Alterworld D. Rus

A new pandemic - The Perma effect - has taken over Earth of the near future. Whenever you play your favorite online game, beware: your mind might merge with the virtual world and dump its comatose host. Woe be to those stuck forever in Tetris! And still they're the lucky ones compared to those burning alive eternally within the scorched hulls of tank simulators. But some unfortunates - the handicapped and the terminally ill, shell-shocked army vets, wronged crime victims and other society misfits - choose to flee real life willingly, escaping to the limitless world of online sword and sorcery MMORPGs.

But freedom and immortality are a poisoned chalice. Some of your new friends may crave power, others become traitors and spies. Soon the first screams of pain fill the virtual world as its freshly-minted slave drivers and torturers indulge in the absence of law and order. Their crimes provide a constant flow of gold back to their real-world controllers: the power-happy governments plotting to take over AlterWorld's magic technologies and limitless resources.

But that is not all, the first true Death of a player has occurred, The first birth of the child of a player and a npc has happened, the invisible tied binding the game world to the real world have become stretched and already they begin to snap. Before the end the walls between the worlds of Earth and Alterworld will become thin and fray, beings from myth, legend, and nightmare will walk the world once again as the souls of all humanity hang in the balance.

What will you do? Would you step aside and watch the magical world turn into the Earth's dark twin? Or are you strong enough to step in the virtual sharks' way? Will you attempt to join the gods of light and The Hordes of Demon kind, or will you fight with the darkness to save both worlds.

Here is your chance to find out.

You start this jump just after Max makes his character.

Have 1000 cp to aid you in your quest.

Starting Location Roll 1d8 or pay 100 to choose your location.

1-2. Russian Server- a peaceful server for the most part, events may turn this peaceful area into a warzone before long.

3-4. American server- Home to quite a few power players the American server houses one of the largest player bases, bordering Canada and Mexican servers means there isn't much chance of full scale war looming. Peaceful.

5-6. Korean Server- Ruled by mafia the Korean server is a dangerous place to be, angering someone may land you in a slave mine. And once there you will pray for a way to escape. Or die for good.

7. Korean Gold Slave Mine- a literal hell, the slaves in these mines are often people kidnapped and forced into the game never to leave, disobeying the slave drivers results in torture, there are stories of people being walled up and forgotten. You have one saving grace, you haven't been captured and nobody is looking for you.

8. Choose your location.

Backgrounds

Your apparent age is 2d8+15 and your gender is what you come in as, you may change gender and age for 100 cp.

Drop in- no memories, no past, but hey you get a game pod and a low rent (free) apartment.

Perma Mode-You didnt fit in to your old world, maybe you were crippled, or you had an incurable disease, maybe you wanted to cheat death. Whatever the reason you are stuck in the game, its real to you now.

Golem Master- most people in Alterworld see golem mastery as a dead end, a crafter job that's too much trouble for not enough payback. But not you, you have pushed far past the boredom and financial ruin to become truly great, you can craft magic power armors and siege engines rarely, if ever, seen before.

NPC-You were made with a specific purpose in Alterworld, as such you have certain skills that many people who are not npcs normally wouldn't. To you Alterworld has always been your home.

Class– Your class determines the skills your character has choose wisely because this is your only chance!

Warlock- Secret followers of the fallen one these magic casters are attracted to the darkness and shun the light, most warlocks eventually choose to specialize as either death knights or necromancers however both classes can and often do make use of various soul stones to summon undead minions.

Paladin- Holy warriors with the ability to absorb damage to protect others, they also have the ability to cast some simple healing spells.

Ranger- Ranged warriors who specialize in creating traps and hitting enemies from afar with their powerful bows.

Druids- a caster class that's very in tune with nature, they can cause roots to grow and trip their enemies, control a animal as a summoned pet, and heal others a minor amount.

Cleric- a caster class that uses magic to heal others, they can heal large groups for a small amount, heal single targets for a large amount, or cure status effects. As well as apply blessings to others for various buffs.

Rogue- sneaky fighters who specialize in stealth, lock picking, and assassination, they can deal major damage to a target then fade back into the shadows.

Cutthroat- A combo class of mage and rogue, the cutthroat specializes in using dual swords and dangerously potent ice magic. Though they cannot go invisible their camo ability allows for very good hiding.

Magus- a caster class that specializes in long range spells, some specialize in devastating single target spells while others cast wide area AOE spells to cripple groups of enemies.

Race-

Every Player in Alterworld has a race, the way their avatar looks as well as giving them a small bonus to certain stats. You are free to choose your race here as well, after all everyone needs to start somewhere. Although some races may be stereotyped as stupid or weak this does not hold true for those who are avatars of players or are made as custom npcs.

Human- Base humans start out with a well-rounded middle of the road character. Average in all stats. High Elf- Great with magic and with a Bow the Elves are often the choice of mages and rangers.

Dark Elf- Although much the same as high elves the Dark elves excel in the darker forms of magic such as necromancy and are often seen as one of the races that follow the fallen one.

Goblin- Small, sharp teeth, big ears, and not usually that bright goblins are a race that is often seen as cannon fodder however players who choose this race are just as effective in combat as other races their small size often makes them harder to hit.

Dwarf- This race of small humanoids excel in both melee combat and manual labor, often seen in the employ of others as "mules" hauling stuff they can however cause great amounts of damage on the field.

Troll- Large, ugly, and rather strong the Troll race is known for their strength. Those who choose to play a troll will not win any beauty prizes, and they may have difficulty getting into most doors, but their strength is often a great help in battle.

Perks,
What everyone is here for, Have a look!!!

Drop In Perks

Just a game -100 (free Drop in)
It may be real life to others but to you it's just a game, because of this you just aren't afraid of things that are going on. Sure you might be surprised but nothing really scares you.

Bind on Pick up -200
You can designate a handheld Item, weapon, or armor as soul bound, doing so makes it unusable to anyone but you. Such items cannot be removed from you by any means, even after your death. This does not prevent the soul bound items from breaking. Unless you decide to throw them away that is. Can soul bind up to ten items at a time.

Life Hunter -400
While most people are killing things for XP or just out of boredom, you are doing it for cash. Now every time you kill or destroy something there's a chance it will drop a soul stone, these can be ground into a powder and made into mana potions to restore magic power, or used by necromancers to summon a zombie version of the creature. Or you could sell them, I'm sure somebody would like to buy a crystallized soul.

Create ability scroll -600
Thanks to a blessing from the fallen one you have learned the secret to making skill scrolls, up to 3 times a day you may place one of your abilities into a spell scroll. Whoever breaks the scrolls seal gains the ability to use the ability within once for up to an hour. Physical and mental perks or changes or abilities gained this way last up to an hour before wearing off.

Perma Perks

Don't need no map -100 (free Perma)
The first thing that disappears when you get stuck in a game is the map, but the good news is the map is now part of you. You need only to see a map of an area once or have been there yourself and you will know exactly where you are in relation to everything in that area. In other words as long as you have seen a map of a place you will never be lost there.

Telepathic Message -200
You pick up a few things when you live in a game. One of those things is how to send messages to people you know. Using this ability you can send messages to anyone you know, telepathically, this method is one way only though so if you really want to carry on a conversation they will need it too. On the plus side you also gain the power to teach others how to do this with a little practice in later jumps.

Divine Fire -400
The spark of the Creator that exists within you can allow you to breathe life and grant a Name unto that which would otherwise have none. By calling upon your divine spark you can give beings such as AI, NPCs, and other created beings a soul, in Alterworld this means that they can revive when killed (unless their soul is destroyed or taken) and free will. Outside of Alterworld this also means they can go onto an afterlife (as it exists in the setting) if one exists as well as giving them their own free will.

God Slayer -600
Divine will no longer has power over you. Divine curses, buffs and quests are now your choice. You are free to accept or decline them. This basically means that you are free to accept or deny being reality warped out of existence by godlike reality warping creatures, should beings such as gods or reality warping beings seek to alter reality to harm or bless you, you shall receive a prompt in your mind asking if you accept the changes, only when accepting a change will its effects take place. This only applies when used against you directly, indirect effects can still harm you.

Golem Master Perks

Obsession -100 (Free Golem Master)
Most people have hobbies but you take it to the next level, with this perk you can work on something with such single mindedness that you completely shut out all else, while doing so you will never grow bored with what you are doing and will enjoy every minute of it. Be careful though you still have to eat and sleep, don't over work yourself.

Patent -200
Designing new and amazing machines is great but that doesn't pay the bills, with this ability you can place a "patent" on any machine you create and design that doesn't already exist in the jump. Doing so will create a set of blueprints and materials list that will allow anyone who reads them to recreate your work. The best part about this? Every time someone copies your plans you will receive a portion of the money they spent in creating or building it as profit directly into a bank account that changes itsself to fit your setting (usually around 10%)

Reverse Engineering the Hard way- 400
Sometimes learning requires you to get your hands dirty, by destroying a machine you can figure out how it is parts of it are made(though not enough to completely create your own. That's going to take a lot of breaking), this will allow you to make more or even create variants on existing machines using your own knowledge or allow you to figure out how some of the machines your enemies have are created.

Craft Golem -600
Your years of study and training have paid off, you now know the secrets to golem crafting, with this knowledge you can craft magitech golems. Anything from personal power armor to hulking tower sized automatons, the only limits are your imagination, your materials, and a healthy dose of power. Blending magic and technology is a snap for you and in time you may even be able to expand upon this creating machines with a will of their own.

Npc Perks

Just an NPC -100 (Free NPC)
Nobody pays attention to the npcs, they don't actually do anything and it's not like they're real people right? Well because of that people are more willing to ignore your presence. It's as if you just kind of blend into the scenery as they talk about things like you weren't even there. While useful for gaining information don't expect people to say anything too secret around you.

A Simple Inn -200
Ever get tired of people going into your house, stealing your stuff, and breaking your things? Well then now you have a solution, using the mighty powers of all npcs you can label a small building (roughly the size of an inn) as a no loot no pvp zone. While in this area nobody can fight or steal from others or they will be forcibly ejected from the building. If the building is destroyed the effect ends. Can only be done to one building at a time.

Limits are more like Guidelines -400
The limits imposed by the system are pretty static for everyone, your strength and magic can only become so strong, however thanks to the nature of Alterworld you have grown in a way that allows you to slowly bypass your limits, while your limits will still be the same on paper in action you will continue to grow past your stated limits through hard work and putting in the effort to surpass them. This is extremely hard however as the more you grow the harder you will have to train to advance. For instance you may end up training nonstop a decade to get your strength from human level to being able to dent inch thick steel with a full power punch but the point is you will still get there with enough work.

Quest Giver -600
The one thing everyone knows NPCs are good for is getting xp, as an NPC you can give quests to people which will allow them to grow stronger upon completion of the quest. The amount they grow stronger is directly proportional to how difficult the quest is, a quest to slay a dragon will see the person grow much more than a quest to gather flowers for instance.

Achievements and *General Perks*

Ok these perks are either generalized perks that everyone has a form of or that would normally not be able to be acquired at all since they are already acquired by others in the setting. These rewards can greatly help you but are not discounted to any background.

User Game Interface -(Free while here, 100+ to keep)
Transparent chat boxes, Multiple bars (showing your current life, mana, and XP needed to level up), Status menu showing your many different stats including your current strength and Satiety levels (How hungry, thirsty, or tired you are). While this is free for everyone during the jump you can also pay 100 cp to take it with you allowing you to gain the benefits of working on a rpg stat system, leveling up granting you 10 points to allocate to your stats for every level you grow (and allowing you to become faster and stronger or growing your abilities by a small amount for each stat point used for example 1 point can grant you the ability to lift 10 more pounds) The interface is completely customizable and can be called up or turned off with a thought while XP is gained through defeating and killing creatures or beings, the harder the fight is for you the more xp you can gain, something you can kill with a though will not grant you much xp. Xp can also be gained through doing quests or chores for other people though the amount gained will also scale to the difficulty of the mission.

> -100 HP is life- Injuries and damage is calculated according to how deadly something would be to you then assigned a numerical amount of damage which is then taken out of your overall life total as shown on your health bar (which you can toggle in your view without the need to call your entire menu) barring certain injuries (called debuffs) you will not be inconvenienced by injuries again and will only die when your health bar reaches 0. Another bonus to this is should you concentrate this will allow you to see how dangerous others are as it assigns them an estimated level of strength, health, and injuries. Again this is free while here for everyone however if you wish for it to function after this jump the price is an added 100 cp to the price of user game interface (for a grand total of 200 cp in all)

Inventory -(Free or 100)
A user inventory used to store items found for later use, The inventory works as a sort of extradimensional space that you can put any item into, people cannot be stored. The amount of storage space granted by the Inventory is directly proportional to the amount of weight you can carry, items in your storage are not weightless and attempting to store too much will make you unable to move at all. While the inventory is free for everyone paying 100 cp grants it the ability to continue to grow after the jump as you grow stronger.

Broody Hen -100
You have saved the young of an ancient bone dragon, these rare and powerful creatures are extremely powerful. Saving the young has brought two baby wraith dragons into this world. Reward: You can now use the Broody Hen skill, Now you'll be able to instantaneously hatch any egg of your choice. This includes petrified/fossilized eggs.

Zombies Friend -200
You have met the queen of zombies, but rather than try to kill her you chose to befriend her. She desperately needed someone to talk too. Reward: You can now speak the language of the Undead. Zombies will also no longer attack you on sight. This will not stop them from attacking you if you initiate a fight, or attack them, they just will not initiate a fight.

A Family reunited -200
You've completed a secret quest: A Friend in Need! You reunited someone kidnapped from the real world with their family. Reward: A Smile of Fortune- Luck will follow you around for one full week. It will increase your crit chances, send you rare loot and do various other things associated with good luck and Gods' assistance. The real boon of this achievement is that it allows you to see what must be done in order to help cure the mental illnesses or traumas of another, allowing you to guide them through their problems and back to sanity.

Cupid -200
You have aided in the coming together of two people allowing a player and an NPC to find true love, thanks to this you now have an ability to understand what others find attractive and what they often would like in their ideal mate.

Supple Mind -300
A rare kind of skill, one that usually requires an extremely specific build and years of work just to learn. You now have the ability to learn the skills and special abilities of your enemies by being near them when they are used, For instance should a basilisk use its wide area debuff skill to turn a group of your allies to stone or if a Hellhound use its Telepathic speech to harm you or an ally you have a chance to learn how to use such skills yourself. Skills or spells learned in this way start off weaker than the original skill but may be grown through use, often when learned a new skill will start out at 10% of the original skills power.

The Prince of the House of Night -300
Reward: a new social status, The Prince of the House of Night. Few men have ever held a place of honor in the House of Night, But you have somehow managed to impress the princess and gain a title. Drow and other dark elves will see you as royalty and give you respect, this also allows you to call for up to five Drow warriors to assist you once a week. This technically makes you husband to the princess of the city of night, I would suggest not pushing your luck too much with the head Drow in a city of Drow, her knife sucks souls with the slightest cut.

The Holy Unmercenary. -300
You've made the TOP 100 of the first AlterWorld players ever to receive the title. You have killed over 300 enemies without looting a single one, because of this you earn the title of the Holy Unmercenary Bonus: a holy man doesn't need to contemplate earthly matters. Now all items dropped by your enemies when you kill them will move into your bag automatically. If your bag is too small they will move into your warehouse.

Astral Mana Dispersal -300
You have destroyed the broken dark altar and freed the souls of those trapped within. Reward: You have learned the out of class spell Astral Mana Dispersal! This spell absorbs the mana or power of the target. The amount of mana or energy taken from the target doubles with every five seconds. While the initial cost is small, even miniscule, the cost (taken from the target) steadily grows in doubling in price and power for every five seconds it is being cast and draining power from the target to fuel its effect. The effect of this spell is that it destroys magical barriers l, shields, constructs and other things made from magic, the more powerful the target the more mana and time it will take for you to bring it down or destroy it as well as the more stress it will place upon the casters body draining a moderate amount of mana from the user with each tick (5 seconds).

Items,

Goods and gear to help you in your quests. As a bit of help all backgrounds
will receive 400 cp to be spent only here in the items section.

Gold -50 Gold,
enough gold that You can live pretty well off of this for about a year if you spend frugally.

Healing potion pack -50
5 Healing potions which heal the user for a moderate amount. These will refill once a week.

Mana potion pack -50
5 mana potions which can recover the users mana for a moderate amount. These will refill once a week.

Emperors Smoldering Delight -50
These small packets of sushi wrapped in white paper emit a relaxing smoke when lit, the smoke is usually a technicolor rainbow cloud but you can change the smell, flavor, and smoke color to suite your tastes. Package contains twenty Emperors Smoldering Delight sticks and refills once a day. Don't take these out in public, you never know when some junky may need a hit.

Alcoholic Ice Cream -100
All kinds of flavors and colors of everyone's favorite treat, Ice Cream! In order to sneak booze past the censors the inventor of this wonderful treat managed to make every flavor of alcohol you could normally find in a liquor store or winery back on earth. The good news is you can still get drunk on it, the bad news is if you don't pace yourself the brain freezes can be worse than hangovers. Buying this gives you a freezer full of the stuff which replenishes once a week, try not to go on a bender.

GamePod° -100 (Free Drop in)
When used to play a game the player gets to experience everything as if it where real, prolonged exposure over the 7 hour time limit may cause the player to become trapped in the game, in this case not even killing their body will kill the player. There is no known way to reverse this. (This model actually comes with built in safeties that the person within can toggle on or off to prevent accidental digitization.) As to how this works if you are already in the game? No idea.

Red Stone -100
A small piece of the red stone artifact, this stone absorbs the life of those around it to repair its self, even when the stone has no cracks it continues to drain mana. Useful for imprisoning mages.

Potion Belt -100
A belt specifically made to hold 12 potions of any kind. While in the pouches they are physically impervious to damage.

Wunderwaffle -200 (Discount Perma)
A unbreakable melee weapon or staff of your choice that greatly increases two of the following Strength, speed, spell strength, or regeneration. Effective bonuses are enough to allow the user to add a hundred pounds to carriable weight, run a few miles faster, or heal twice as fast as a person normally would.

Beacon Stone 12 pack -200 (Discount Drop in)
A 12 pack of beacon stones, when placed a beacon stone allows you to teleport back to its location provided you, or someone you allow to use the stone, can cast the proper teleport spells (just as a side note the proper spell is included with the purchase of these stones). These are different from the common beacon stones in that these can actually be used outside of Alterworld to create a beacon outside of the game. When used 12 more will take their place over the course of a year.

Seat of the Fallen One -200 (Discount Golem Crafter)
The Fallen one crafted this throne to aid the one who sits upon it in their own crafting (Okay truthfully it was an accident that came about while he was crafting a divine item for his first priest). Whoever sits in this chair will find their ability to create or craft things is greatly increased while sitting in it.

Lusty Troll Tavern and Inn -200 (Discount NPC)
Buying this gives you a deed to a small inn with 5 upstairs rooms, a small kitchen, and a bar of the kind often found in fantasy worlds and a small basement for storage, when used the tavern will appear in a lot you own. Changes made to the inside of the bar will carry over to the next jump.

God Blood Battery -200
A flawless ruby roughly the size of a human head made completely out of the hardened blood of a god. When used as a power source this ruby will seemingly never run dry of energy as it contains a massive well of regenerating magic that can seemingly interface with pretty much any system that requires power to operate such as machinery, though the downfall is that it cannot be used for energy in the casting of normal spells. Also it is Extremely pretty and shines with a bright red inner light.

Liquid Divinity -200
A vial of liquid god blood, this stuff is extremely potent as well as being amazingly rare, by drinking this vial of god blood you will become immune to the next type of damage you receive (Be it poison, stabs, Cuts, or even just arrows) Though it is important to note that it does not protect from anything EXCEPT that one immunity, so being immune to stabs will not protect you from bullets and being immune to arrows will not protect you from being stabbed etc. As a side effect of taking this your blood has become slightly divine its self, while it does not offer any blessings on its own it now will gradually crystalize if left alone outside of your body, drinking more than one helping of this will speed up the crystallization effect.

Adamant weapon -400
Forged from the heart of a dead god this pinkish metal weapon is sharp, strong, and hard enough to actually injure gods as if they were mortal, this does not help you hurt them just that it could damage them if you managed it. Wounds made by an adamant do not really heal, the closest you can get to healing an adamant wound is a mass of scar tissue over the wound. This weapon can be any type of melee weapon you wish or you may import a weapon to be made into adamant.

Wraith Dragon Eggs -400 (Discount with broody hen perk)
A pair of wraith dragon eggs, when these eggs will hatch they have the ability to send their emotions psychically to all around them. As they grow they will seek out precious metals (and gems, they will try to steal anything shiny) to eat. Over time they will grow their scales out of the metals they eat growing as well as growing quite intelligent, in their teens these dragons are roughly the size of delivery trucks and they will only grow larger with time.

Dungeon of Chronos -400
Wow you sure know how to go for the good stuff! This is a special raid dungeon, and you own the exclusive rights to it! (You get a little deed and everything!) Time inside of this dungeon is strange as it moves at a rate so fast that for every day outside of the dungeon is equal to twenty years within it. The dungeon is extremely deep and has a few special safe zones interspersed throughout with beds and furnishings for rest, just know that the deeper you go the stronger the enemies become. After the jump this dungeon can be attached to your warehouse or summoned once per jump into a location using the deed provided. Enemies that you defeat within the dungeon will respawn over a matter of hours, so be careful that you don't forget what's behind you!

Guild Castle -500
A large hundred room castle complete with armory, training hall, and meeting room. Unlike castles from most settings this castle can only be taken by a foreign power if they destroy the gate or it is opened for them. This castle will follow you from jump to jump and will keep any changes you make to it.

Scalable Soul Stone -600
This diamond is the size of a human head and is filled with the souls of 666,000 humans, 4 titans, and 1 archangel. Demons and angels would do quite a lot for this stone. It possesses the ability to contain and store souls although souls put into it lose their past and become basically blank slates losing all powers and memories they may have had. Maybe you have a use for it? Should you use the souls from within it the soul stone will eventually refill the next jump with more blank souls up to the 666,000 human, 4 titans, and 1 archangel soul though it will not regenerate the souls of any other being you put into it.

Super Nova Class Fortress -700
The outside walls form an octagon three stories high, each of its eight sides are about half a mile long, studded with towers every two hundred feet or so. The estimated total length of the walls are about two miles long, with about seventy towers. The entire fortress is controlled by a central control room housing an AI that will repair, alter, and upgrade the fortress depending to your specifications so long as you provided it with enough funds. This large fully furnished fortress will follow you in all your future jumps.

> Added Features! -100 (requires supernova fortress or guild castle) Alterworlds unique melding of game and reality makes it possible to summon reinforcements to aid in its defense and with this upgrade your castle or fortress will retain this capability in future jumps, as long as you are willing to pay a monthly amount of gold for their continued existence you can create staff for any number of functions. Each npc made this way costs more or less depending on how strong they are as well as how customized they are, a highly customized beautiful elf warrior could cost as much in upkeep as a team of ten clumsy, stupid, death prone goblins for instance. If the upkeep cost of gold is not paid however these units simply cease to exist popping out of existence.

Companions, don't be lonely.

Friend list -200 cp or -300 cp
You may Import up to 8 companions into a background, race, and class of your choice, companions gain 300 cp to use on themselves. For an extra 100 cp they will instead receive 600 cp to use as they wish.

Party Member -50 or -100 cp
With this you may import 1 person or companion into a background, race and class of your choice with 300 cp to spend as you choose for them. For an extra 50 cp they will instead receive 600 cp to use as they wish.

Custom NPC -100 or -150 cp
You may, using the mighty interface of Alterworlds programming, create a custom NPC to aide you in your travels. They receive 300 cp and the background, race, and class of your choice and will become a companion after the jump. For an extra 50 cp they will instead receive 600 cp to use as they wish.

Canon Companion -100
A person from this setting has taken a liking to you! This means they will follow you and help you in your adventures even following you as a companion after the jump, you can choose pretty much anyone from the setting except for the gods. Choose wisely!

Drawbacks, Put yourself through some pain to get a little extra gain.

There is no limit on cp gained in this way.

Player Safeties +100 cp
You can only use the games full functions for five hours a day, after that you will lose the senses of taste touch and smell, and the world will become a vaguely CGI 3d version of the vibrant world it used to be. This may be annoying if you are in a game pod, it will be downright disconcerting if the game is your new reality.

Profanity Filter +100 cp
Seems somebody forgot to turn off the profanity filter, you cannot say anything that would normally be considered cursing, if you try to all that will happen is a loud BEEP will sound, this effect occurs even if you are not in Alterworld and follows you wherever you may be for the duration of the jump.

Low Pain Threshold +200 cp
Normally as a player in Alterworld (or even as an npc) you would develop a certain immunity, a way to blunt pain while not losing the ability to actually feel pain. Too bad for you this has been flipped in your case, over time your pain threshold will lower the more you are hurt making you feel more and more pain for every injury even lingering after it has healed.

Addiction +200
You are addicted to something, maybe its tobacco, maybe its alcohol, maybe it's some other illicit substance (like the alcoholic ice-cream. Watch out for that stuff) Either way you cannot function without it, if you don't partake in whatever you are addicted to you will gradually become weaker until you lose the ability to function until you actually do partake in it.

Mana deprived +300 cp
For some reason mana does not work for you, when you try to cast magic or use any superhuman abilities you will find yourself much weaker as if you are burning something other than mana and will require a long rest afterwards. As if this wasn't enough this effect slowly starts spreading to those around you as they start to experience the same issues. This does not seem to affect your enemies for some reason.

White Winnie +300
White Winnie is a small white bear, Winnie goes where he wants and takes what he wants and nobody has been able to stop him, he has been shown to teleport through any and all barriers and steals anything not bolted down. Now white Winnie likes you, which means he is going to follow you and steal anything and everything he can from you, better keep the warehouse locked.

Gnoll +600 cp
You are a low level monster, a Gnoll to be exact. Everyone will come to kill you for easy low level xp, all your powers are sealed and each time you die you lose any equipment you may have had on you. Dying often is bad for your mental health.

Lolths Curse +600 cp
You have angered Lolth the spider queen of the underworld, because of this she has cursed you however through divine intervention on the benefactors behalf she has given you an ultimatum. You must kill the leader of the church of the sun god on his own altar to lift the curse. Failure to do so or dying even once before either your ten years is up or accomplishing this task will see teleported to her domain for ten years before being to be tortured as her plaything before being sent home . She likes to play with knives. If you complete the mission you will make the Sun god into a personal enemy and he enjoys torturing his faithful followers by keeping them alive as long as possible while being dismembered muscle by muscle.

The End

SO sad to see you go, now that your adventure here has ended. Or has it? Will you…

Stay here- You like the life you have built here and have decided to stay, I wish you a good life!

Move on- Onward to adventure, good luck and may the Fallen One bless your travels.

Go Home- Tired of jumping? Ready to go home? Return to your home plane with all the powers you have gained.

Notes

Death in this jump will generally not end your jump unless you take certain drawbacks. This function of the jump will not work after this jump. Beware however that people in this jump have found ways around this, usually by torturing a person till they are braindead vegetables then burying them in cement. Needless to say if this happens to you then its game over.

Since the world itself is in the process of going perma attempts to alter it via hacking will only be met with failure. Advanced classes such as death knight or unholy paladin can be gained via their more common nonspecialized (basic) forms. For instance to become a death knight you should become a warlock first.

God slayer will not stop benefactor powers.