong affinity for at least one element, you find you can easily bond with all the spirits.

DRAWBACKS

Longer Stay (+100 cp)
Not enough time? You can extend your stay by ten years. You can take this multiple times but only gain points for the first four purchases.

Bad Reputation (+100 cp)
You bear a striking resemblance to a notorious bandit leader and slaver, or maybe they've been impersonating you. Either way, rumors of your notorious crimes spread like wildfire. Bringing the reprobate to justice may staunch the bleeding, but even if you manage it immediately you should still expect the odd misunderstanding with city guards and scared villagers.

High Life (+100 cp)
You enjoy life maybe a little too much. It's hard to get you out of bed most mornings, if not from a hangover, then from the sheer luxury of sleeping in with real sheets. All that rich food you favor could also make you pretty fat if you don't keep active somehow.

Bad to the Bone (+100/200 cp, incompatible with Undead race)
You have been cursed with the appearance of a skeleton! You can still eat and drink, and will need to, but anyone touching you will feel only bone. People tend to get a bit hostile towards the undead.
For an extra hundred cp, you are truly undead without the murderous impulses and share in their weaknesses. Like being vulnerable to fire and light magic, and losing most of your powers in the daylight.

Bad Beginning (+200 cp)
You start in a cage at a bandit's den, who hope to sell you to slavers, a collar around your neck negates your powers. Hopefully your companions can locate you soon, or you have some cleverness underneath all those perks.

Cruel World (+200 cp)
Bandits and slavers are everywhere, and every single one of them will look at you in your shining armor loaded down with legendary weaponry and say to themselves 'of course I can take them.' At least you'll be making the world a better place, one aggravating encounter at a time.

Curiosity (+200 cp)
A trait famous for getting cats and adventurers killed, you just cannot leave well enough alone. Whether it's a companion being moody, or a cursed ruin nobody has ever returned from exploring, you can't leave a mystery be.

Sidequests (+200 cp)
Everywhere you go, there are people in distress. Any time you need something, someone needs a favor done, medicine for their sick mother, ten wolf pelts. On and on it goes, so even the simplest of jobs gets endlessly complicated.

Damned Heretic (+400 cp)

Thanatos, necromancer supreme and pontifex of the Hilk Church, has discovered your intrusion into his domain and he doesn't like it one bit. He'll start subtle, using church resources to denounce and attack you, but may escalate as he becomes increasingly concerned about another Wanderer foiling his plans again.

Impoverished (+400 cp)
You are locked out of your Warehouse, no safe home or shelter for you, nor any of your Items from previous Jumps.

Impotent (+400 cp)
Your perks and powers from previous Jumps are removed, reducing you to your Body Mod for the duration.

It's Just A Game, Jumper, Relax! (+600 cp)
From the moment you enter this world until the ending choice, you and your Companions will operate under a very particular delusion. That you're playing a VR RPG. That you never seem to log out or have physical needs won't occur to you, and you will rationalize away if pointed out. Point is, nothing you do here really matters, none of these people are real or have an inner life or ability to feel pain, they're all NPCs. I hope you know what you're doing and that your last words in this world won't be "What have I done?"

END

What now? Settle down, move on, or finally return Home?