Out of Context: Stardew Valley Farmer Supplement

(Version 1.1)

This document can be used as a supplement in any Jump that would not otherwise include Stardew Valley within its continuity. You will wake up on your farm when the Jump begins.

If this Supplement is instead taken as an Isolated Jump, you may select a setting of your choice (even if it doesn't have a Jump Document) and use this document as a ten-year-long Jump.

Gain 1000 CP

Origin

*You may freely choose your **age** and **gender** as long as it remains reasonable.*

Farmer: You are a traditional farmer, making a living through crop cultivation, animal husbandry, and foraging. You will receive the ***"Farming"*** and ***"Foraging"*** Perks from the ***Skills Bundle*** for ***free***.

Explorer: You are an adventurer who thrives on danger, making a living by exploring monster-filled mines. You will receive the ***"Mining"*** and ***"Combat"*** Perks from the ***Skills Bundle*** for ***free***.

Wizard: You are a seeker of the arcane. You may choose ***any two Perks*** from the ***Mystic Bundle*** for ***free***.

Perks

Farmer Bundle

*You may purchase the Perks in this Bundle individually, or buy the entire Bundle for **400 CP.***

Spring 1, Year 1000 (100 CP)

It seems that all residents of Stardew Valley are immortal, and you are no exception. You will never age past your prime and are immune to all common diseases. Your body and mind will always remain in peak condition, and any skills you have learned will never deteriorate over time, no matter how long they go unused.

This Perk also helps you adapt to an eternal life without any issues. You will not lose the qualities you consider essential to who you are, even after repeating mundane routines for thousands of years.

There Are No Toilets or Bathrooms in This Valley (100 CP)

It's quite inconvenient that the only place you can properly clean yourself in the valley is a public bathhouse far up in the mountains. But with this Perk, you won't need to worry about hygiene anymore. Using the toilet will become a thing of the past, and you will not get dirty unless you want to. Mud, blood, sweat, and so on will be magically removed, and you will smell pleasant even after a long day of working on the farm without bathing.

Do You Want to Have a Child? (100 CP)

Childbirth in Stardew Valley is remarkably easy, and with this Perk, you will enjoy that same convenience. You can toggle your fertility at will, and if you decide to have a child, you may shorten the pregnancy period (for yourself or your partner) to just 14 days without any negative consequences. This Perk also ensures that childbirth is safe, and that your children will grow up healthy.

I Found You Passed Out On Floor 100 Of The Mines (100 CP)

Farming can be more dangerous than it seems, and sometimes your life might end in a rather anticlimactic way due to an accident. But with this Perk, you no longer need to worry about that. You now possess a form of plot armor that helps you avoid unexpected accidents, as long as you do not deliberately seek them out.

This Perk also greatly increases your luck in dangerous situations, ensuring that you always have a chance to escape or survive long enough to be rescued by allies or passersby. However, it will not save you if you knowingly throw yourself into certain death, so be careful.

Restore the Community (100 CP)

The Farmer in Stardew Valley possesses something truly special, enough to rebuild a community that is falling apart and improve everyone's lives. With this Perk, you gain the ability to do the same. You will find it much easier to befriend those around you, and once your relationship with someone reaches certain milestones, it will remain at that level and will not deteriorate even if you don't see them for years (unless you deliberately do something to upset them).

Those who are close to you will find their lives becoming easier, gaining the motivation and luck needed to overcome problems they previously couldn't. If you put in enough effort, achieving a happy ending for everyone will no longer be out of reach.

Skills Bundle

*You may purchase the Perks in this Bundle individually, or buy the entire Bundle for **400 CP**.*

Farming (100 CP)

This Perk grants you the knowledge necessary for agriculture, along with supernatural abilities related to farming.

First, any crops or plants you grow will develop three times faster than normal. They require no care to grow other than daily watering, and they are immune to all forms of pests and disease.

Second, any livestock, poultry, or animals you raise will never fall ill or age past their prime, and they can continuously produce goods as long as they are properly fed.

Finally, you have a chance to find Golden Animal Crackers in your surroundings. When fed to an animal, they will cause it to produce twice the normal output without any negative effects. Each animal can only benefit from this item once.

Mining (100 CP)

This Perk grants you all the knowledge of a professional miner, along with several supernatural abilities related to mining.

First, you can survive and adapt to any mine or cave environment. Even if you are at the 100th floor of a dark mine filled with toxic gas, you can breathe, see, and move as if everything were normal.

Second, all damage you take from bombs or explosives is reduced by 99%.

Finally, you will frequently experience good luck while mining, making it easy to discover ores, gemstones, and valuable artifacts beneath the mines you explore.

Foraging (100 CP)

This Perk provides you with the knowledge necessary for gathering, along with supernatural abilities related to this field.

First, you will never get lost in the forest, and your movement speed in wooded areas is increased fivefold, while your stamina consumption is reduced to one-fifth of normal.

Second, you will always be able to sense the location of forageable items and easily find the fastest path to reach them.

Finally, the items you gather will always be of the highest quality, and you will frequently find them in quantities several times greater than usual.

Fishing (100 CP)

This Perk grants you all the knowledge of a seasoned angler, along with several supernatural abilities related to fishing.

First, whenever you cast your line, all fish in the area will be drawn toward it, and they will bite far more quickly than usual, even without bait.

Second, whenever a fish bites, time will stop, and a fishing minigame will begin within your mind. The difficulty of this minigame depends on your equipment and the fish you've hooked, but it will never be impossible. If you complete the minigame, you will successfully catch the fish, bypassing all normal logic. In theory, you could catch even a leviathan with a simple bamboo rod, though whether you can handle it afterward is up to you.

Finally, you will often find valuable items hooked along with the fish. These may include ores, gemstones, artifacts, or even weapons, and they will always be useful to you in some way.

Combat (100 CP)

This Perk makes you a master in the use of swords, maces, and daggers, while also granting you several supernatural abilities related to combat.

First, your attacks are capable of damaging enemies without physical bodies, such as ghosts or elementals.

Second, your physical strength is greatly enhanced. You possess enough strength to easily knock back monsters many times larger than yourself. Your durability is also increased, allowing you to withstand dozens of attacks from such creatures. Your speed and reflexes are sharp enough to defend yourself even against sudden attacks from all directions.

Finally, you can control your strength effortlessly. No matter how powerful you become, you will never accidentally damage your surroundings, even if you are unconscious.

Abilities Bundle

*You may purchase the Perks in this Bundle individually, or buy the entire Bundle for **400 CP**.*

HP Bar (100 CP)

With this Perk, you are constantly protected by an invisible barrier with durability equal to twice that of your body. This barrier weakens with each attack you receive, but as long as it does not break, you will take no damage.

The barrier quickly regenerates when you eat or rest, and it does not cause any inconvenience to your daily activities.

Inventory (100 CP)

You possess a magical storage space that you can access at will. This storage has 36 slots, each capable of holding up to 999 identical items. Items stored inside remain in a static state, effectively halting time for them.

This Perk also grants you the ability to instantly assess information about any item in the storage. You will know their name, quality, and a general description of their function.

Additionally, you can apply this Perk to storage items you own, such as chests or wardrobes, granting them similar slot-based storage. The number of slots these items gain depends on their quality and size.

These slots cannot be used to store living beings, but for some reason, you are able to store fish and other aquatic creatures while they are still alive within them.

Crafting (100 CP)

This Perk grants you access to a crafting menu, allowing you to create anything instantly, as long as you have the required raw materials and know how to make it. Crafted items will always be of standard quality.

Whenever you learn how to craft a new item, it will be added to this menu.

Whether it's a wooden chest or a large house, as long as you know the blueprint and have the necessary materials, you can complete it without spending any time.

Cooking (100 CP)

With this Perk, you become a top-tier chef. Whenever you arrive in a new world, you automatically know how to prepare all the dishes found there. The food you make is always healthy and delicious enough to satisfy even the most demanding diners.

Additionally, you can cook meals that grant the eater buff effects similar to those in Stardew Valley. The strength and duration of these buffs depend on the quality of the ingredients you use.

Loot (100 CP)

Whenever you defeat an enemy, they will drop valuable items. These may include monster materials, ores, gemstones, artifacts, weapons, or even currency. The quantity and quality of the drops depend on the strength of the enemy you defeated, but in general, you will always receive something useful in one way or another.

Mystic Bundle

*You may purchase the Perks in this Bundle individually, or buy the entire Bundle for **400 CP**.*

Language of the Forest (100 CP)

Communication is the key to peaceful coexistence. With this Perk, you can understand the language of all natural spirits, allowing you to communicate with them without difficulty. This Perk also makes spirits and similar entities feel more at ease around you. Under normal circumstances, they will not act hostile toward you unless you deliberately provoke them, and at times they may be willing to help you with small tasks if they are in a good mood, or even larger ones if properly compensated.

It's Going to Rain All Day Tomorrow (100 CP)

This Perk teaches you how to create single-use weather-changing totems. With them, you can alter the weather for the following day, ranging from clear skies to violent thunderstorms, over an area large enough to cover an entire city.

The materials required to craft these totems are always easy for you to find, and in worlds where such materials do not exist, you can substitute them with commonly available local resources.

Drink This Potion (100 CP)

When it comes to magic, potions are indispensable. With this Perk, you know how to craft magical potions from even the most ordinary ingredients, from remedies that restore stamina or cure illnesses to the legendary Life Elixir that can fully heal all diseases and injuries, returning the drinker to peak condition.

You also possess extensive knowledge of herbs, allowing you to identify which plants can be used for potion-making and how to substitute them with other available ingredients if they do not exist in your current world.

Teleportation (100 CP)

Tired of spending hours just to travel? This Perk solves that problem. You know how to use magic to create pocket-sized teleportation items. These are single-use items, and when activated, they will transport you to a location you have previously visited.

You also know how to construct and enchant Obelisks that link two locations together, allowing users to teleport back and forth between them. These Obelisks must be built in pairs to function properly.

Barrier (100 CP)

Sometimes, living peacefully on your own can be unexpectedly difficult, and that's where magic comes in. You can now create a wide variety of barriers, from those that repel insects and wild animals to alarm and defensive barriers that protect against unwanted intrusions. The strength and range of these barriers depend on your power, and their effectiveness will increase as you grow stronger.

Items

*Jumper has **300 CP** to spend in this section only.*

The Farm (Free and Mandatory): A small farm spanning 9,000 square meters, with fertile land suitable for growing all kinds of crops. It comes with a spacious house featuring two large bedrooms with en-suite bathrooms, a living room, a kitchen, and 3 empty rooms. The house is fully furnished with basic amenities, has self-cleaning and self-repairing functions, and provides unlimited electricity, water, gas, and more.

Starter Gift (Free): A package containing 15 Parsnip Seeds, a set of clothing appropriate to the setting of your current world, and a small sum of money sufficient to sustain you for one week. Not much, but enough to get you started in your new life.

Farming Tools (Free): A set of farming tools including a hoe, pickaxe, axe, watering can, scythe, fishing rod, and pan. They are of good quality, indestructible, and always remain clean without requiring any maintenance.

Weapon (Free): A melee weapon tailored specifically for you. It will grow stronger alongside you, is indestructible, and always remains clean without requiring any maintenance.

Television (50 CP): This TV looks and functions like a normal television, but its notable feature is access to four special channels, even without any signal. The first is a weather forecast channel, which tells you exactly what the weather will be like the next day. The second is a fortune-telling channel, which reveals your daily luck level. The third is a cooking channel, teaching you a new recipe each day. The final is a fishing channel, providing complete information about the types of fish available each season in your current area.

Calendar (50 CP): A magical calendar that automatically marks all major events in the place where you live. When you focus on a specific date, you will receive complete information about the events occurring on that day, from festivals, competitions, and market gatherings to the birthdays of people you know. The calendar updates itself automatically each year.

Stardrop Fruit (100 CP): A mysterious purple fruit shaped like a star. When consumed, it increases the eater's maximum stamina by 8%. You will receive seven of these fruits every 10 years.

Magnifying Glass (100 CP): A magical magnifying glass capable of translating any text or cipher into a language you can understand. Additionally, it can decipher encoded drawings or maps, no matter how complex their encryption may be.

Seed Chest (100 CP): A large chest that appears ordinary, but at the start of each season, it will be filled with dozens of seed packets for crops that can be grown during that season.

Barn and Coop (100 CP): You will own a barn and a coop, equipped with heating systems, automatic feeders, auto-petters, and a silo that never runs out of hay, ensuring your livestock and poultry remain happy and healthy. You will also receive one of each type of livestock and poultry found in Stardew Valley.

Secret Woods (100 CP): You own a special forest located right next to your farm. Within this forest, you can find a wide variety of timber trees and seasonal forageable items. Any trees that are cut down and items that are harvested will regenerate overnight.

Greenhouse (200 CP, Discount for Famer): A relatively small greenhouse from the outside, but inside it contains a spacious 4,000-square-meter area. Any crops grown within are protected from weather and seasonal effects, allowing them to grow healthily and produce higher-quality yields than normal. Additionally, all crops grown inside this greenhouse will never die and will produce yields on a stable cycle.

It also comes with an automatic harvesting system, along with a Seed Maker that can extract seeds from harvested crops.

The Mines (200 CP, Discount for Explorer): You gain a copy of The Mines, a 120-floor dungeon filled with monsters, ores, and gemstones. Each floor resets automatically whenever you leave it. Every floor contains a magical ladder that can instantly return you to the surface, and every five floors there is a magical elevator that allows travel between unlocked levels.

At floor 120, there is the Shrine of Challenge that lets you activate Dangerous Mode, making the monsters within the Mines significantly stronger, while also increasing the appearance of rare ores.

The entrance to The Mines will be placed at a location of your choosing on your farm.

Wizard Tower (200 CP, Discount for Wizard): A strange stone tower stands in a corner of your farm, with an interior far larger than its exterior suggests. For some reason, spirits and elemental entities are drawn to this tower. Inside, you will find all the basic tools needed for practicing and researching magic, and any magical training or research conducted within is ten times more efficient.

Beneath the tower lies a basement containing a magical mirror that allows anyone who gazes into it to change their appearance at will.

Wedding Rings (200/300 CP): A pair of rings crafted from the precious metal Iridium and Prismatic Shards. When you and your partner wear them, the rings will vanish, forming an eternal soul bond between you. Through this bond, you can share any Perk, Power, or Ability you possess with them. Additionally, once per year, if either of you dies, they will be revived beside the other after 24 hours.

If you have more than one partner, you may pay an additional ***100 CP*** to receive an unlimited supply of these rings.

The Island (400 CP): This vast, uninhabited island belongs to you. The southern shore features a long stretch of beach with a dock. To the east lies a dense tropical forest, while the western side is home to a coconut grove, along with a copy of ***The Farm*** that you can use. To the north stands a volcano, within which is a 10-floor dungeon similar to ***The Mines***.

This item also comes with a ship that can operate and repair itself without the need for fuel, as well as a pair of Obelisks that allow you to teleport between the island's farm and ***The Farm***.

Companions

*Jumper has **100 CP** to spend in this section only.*

Import (50 CP per): You can import one of your companions or create a new companion for 50 CP. They will receive an Origin and 500 CP to buy Perks and Items.

Canon (Free): You can take any character from this world as a companion, as long as you can persuade them to join you.

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. You may freely design their gender, appearance, and personality. These companions tend to get along well with each other and with your other companions.

The Pet (Free)

You find this animal wandering into your farm by chance. It appears to have no owner, so you decide to adopt it. This animal can be a dog, cat, or turtle (your choice). In any case, it seems quite intelligent, able to understand the commands you give it, and somehow, it brings you a useful item every day. As a typical Stardew Valley pet, it will not age and is immune to all forms of disease.

The Elf (50 CP)

To this day, no Elvish bones have ever been found, leading most archaeologists to believe they are merely legend. Yet one day, that very legend appears before you in the flesh. A beautiful and kind Elf, who seems to have willingly left their homeland to explore the outside world, somehow ends up wandering into your farm. Finding the place to their liking, they decide to rent a room in your house and settle down to learn more about the world. Over time, they grow increasingly close to you. They possess the **"Spring 1, Year 1000"**, **"Foraging"** and **"Language of the Forest"** Perks.

The Immortal Witch/Wizard (50 CP): One day, a stranger dressed like a mage straight out of a fairy tale suddenly appears on your farm. They seem to come from a very distant place, or perhaps even an entirely different world (your choice). Alone in a foreign land, they decide to rent a room in your house, choosing it as the place to settle down and begin a new life.

This person has an approachable, mature, and kind personality, which allows them to become friends with you in a short time. The only strange thing about them is their apparent obsession with a laid-back lifestyle. They are willing to help you with farm work and even hunt weaker monsters like Slimes each day for extra income, but they will never push themselves too hard. They possess the **"Spring 1, Year 1000"**, **"Loot"** and **" Drink This Potion"** Perks.

The Stranger in the Capsule (50 CP): One day, a strange capsule appears on your farm. As you approach, it suddenly breaks open, revealing the being inside. It could be a human, an alien, or a monster (your choice). Regardless, the being is intelligent enough to communicate. It seems their home has been destroyed, and the capsule was an escape pod that brought them to a safer planet.

Moved by their situation, you decide to let them stay on your farm and hire them to help with farm work. They are deeply grateful for your kindness. They have **300 CP** to spend on Perks and Items.

Drawbacks

Extended Stay (+100): You will remain in this world for an additional 10 years. Can be purchased multiple times.

Is That a Bigfoot!? (+100 CP): You will frequently encounter mysterious creatures, or things that look like them. They won't harm you, but they will always appear in ways that are guaranteed to startle you. Hopefully you enjoy thrills, because if not, your life is going to be rather difficult, Jumper.

Monsters on the Farm (+100 CP): Each night, a wave of monsters will appear on your farm. Fortunately, they are not very strong, and they will not attempt to enter your house.

The Growing Weeds Has Damaged Your Farm (+100 CP): The weeds on your farm will grow faster than normal. If not regularly cleared, they will spread across your entire farm within a few weeks and can destroy pathways on your land. Any attempt to eradicate them completely will be futile.

The Spirits Are Very Displeased Today (+200 CP): Your luck doesn't seem very good, Jumper. During your time here, you'll find yourself frequently running into misfortune. This bad luck won't be enough to injure or kill you, but it will make your life noticeably more difficult.

Limited Stamina (+200 CP): Your stamina will no longer recover over time. You can only restore it through eating and sleeping. Hopefully, you always carry enough food to avoid collapsing on the road.

It's Getting Late (+200 CP): You cannot stay awake past 2 a.m. If you are still up at that time, you will immediately pass out on the spot. So make sure to get to bed on time, Jumper.

Power Loss (+300): You will not be able to use any powers or items from outside this Jump while staying here. You also cannot access your Warehouse.

End

10 years have passed. What will you do next?

- **Proceed to the next Jump**
- **Stay here**
- **Go home**