Elona Jump v1.0 – ohgodwhatamidoing

Welcome to the Eleventh Era (colloquially known as Sierre Terre) of Irva, more specifically the region of North Tyris. The Vindale Forest has long since swallowed the continent of Karune flooding the region with Etherwind, a blight that mutates sentient creatures into monsters and accelerates the growth of plants. Every three months it blows in from the South, forcing the people of this continent to take shelter underground. The country of Zanan, has declared war on the Vindale forest and the Elea, or elves, that live there. The technologically advanced Yerles and the wild and free Juere kingdoms are at war as well, constantly feuding over laws and territories. Even the gods fight over the souls of worshippers. You could be drawn into, or seek out, any of these conflicts if you wish to make some coin.

But that's just a perfect backdrop for a noble jumper such as yourself to seek glory, conquer dungeons, and complete quests. Or you can learn to bake apple pie, play the piano, and spend all day mining for rare ores in a cave somewhere. Hey, on the upside, eating unspoiled food, sleeping regularly, and doing just about anything that isn't dieing seems to improve your skills, even if it's just a little bit. Maybe it's a side effect of the Etherwind? To help get you set up, here's some choice points.
[+1000 CP]

Origins: The last thing you remember, you were riding on a sailing ship, bound for North Tyris. The Etherwind came on suddenly and sank the ship, leaving you to the wiles of the sea. You awake in your starting location, a pair of Elea look down on you, remarking at your miraculous recovery...

Drop-in – You came crashing down from the sky and sank the ship on landing. The Etherwind that you were exposed to was just an unlucky coincidence. You don't have any new memories crowding your head, so feel free to use that space to memorize more spells. Starts with the best potential in attributes and skills of any creature on the planet.
[Free]

Adventurer – Having heard about the legendary Town Boards in your homeland, you came to North Tyris on the promise of there always being work for the stupid- er, brave adventurer. Willing to cook, slay monsters, and perform at parties, you're a jack of all trades and willing to jack anything not nailed to the ground. Starts with up to 4 perks, each worth 200 CP or less, for free.
[Free]

Bandit - Pirate, technically, but the Etherwind took out your ship and crew. Now you've decided to ply your trade on land, the Etherwind making it too dangerous to plunder booty in nautical environments. Your kind usually wait along roads in large groups, robbing dumb bast- er, brave adventurers of any cargo they're carrying, and a chunk of their coin. Don't expect to be welcome outside of Derphy. Starts with 8 free flunkies that have no perks, skills, and only starting items and cheap pistols.
[100 CP]

Shopkeeper – A master of buying low and selling high, the vessel was going to take you to Port Kapul, a trading city near a great pyramid. You had hired a mercenary group for defense, and stocked up on several high value items to pawn off on some unwitting sucker- er, brave adventurer. Those both went down with the ship, but you do have some coin you managed to attach a life vest to before going under. Starts with 4 items, each worth 200 CP or less, for free.
[100 CP]

Location: Roll 1d8 or pay 100 CP to choose where you wake up.

1. A Cave – A dark hole in the ground that nonetheless offers some safety from the Etherwind. It's unanimously agreed by everyone that it's your new home. There is a fridge in the corner, some food lying around, and a pot to cook in. Your mail is even sent here, as well as a generous government salary for adventuring. You were probably fed it's previous inhabitant.

2. Vernis – The largest coal mining village in North Tyris, and home to Shena the Draw, loveliest barmaid in North Tyris. It has everything an adventure could need and more. The mine has recently hit a snag, with some slimes taking up residence, but there is an evershifting dungeon called Puppy Cave just a few miles east. The bar is popular, for obvious reasons.

3. Derphy – A wretched hive of scum and villainy, it has all the prostitutes, mad bombers, and pickpockets you could ever hope to encounter. It has an arena in the tavern basement where you can compete for rank and cash, and the same arena houses the Thieves Guild. This town is considered outside the reach of most law enforcement, with no roads leading into or out of town. Pick up a slave while you're in town.

4. Lumiest – The island city of artists and mages alike. The Mages Guild calls this city home, and it houses a vast amount of statues to the goddess Lulwy, though you've got to swim to get to them. Fishing and art are the primary pastimes here, though the adventurous types can enjoy the infestation of splitting monsters in the sewer.

5. Noyel – In the icy northeast of the country lies Noyel, a pious town. It houses a large church where anybody who has wronged someone can get a pardon for their sins, and a nearby blessed well said to grant wishes and improve health. It is also home to Ebon the fire giant, kept in shackles by a crooked vendor.

6. Yowyn – A farming community, famed for the speed and strength of it's horses. Stuff to do here includes farming, sleeping, and then farming some more. They don't generally care if you eat food straight off the vine, so you'll never go hungry, at least.

7. Port Kapul – A major port and a town for all sorts. A building on the north side of town houses the only pet arena in the country, as well as a standard arena and the Fighter's Guild. There are many shops available, and sailors litter the town. The nearby pyramid is invitation only.

8. Choose anywhere in North Tyris to come to.

Races: Choose up to 1 race.

Yerles – The young kingdom which worships the ancient scientific civilization called Eyth Terre has gained power in the west. While they are realists and materialistic, they are also adaptable to things that are beyond their comprehension if it benefits the kingdom. Yerles fit well in every class with their outstanding learning ability.
Age Roll: 1d8 + 17
[Free]

Eulderna – Eulderna is one of the most ancient races in Sierra Terre. Egoism and elitism dominate every thought behind the actions of these perfectionists. They, are suitable to caster or hybrid classes as they are adept at magics and using magical devices. Euldernas have resistance to non-elemental magic.
Age Roll: 1d8 + 17
[Free]

Juere – The Juere are a people wild and free. Scorning the "weaker" laws of others, they quickly learn the tricks and technologies of others before ever moving onwards. Their pride makes them great performers, and are used to being hungry for long periods of time. Nimble of hand, and bold of character, no two Juere are ever the same. They find more materials when hunting for them and only have to eat about half as often as other races.
Age Roll: 1d8 +17
[Free]

Goblin – If Dwarves are the people of the earth, then the Goblins are the vermin. While clumsy and ugly, there are ever so many goblins about, and more every year. Their scrawny bodies heal quickly, and they love the taste of fish. Their beady little eyes miss little in the dark, and you never want to grapple with them, who knows what diseases you might get. Goblins are resistant to darkness and gather twice as much material when hunting for something.
Age Roll: 1d8+10
[Free]

Dwarf – A Dwarf is a child of the earth. As tough and unyielding as the mountains they love, most Dwarves will live their whole lives underground, mining, smelting, and smithing. Some few leave the depths to become adventurers, hoping to make enough coin to start their own clan. Good with technology, and having major resistance to dark and poison type attacks.
Age Roll: (1d8+1)x10
[50 CP]

Elea – Elea, known by the other peoples of the world as "Elf's", live quietly in their forests, far from man. Nimble and graceful, their bows are of legend, and their wizards have forgotten more magic than many will ever know. Still, the young ones from time to time leave and go on adventures, if only to fill their memories for their long lives. When Elea cast spells from health, they take half as much damage as other races. The ether disease also advances at half the normal rate.
Age Roll: (1d8+1)x10
[50 CP]

Mutant – A living warning of the perils of Gene-Engineering, Chaos, and why pregnant women should not be caught in the Etherwind, most mutants live short and pain-filled lives. Still, one in every thousand not only lives but thrives due to the changes wrought on them. Healing quickly due to their quickened blood, and at least starting out mostly human-like, Mutants will start out only able to use one hand and wear body armor, but they will develop the ability to use 12 more body parts over their stay, even if it means they grow a few spares. As a bonus, I'll even let you choose what they are, though you must always pick something.
Age Roll: 1d8
[50 CP]

Fairy – Fairies are cute, mysterious, and fragile. Compared to the human race, they are gifted with superior skills of using magic and evading. In contrast, the lack of physical power makes it difficult for them to carry even the smallest of things, making it impossible for them to wear anything other than the lightest equipment. Fairies have outstanding resistances to all elements except fire, and receive major bonuses to evading attacks.
Age Roll: 1d8x10
[100 CP]

Lich – When a powerful magus grows near death, their desire to live on makes them attempt lichdom. Of the many who try every century, barely a handful succeed. Most fail and die, but some few partially make it, though the process robs them of much of their memories and skills. Their young "age" is their new "life" beginning anew, but they are patient. After all, they have all the time in the world now. Liches are resistant to poisons, cold, and darkness, and they have significantly larger pools of mana at the cost of a slightly reduced pool of health.
Age Roll: 1d8+10
[100 CP]

Golem – While certainly not a natural creature, the flows of the Etherwind have ingrained into them a spark of sentience. Strong as a team of oxen, and as tough as the rock they were sculpted from, those are pretty much the only strengths of a Golem. The wizards that made them wanted only laborers, not poets. Still, a Golem can slowly get better, and thankfully they lack the wit to even become bored doing so. Golems are strongly resistant to poison and cannot be distracted from their tasks.
Age Roll: 1d8
[100 CP]

Snail – Despite the fears that one day the rats will inherit the World, thanks to the Etherwind it seems the snails have gotten a head start. Slow and dull, even the mightiest among them fears salt, garlic and butter. Still for those seeking a true challenge, one can hardly do worse than being a snail. Can you imagine the look of others when you inch ever so slowly towards them?
Age Roll: 1d8
[+300 CP], counts as a drawback

Perks:
Epithet – You get to pick any two word title when you arrive. It will be announced before your name on any official paperwork. Perennial favorites include The Drunk and Flaming Rainbow.
[Free, Mandatory for Adventurer]

Onslaught – *"If violence isn't working, you are obviously not using enough of it."* You know how to strike fast and hard, you get around 5% more attacks per fight. That may not sound like a lot but it will make a huge difference with the amount of fighting you'll do here.
[50 CP]

Barrage – When using a ranged weapon you'll find the rate of fire to be increased by 5%. It's not much, but it will help you fill things that hate being full of lead with lead. Daxamites or something? Fairies?
[50 CP]

Unified Spirit – *"Everything worth doing is worth overdoing"* Casting spells is hard, and you'll sometimes fail. Fail less of the time with this perk. It will stop any weakness of will from getting in the way of your spellcasting. This doesn't stop someone from interrupting a spell with a well placed fist.
[50 CP]

Interference Music – *"The whole world is my stage!"* On occasions when you can make rhythmic noise (like say, tapping your toes) you can negate incoming sound based attacks. It needs to be done loudly, but not necessarily as loud as the sound it's negating. More powerful with musical instruments.
[50 CP]

Harvest – *"Anything worth doing is best done yourself"* Sick and tired of your enemies and their stupid attached heads? With this perk, whenever you wield a scythe in combat, you have increased odds of hitting the neck and going all the way through. It's all in the wrist, they say.
[50 CP]

Awfully Tough – Your body is all around better. You're more resistant to disease, able to carry more weight, and you can run a bit longer. A good constitution is a great thing to have.
[50 CP]

Elemental Resistance – The elements are fire, cold, lightning, darkness, mind, poison, nether, sound, nerve, chaos, magic, and cut. Every attack spell does a different type of elemental damage. Every time you buy this perk, pick an element: you now have an 8% greater resistance to any negative effects from that element.
[50 CP]

Surprise Attacks – *"What's yours is mine, and what's mine is mine. See that guy over there, his stuff? Mine too."* Any time you attack an unsuspecting foe, it hurts them twice as much as a regular blow would. This works if you attack from cover, blindside them during conversation, or trip them while they're walking to the altar.
[100 CP]

Circulation Magic – *"If it's not on fire now, it will be soon."* Any magic or supernatural ability that draws from a limited pool of resources now takes 10% less total energy from that pool. Spam spells all day, every day.
[100 CP]

Eye of a Hawk – *"Anything dead over THERE will not be bothering me HERE"* You actually want to hit your opponent? This will make you hit your opponent. Any physical attack you make will be 10% more accurate.
[100 CP]

Charity – *"A hymn a day, will keep me away, Sinner!"* All your healing spells are ¼ again more potent. Go forth and do some good for the world, or just recover quickly to smash more faces.
[100 CP]

Piercing sword – About 5% of the time, your attacks will pierce through enemy armor like 20 pounds of enchanted steel through warm butter. The silver-eyed witches who came up with this technique used it with light armor and heavy weapons.
[100 CP]

Assault – When attacking foes with your bare fists, you strike true. Don't wield any weapons and you'll end up hitting more often, occasionally doing double the normal amount of damage. Some say this can't replace a sword, but you'll show them. You'll show them all!
[100 CP]

Very Careful – You know how to look for things. Even when running through dark dungeons, you'll spot hidden doors and traps. Others will have a much harder time locating these things, so be sure to warn your pets and enemies.
[100 CP]

Iron Defense – Years of pushing your getting your head bashed into walls has toughened your body. Weaker attacks will barely be noticed, and you can take a bit more punishment from even the strong attacks, but don't expect this to work against magical effects.
[100 CP]

Improved Dodge – When you see an attack coming, you'll move a bit quicker to get out of the way. The best defense is not getting hit at all, as they say.
[100 CP]

Ambidextrous – Grab asses with both hands. Or wield weapons in both hands much easier than before. No reason you can't do both, right? You now have the same ease of control and dexterity in your non-dominant hand as you do your dominant one.
[100 CP, Discount Drop-In]

Two-Hand – When you wield a weapon in all of your hands, no matter how many that may be, the weapon strikes harder, better, and deadlier. Good if you have a foe you don't want to shake hands with.
[100 CP]

Lady Killer – You learn how to pose and speak in an attractive manner, increasing your raw charisma through sexiness. It may look odd, flexing your glutes like that during a hostage negotiation, but it works, right?
[100 CP, Discount Drop-In]

Expert Accountant – You have a head for numbers, at least when it comes to cash. You know how to reduce taxes and get the most out of your monetary investments in others. You've even figured out how to legally skimp out on how much you pay your employees (you asshole). Scrooge McDuck would approve.
[100 CP]

Expert Quartermaster – Every month the kingdom will send you a small salary to thank you for existing. With this perk, you know how to get them to send you the good stuff. When it comes time to get paid for your quests and your monthly salary, you make a fair amount more than other adventurers.
[100 CP]

Dimension Move – You've figured out a simple magic trick that let's you teleport a short distance (less than 10 meters) and doesn't drain your mana supply! You don't have much control over where you end up at the moment, but given time you may figure something out.
[100 CP]

Knockout – This special technique stops your blows from slaying your enemies. It doesn't make your attacks weaker or leave them on the verge of death, but merely knocks them unconscious for awhile. Hit as hard as you want with no permanent repercussions.
[100 CP, Discount Drop-In]

Breeder – When you meet a creature that lays eggs, like a bird or lizard, you can cause them to lay 1.5 times as many eggs, rounded up to the nearest whole egg. How do you do it? I don't want to know.
[100 CP]

Master Arm Wrestler – Years of challenging the regulars at the local tavern has tremendously increased your strength. You practiced right-handed, left-handed, and even leg wrestled on occasion. Your arms have strong definition as well.
[150 CP]

Great Negotiator – When you bargain with someone, you can keep them off balance and get a better deal because of it. Whether it's through your natural charisma or a keen insight is up to you, but you get better deals in the end, so who cares?
[150 CP, Free Shopkeeper]

Martial Artist – You've spent enough years getting into brawls that you figured out the best ways to punch people. Your fists are now deadlier than before, and can take more damage without breaking. See how quickly you can beat up a tank!
[150 CP]

Long Distance Runner – You have far more stamina than most. Play instruments longer, cook more, sell your body as often as you feel the urge. And then maybe take a short rest before doing it all again.
[150 CP]

Gentle Face – Do you have that problem where people you're stabbing keep running away? Well, worry no more! This perk makes you the least scary person to be murdered by, and will stop enemies from running from you in combat due to damage they've received.
[150 CP]

Vampiric Power – A vampire has taught you how to use the powers of the underworld to steal the health of others with a touch. What a nice guy! The power of this ability is relative to how dextrous your fingers are, for some reason.
[150 CP]

Taunt – You know just what to say to get someone steaming mad. This won't trick them into attacking if they weren't already going to, but it does have the strange side effect of making them survive blows that would normally kill them. And if you do manage to kill them, they seem to have more money in their pockets than otherwise. Weird.
[150 CP]

Cook – You are a masterful chef, and even with the worst tools you can create 5 star meals so long as you have the right ingredients. Making parfaits and baking cakes over the campfire is a snap. And if that food enhances your abilities in some way? Well, it enhances you much more than eating it raw would.
[150 CP]

Threat – You have an aura of danger about you. Those intent on attacking you just seem to know that you are the proverbial flame to their moth. It probably won't stop them from opposing you, but it will cause them to hesitate and rethink their decision. Probably just long enough for you to get a couple good shots in.
[200 CP, Discount Bandit]

Incredibly Lucky – You have the best luck. You find money in the streets, avoid trouble easier, dodge enemies more effectively, and the equipment you find is more often of high quality. On the downside, you also encounter more unique (and therefore strong) enemies to help fill out your museum.
[200 CP, Discount Drop-In, Discount Bandit]

Master Ascetic – Your body is a temple, not one of those grubby abandoned ones either. You're healthier, and as a result can take more trauma than others. Nothing says asceticism like having a dragon burn you only half to death.
[200 CP]

Very Agile – You are faster than most of your kind in all things. You run faster, fight faster, mine for ore faster, sing faster, fire full-automatic guns faster, cook faster, have conversations faster, and even the countdown on timers seems to go faster for you.
[200 CP]

Weightlifter – Your body is built to carry things. You'll be able to lift and move much more weight than you could before, even carrying a grand piano on your back uphill for a three days. Not that that's going to happen too often.
[200 CP, discount Shopkeeper]

Greater Evade – Your first attempt to dodge failed? You somehow get a second. If there's even a split second to correct your mistaken movement, you could do it. And what's more, even attack that are usually guaranteed to hit could be dodged this way.
[200 CP]

Magical Body – Your body is now so full of magic it's impossible to tell where biology ends and your supply of mana begins. This grants you a significantly deeper pool of energy to draw from when casting spells, and will help prevent overcasting immensely.
[200 CP]

More Concentration – Your focus can't be interrupted by anything less than a threat to your life, and even then you can choose to ignore it. No amount of thrown rocks will stop you from reading, and casting spells in the gravest of battles is as easy as casting them in the safety of your home.
[200 CP]

Firebreath – You gain the ability to breathe fire by expending some of your stamina. The fire grows hotter and extends farther with how hard you breathe out, so maintaining a hearty constitution is a must if you want to melt a troll's face from across the room.
[200 CP]

Hypnotism – You can use your willpower to force someone to sleep. As a side-effect, it will also do an amount of pure magical damage relative to your willpower, but there's no way you have enough willpower to hurt someone all that bad, right?
[200 CP]

Poison Nail – Your fingernails are naturally your favorite color of nail polish. They are also incredibly poisonous. By scratching someone you can choose to inject a poison into them that will slowly melt them, and possibly kill them. The more poison you can inject at once, the stronger the effect.
[200 CP]

Rampage – When you're on a roll, you stay on a roll. In combat, when you take down a succession of enemies quickly, the adrenaline start to make you attack faster and hit harder. The effects of this perk last for ten seconds, but your enemies usually won't. This even works on ranged attacks with bows and guns.
[200 CP]

Da Bomb – Your bombs are the best. Any time you are responsible for an explosion, that explosion is half-again more powerful than it otherwise would be. Whether it's from grenades, rockets, cherry bombs, or magic, everyone will grow to fear your detonations.
[250 CP]

Natural Leader – Cheer your companions and pets on to improve their abilities! Grants increased strength, speed, dexterity; prevents fear and confusion on the battlefield; and for a very short while after you cheer it can even prevent death from a lethal attack.
[300 CP, Discount Bandit]

Bow Master – When firing an arrow or crossbow bolt, your shots pierce through any creature they would normally kill without slowing down, up to ten times. Good for clearing out the hordes of enemies waiting for you in the depths of any dungeon.
[300 CP]

Disabling Shots – You know just where to hit something to slow them down, or weaken their attacks, or do more damage. Your targets don't have to be human or even have an anatomy that makes sense to you when you employ these techniques. It's like you have a sixth sense for busting things up.
[300 CP, Discount Bandit]

Knowledgeable – You can handily identify any object you can physically touch. You won't know all of it's uses, but you can identify it's worthiness as a weapon or armor, any common and most uncommon enchantments, the effects that imbibing it would have, and it's approximate monetary value to whomever you're trying to sell it. This will also help tell you if what you're eating is poisonous or not.
[400 CP, Discount Shopkeeper]

Exorcist – Through the power of prayer, you're able to remove curses from equipment and items, or prevent them from getting cursed in the first place. Curses can be removed by scrolls and certain shops, but they're rare and costly. Now with a little time you can do it yourself.
[400 CP, Discount Shopkeeper]

Crafty - This world is full of strange and unique items, and someone had to make them. You know the basics of using the right equipment to make things like scrolls, potions, spellbooks, rods, and even magic weapons and armor. Three things: You only know the basics, but as you practice you'll easily figure out new tricks; You'll spend about as long searching for strange and wondrous materials to use for crafting as you would actually doing it; and the local wildlife has a bad habit of absconding with whatever you craft if you don't keep an eye on it.
[400 CP]

Softcap – More practice means more results. Your skills and physical attributes (including your ability to cast spells) will never reach their apex. Not because they can't get better, but because they can always climb higher. Getting stronger may take a few million pushups, but if you got the time you can always seem to eek out a little more power. The only limit on your growth is how much time you can spend training. It should be noted that at the higher levels of power, it takes significantly more training to see even the slightest of results.
[600 CP, Discount Adventurer]

Rogue-like – So long as you aren't making any major moves (such as moving, attacking, sleeping, or really anything other than breathing, standing, and thinking) your mind speeds up and the world slows down. For every second that passes in the rest of the world, a minute passes in your head. You can spend this time thinking about whatever you want. This can be toggled on and off at will.
[600 CP, Discount Drop-In]

Zealot – Your god seems to have taken a liking to you. The first time you pray to them, you receive a servant from them, and every sacrifice you make seems to accrue you twice the favor. This is maintained even if you turn apostate or switch gods, but you can only have two servants at a time.

God	Pet	Description
Mani of Machine	Android	A combat android that is highly resistant to damage and uses ranged weapons.
Lulwy of Wind	Black Angel	An evasive ranged fighter, she flies around the battlefield on black wings, occasionally boosting her speed and slowing your enemies.
Itzpalt of Element	Exile	A mysterious figure in a cloak with many glowing red eyes and tentacles. Casts attack spells in quick succession.
Kumiromi of Harvest	Cute Fairy	An adorable fairy, fights using magic and bows. When they eat, they shit out seeds for your farm.
Opatos of Earth	Golden Knight	A strong and brave knight. She can carry enormous weights and keep fighting.
Ehekatl of Luck	Black Cat	A small black cat. It fights by causing insanity in enemies, and when it kills it will bless your equipment with additional enchantments.
Jure of Healing	Defender	A melee fighter with a heavy shield. Knows healing magic and can use Lay on Hands once a day for major healing.
Yacatect of Wealth	Goose	A melee fighter that lays platinum coins when fed good quality food.

[600 CP]

Equipment:
Rations – A week's worth of travel rations. It's the only food that won't increase or decrease your stats.
[1 free, 50 CP]

Starting equipment – You start out with some basic equipment. Either a short sword, staff or dagger, with some gloves, boots, a robe and a bag of rocks. Each piece of equipment can be made out of paper, bronze, leather, candy, or cloth.
[1 free to Adventurer, 50 CP]

Utility Items – Sleeping bag, torch, portable cooking tool, leash, whip, whistle, stethoscope, fishing pole, jeweler's kit, carpenter's tool, sewing kit, alchemy kit, brush. Good luck.
[50 CP, 1 free to adventurer]

A shining rock – It seems much heavier than most rocks it's size. If thrown, it will return to your hand.
[50 CP]

Spellbooks – A collection of spellbooks, containing 2 spellbooks of magic arrow, 1 spellbook of minor teleportation, and 1 spellbook of minor healing. Every spellbook holds a random number of charges from 1 to 10, which is how often you can attempt to draw spells from the book before it falls apart. As you cast the spells, they will disappear from your mind. With a little practice, you'll be able to draw multiple castings from a single charge. Mana is used to cast spells, and with practice, you'll be able to increase the mana you put into a spell to increase it's effects.
Outside of this jump, your warehouse will receive a random selection of spellbooks from this world at the end of every month.
[100 CP]

Potion of Cure Mutation – By drinking the water, eating the food, or sleeping, you'll acquire mutations that may be beneficial or harmful to you. These potions will cause your 2 most recently acquired mutations to disappear completely. Useful, if you suddenly find that fire burns you more than usual.
[100 CP]

A rusted pistol – A fairly accurate pistol that lets you see invisible creatures.
[100 CP]

Statue of Ehekatl – Your lucky statue, acquired through a dream. When you pet it, you find yourself much luckier for the next half-day, as if you'd taken the Incredibly Lucky perk. Only usable once every 20 days.
[100 CP]

Grand Piano – A grand piano you happened to be carrying with you on your journey to North Tyris. You're surprised it didn't drag you to the bottom of the sea.
[150 CP]

Gene Machine – A chamber for combining the traits of the various creatures of the world. Any pet (or companion) can be placed in the machine. Another pet (or companion) will be ground into a fine pulp and have their genes encoded into the pet or companion inside the machine. This can be used to transfer skills and limbs that the pet in the chamber doesn't have. Now, if only you had any idea how genes worked.
[200 CP]

A dirty pendant – A small metal pendant that makes you a bit more charismatic. It also stops aliens from impregnating you and bursting out of your chest. Most impressively, you won't ever be the victim of a pickpocket while wearing it.
[200 CP, 1 free to Bandit]

A beautiful shell – A very pretty shell on a bit of string. If you hold it up to your ear, you can hear your god.
[200 CP, Discount Drop-In]

A shabby cloak – A cloak made of silk. This cloak greatly weakens the effect of the Etherwind upon you while worn, prevents aliens from impregnating you, and will reveal to you the religion of anyone to whom you speak.
[200 CP, discount drop-in]

Seven League Boots – When you wear these and wish to travel quickly, one step you take will transport you seven leagues. Even your normal movement speeds are increased in these boots. Travel times are greatly reduced as a result.
[200 CP]

Potions of Potential – A potions that greatly enhance your potential in an attribute, picked at random. When you drink one, you'll grow more powerful faster than before. The attributes are Strength, Constitution, Dexterity, Perception, Learning, Will, Magic, and Charisma.
[200 CP]

Potions of Cure Corruption – 3 potions that remove the symptoms of ether disease. When you develop over 20 of these symptoms, you die.
[200 CP]

Rod of Wish – A magical rod with 5 charges of the Wish spell. It's hard to use and it's ability to understand you is finicky at best, but you can use it to get anything in the rod's database, which is most things in this world.
[300 CP]

Happy Bed – This is the greatest bed you've ever laid on. It always seem to be perfectly soft or firm, provides great support, and you even have better dreams on it. Even the sheets and pillows are perfect. Having it in your home increases your salary, and will impress guests. In an emergency, you can sell it at a base price of 25,000 gold. You're never selling it.
[300 CP]

A brutish sword - A silver claymore carried by silver-eyed witches. This powerful weapon protects you from most mutations, save those granted by the Mutant race.
[300 CP]

A scentful panty – Lewd. If you throw these panties, they will return to your hand. They will also drive anyone you throw them at to suicide.
[400 CP, discount Drop-In]

Gravity Gun – A shoulder-mounted heavy weapon with a very slow rate of fire. It produces a ball of gravity about 6 feet across that will pull objects towards it's center at about 100 times earth gravity, traveling about 7 miles per hour and fading fading after a couple of hundred feet. Only available if you take the “Shooter” drawback.
[400 CP]

A yellow necklace – A necklace with a small pendant depicting crossed blades. When you wear it, you can swing your melee weapon twice as fast.
[500 CP]

A purple necklace – A necklace with a small pendant depicting a crossbow. When you wear it, you can fire a bow or gun at twice your usual speed.
[500 CP, discount Bandit]

A cat's tail – A fairly lightweight staff made of ether, which will greatly speed up the progress of ether disease. It only weighs 300 times what you were expecting. It's almost indestructible, greatly enhances your magical abilities, and when you hit something with it, several magical spells are released on your enemies. And it brings an end.
[500 CP]

Gold – 5000 Gold Pieces, tax free. A good start and enough to buy you the basics or keep you fed for a couple weeks. You won't be living in luxury, but you'll be living.
[50 CP, 4 free to Trader]

Small medals – 50 small medals, these can be given to a couple of dwarven blacksmiths in the northeast for rare items or upgrades to current ones. They're usually found laying on the ground, but these ones are clean.
[100 CP]

Platinum – 50 Platinum Pieces. Usually a reward for a job well done, these can be given to special trainers to learn new skills or enhance the potential of your current ones.
[100 CP, 1 free to Adventurer]

Deed of Cozy House – A deed to a small piece of land. When it's read on an unclaimed piece of land, the magic in the deed will cause a small house to appear. This house is shelter from the Etherwind, but has no basement or second story until you find a way to add one.
A new one appears in your cosmic warehouse in any future jumps, and is only replaced if used or lost.
[100 CP, 1 free Drop-In]

Deed of Museum – A deed to a small piece of land. When it's read on an unclaimed piece of land, the magic in the deed will cause a large stone building to appear. It's a museum to display statues and cards of monsters and people. If you kill something, it might be carrying a statue or card of itself, though you aren't sure why. This museum generates money by charging admission, and will attract more visitors the more unique statues and cards it has in it.
A new one appears in your cosmic warehouse in any future jumps, and is only replaced if used or lost.
[100 CP, 1 free to Adventurer]

Deed of Ranch – A deed to a small piece of land. When it's read on an unclaimed piece of land, the magic in the deed will cause a barn and fenced in area to appear. The ranch can be used to breed pets or companions, creating offspring over time. The etherwind only appears to make them multiply faster.
A new one appears in your cosmic warehouse in any future jumps, and is only replaced if used or lost.
[150 CP, 1 free to Bandit]

Deed of Shop – A deed to a small piece of land. When it's read on an unclaimed piece of land, the magic in the deed will cause a small shop to appear. No matter where it's located it attracts customers, but you need to assign a pet or companion to mind the shop if you want to step out. You can pay to have the shop expanded, which increases the amount of items you can sell.
A new one appears in your cosmic warehouse in any future jumps, and is only replaced if used or lost.
[200 CP, 1 free to Shopkeeper]

Deed of Farm – A deed to a small piece of land. When it's read on an unclaimed piece of land, the magic in the deed will cause a small barn and some tilled fields to appear around you. Next to the field is some boxes for making compost in. The etherwind causes plants to grow faster. Comes with a bag of seeds: 3 fruit, 3 vegetable, 3 herb, 3 gem, 3 unknown, 2 magic, and 1 Artifact.
A new one appears in your cosmic warehouse in any future jumps, and is only replaced if used or lost.
[250 CP]

A Diary – Your little sister's diary. If you start reading it she'll show up to help you. What do you mean that's not your sister?
[49 CP]

Pets:
A dog – a loyal dog! It's alright in a scrap!
[50 CP]

A cat – a fluffy cat! It'll probably be crushed by a kobold!
[50 CP]

A bear – an adorable bear! It could crush a beginning adventurer easily!
[100 CP]

A horse – a fast horse! It can take a hit!
[100 CP, discount bandit]

A little girl – a 14 year old girl! Don't you dare!
[150 CP]

A previous companion – your old friends! Import up to 8 for free!
[50 CP after the first eight]

Rod Of Domination – a mind control stick! Has 5 charges!
[300]

Drawbacks: Maximum 600 CP and up to 3 drawbacks. More can be taken but won't grant points.

Insecurity – Wow, thieves really seem to love you. Your pocket will be picked, house robbed, and you'll be mugged more often, and for greater losses. You shouldn't leave your warehouse door open either, if you can avoid it.
[+100 CP]

Tax Hike – When the kingdom asks for you to pay your taxes at the end of every month, it will always seem to be the most you could conceivably afford. You'll be rung dry and never seem to have any gold to upgrade your equipment or get items identified. Furthermore, the salary you are sent at the start of the month is usually nothing more than some measly chestnuts and a cheap scroll.
[+100 CP]

Movie Star – Wow, movie producers sure seem to love you! In fact, the only visitors to your house will be in the film industry, and they'll have the perfect role in mind for you. When does shooting start again?
[+100 CP]

No Respect – No matter how many parties you perform at, how many villages you save, or how good your cooking, no one ever seems to recommend your services to others. Fame will be very hard to gain, and very easy to lose, should you fail a mission. This could lock you out of high level missions that people only want the very best on.
[+100 CP]

Nightmare Time – You never seem to have any good dreams, and the bad dreams always leave you with the worst possible outcomes. Expect to have your equipment doomed and receive mutations often. The damage can be reduced with perks, but never expect to find a statue of Ehekatl while here.
[+200 CP]

Freak – You will mutate often, and never in a way that benefits you. You could develop the worst cases of albinism and anemia, or your legs could twist, leaving you with a limp. Thankfully, there are potions that can remove these sort of mutations, but they won't stay gone for long.
[+200 CP]

Ether-soaked – The symptoms of ether disease are often double edged swords, increasing your abilities even as they warp your flesh. They also count-down to your death, and with this drawback, the countdown speeds up. No sooner than when you've chugged your third Potion of Cure Corruption than will these nasty mutations show up again. Good luck getting a date.
[+200]

Loyter, Asshole of Zanaan – The Crimson of Zanaan is kind of an asshole. Wherever you are, he's there, and he's throwing rocks at you. And he throws *hard*. Never expect to make it through a song, or rest your legs, and sleep is only possible if you can throw a distraction his way. Studying your spellbooks is out of the question. He's a powerful individual, and if you kill him, he'll be back in a couple of days.
[+200]

Shooter – The good news is that you get access to some very advanced weaponry, like the Gravity Gun and HMG. The bad news is that you're trapped in your starting town by hordes of enemies. Everything from dragonflies to dragons will be trying to kill you, and they're going to destroy the town to do it. You have no choice but to defend it with a ranged weapon while they come at you in waves. Any companions you take into this jump with you will do the same. If the town falls, you all fall.
[+300]

Let's Ragnarok – You can only wield one weapon while here, and that's Ragnarok. Even if you try to punch someone, the weapon will appear in your hand. A legendary and powerful sword that brings an end. Any time you hit something, it will cause a massive explosion, summon the Etherwind, and summon hordes of powerful dragons. You can still cast spells, and the dragons will wander off after a couple of days if you can escape. People and monsters will, for the most part, not care that getting into a fight with you could cause an army of murder-lizards to show up.
[+300]

No Cure – You start off with no ether taint, and so long as you stay out of contact with ether, you won't gain any. Even touching ether equipment will cause you to develop ether disease, though. Which is bad news, because you will not come in contact with any potions of cure corruption while here. Ether disease advances slowly without continued exposure, and continued exposure will just cause it to accelerate.
[+300]

The Etherwind Cometh – Lulwy is being her usual dominating self, and punishing you for being a bad, bad puppy. The Etherwind now happens monthly, rather than once every 3 months. This causes the wilderness to spring up faster, monsters to grow stronger and more populous, and the ether disease to develop much faster. It's only a matter of time until devastation grips the continent, and everyone just seems to know it's your fault. You'll probably be turned out of most towns and refused service from anyone you meet on the road.
[+600 CP]

You are cleared of any ether disease you developed during your stay if you choose to leave this world, and made immune to the effects of any ether equipment you bring with you. You can keep any ether symptoms that you want.
Go Home
You've had it up to here with weird japanese shit. You're going home, getting a nice coffee, and taking a nap.

Stay Here
There's still work to be done, gods to be killed, Shenas to be cloned with your magical pen.

Carry On
More worlds! More Worlds! MORE POWER!

Notes:
-You can keep having Elona Dreams after leaving only if you bring a bed with you from this world and make sure to pray every night before sleeping.
-Overcasting is when you use up all of your mana and still cast a spell. That spell will draw from your health instead, and can kill you.
-You can find a trainer to train you in any skill in the game, but no trainer can train you in every skill.
-Trainers only accept platinum pieces, and charge you for teaching new skills at a rate of n(3)+15, where n is the previous skills you've learned from trainers, to a maximum of 50 platinum per new skill.
-Any pets, slaves, or servants you have (from robots to dragons to little sisters) can be made into a companion.
-Equipment effects are measured in #. Every # increases the effect.
-I have no idea how much 1 s is as that in no way correlates to actual weights.
-You should take the Etherwind Cometh drawback into your next jump. And every following jump. It'll be fun.