Dragon Quest IX: Sentinel of the Starry Skies Jumpchain

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Welcome to the world of Dragon Quest! Well, more specifically, the ninth installation to the series. Taking place in the world known as the Protectorate, angelic creatures known as Celestrians work to make the World Tree Yggdrasil grow its sacred fruits, something that is said will allow them to return to the chief god of this world, The Almighty. They do this by walking among the world of men invisible, collecting the crystallized manifestations of gratitude known as Benevolessence in order to bestow it upon the tree. Within two years the World Tree will bear seven golden Fyggs, however a massive attack from the Protectorate by an unknown force will shake the Observatory to its core as the Fyggs fall to the earth below and scatter across the world. What occurs next will be a time of great tribulations, as multiple crises occur in various different places while a dark army begins to quietly rise up in the background. Will you be a hero, a villain, or merely stand by as the world ushers in a new era? Only time will tell.

Your Benefactor says that they have some sort of freebie system at this point, so I'm supposed to hand these things over. Here, have **1000CP**.

Roll 1d8 for your location. If you would like you choose your location, you may pay 50CP instead.

1. The Observatory- A floating castle in the sky where all Celestrians reside when not actively patrolling the world. While completely peaceful at the moment, in a year the Observatory will be shook with tremendous force and partially destroyed by an unknown force. Humans aren't really supposed to be here, although I'm sure nobody will notice if you're quick and take the portal back down to Earth.

2. Stornway- A town home to the Quester's Rest Inn, where great heroes meet and form parties. It also has the basic sights of your medieval town, such as shops, church and castle. The monsters around here are generally weak, making it suitable for lower level adventurers.

3. Gleeba- A desert city in the Djust Desert, currently ruled by the monarch Queen Voluptua. While currently in a relatively stable state, you'll find that within the year the Queen will begin to exhibit incredibly selfish behavior, slowly drying up the arid towns

water supply. Despite this, a large supply of monsters such as Gold Golems can provide riches and more for the enterprising monster hunter around these parts.

4. Upover- A town built around the volcanic mountain Magmaroo, where the Hero of the Heavens Greygnarl resides. While relatively peaceful, it is still in an area populated by powerful monsters and within striking distance of the Gittish Empire, so it's best if you watch your step.

5. Swinedimples Academy- A school town in the middle of Snowberia, well known for its academic excellency. While they teach many schools of thought, from weaponry to more mundane subjects, within a year you'll find that the schools standards are slowly growing much lower than they had been before. Even so, here you can learn many secret techniques not taught anywhere else in the world.

6. Batsureg- A nomad town in the Iluugazar Plains. With a notably different culture, from building placement to way of speech, it is home to a people who are perhaps the most at one with nature in the entire world. Within a year it will be visiting by a strange woman known as Saransatral will come and essentially usurp all authority over the village.

7. Alltrades Abbey- A world famous abbey, where those who wish for a new path in life come to have their path changed by the Jack of All Trades. While currently in a good state, in a year the Jack will mysteriously disappear, halting all vocation changes until he is found.

8. Free Choice!- Fate smiles upon you, Jumper. You may choose any option above, or as an additional option appear anywhere in the Protectorate that hasn't been mentioned.

*Backgrounds

According to what your Benefactor has said, in other worlds many of your granted powers have been associated to your chosen background. Here it doesn't work that way, at least not as directly. While the choices below won't cause you to gain any new abilities or items it does effect your history in this world, so choose wisely. Oh, they left me a piece of paper…

"Gender doesn't really matter in this world, so you may change it for free if you wish. Age is determined by rolling a d10+12, or paying 50CP to choose." Seems simple enough.

Drop-In (Free)- Don't feel like having a history here? Fair enough, I guess. People here seem rather impartial to random people falling out of the sky anyways, happens pretty often from what I can tell. You can attest to that now, because you'll be doing just that to wherever you rolled your location. I promise that it won't hurt…much.

Adventurer (Free)- You always wanted to feel the rush of travel, the sense of happiness as you discover incredible treasure and ruins. As such you've trained up until this day and now are ready to set off on an adventure. Perhaps it would be wise to find somebody else to make an alliance with?

Nobility (Free)- Born with a silver spoon in your mouth, you've never had much to want for in your life. Even so, you were raised with an education befitting your status, allowing for your training in the arts of this world. The world, and most likely your life, will be brought to turmoil soon. Will you prevail for your kingdom?

Civilian (Free)- Unlike many others, you prefer the simpler life. Let the adventurers go dungeon divings and the nobles politick, as long as you have your shop and cozy life you're happy. While perhaps not as skilled as the others, you're far less likely to need to worry about assassination attempts or being jumped by some random evil monster out for your blood.

*Races

This bit is a kind of important, you know. Here are the racial choices that your Benefactor has laid out for you, each having their own advantages and disadvantages. Don't choose too rashly, okay?

Human (Free)- Just a lowly mortal, hmm? Don't feel bad, most people are. While having no inherent advantages, humans have a large potential for growth in this world, the greatest adventurers even able to single handedly slay monsters in single combat. Of course, they are the minority, but it's something to keep in mind.

Celestrian (100CP)- You are of a noble cause, friend. Appearing as a human, save for a pair of miniature white angel wings and a halo above your head, you serve the Observatory in their mission to reach the Almighty through protecting humanity from the forces of darkness. Naturally stronger than their human charges, Celestrians are invisible to human eyes and are incapable of being harmed by those of their own considered to be of a lower stature than them, their bodies refusing to commit such an act. They also have the unique, if ultimately almost useless ability to crystallize gratitude into a material called Benevolessence for the sake of feeding the world tree. Since you paid CP for this option, you may toggle the invisibility to humans at will. Taking this option automatically sets your starting location to the Observatory.

Pixie (Free)- Not many of you out there, friend. Appearing as a miniature humanoid around a foot tall, you don't have many inherent advantages over anybody else here. However, an ability to turn into a small ball of light and fly using butterfly wings connected to your back are sure to

help just as much as your race's good reputation will. Do pay no mind to the height jokes, or an odd trend of people poking you for no reason. Something about a 'stylus' and 'touch screen'.

Monster (Free, 50CP for Metal Subrace) - Considered to be the scourge of mankind in this world. Most are naturally carnivorous and subsequently hunted and are hunted by humans. You may be any monster from the Dragon Quest IX video game, provided that it does not reach the level of "boss tier".
- additionally, you may pay an extra 50CP to become a Metal monster. While surprisingly weak despite their metal bodies, they are some of the fastest beings in existence within this world and are more adept at dodging attacks that even boss monsters would have issues avoiding. Note that without purchasing this option the Metal family is locked for choice due to it being between regular monster and boss tier in strength.

Boss Monster (100CP)- The true big baddies of the world. Monstrously large and fearsome, they consist of large behemoths to the spirits of plagues given living form. While just as feared as any other monster, these tend to be left alone simply due to their sheer might in comparison to others.

*Class

One of the defining features of this world is its multitude of classes, which define your roles and abilities in a fight. It is from here that you derive the abilities you can utilize in this world. You may choose any Main Class for Free and one Hybrid Class, also free.

Main Classes:

Warrior- A brawling class with no magical abilities whatsoever. In exchange they are famed for their higher health, strength and vitality making them excellent for brawling situations where they go full out, preferring a "kill them before they kill you faster" strategy.

Priest- A class specializing in healing and restorative magic, they prefer to support from the sidelines and are one of the few classes capable of reviving dead teammates. While their combat potential is rather unimpressive, they are still able to hold their own in a pinch for a good while.

Mage- Those who specialize in destructive spells but are absolutely worthless in close combat. They have high level magic abilities and often a deep MP field to bring out their magic powers, serving as powerful backliners.

Martial Artist- A class known for their speed and strength, along with their prowess for unarmed combat. However, this also comes with the tradeoff that they noticeably weaken when made to fight in such a way that makes them wield weaponry.

Thief- With high speed and agility, thieves are famed for their ability to move around the battlefield and scope out treasure. While invaluable for sniffing out goodies, they aren't great at combat despite their potential for assassination.

Minstrel- Considered by many as the most balanced of classes, these guys like to have a good time as they move with the beat of the battle, known for having a decent chance at simple dodging enemy attacks before they even land. While they don't have any noticeable weaknesses, they also don't have a true strong point to work with.

Hybrid Classes:

Armamentalist - A class which specializes in buffing their team and debuffing the enemy. While not known for dealing direct damage to foes and have subpar damage and defense, they specialize in putting a myriad of status effects over the enemy.

Paladin- Essentially heavies, they have decent attack and defense but low speed. Essentially a more battle oriented version of the priests, they are known for they self sacrificing abilities to aid allies in battle.

Sage- More akin to monks than anything else, this odd class could be considered a powerful combatant in both weapons in magic. However, their spells are nowhere near as powerful as specialists like the mage, and ultimately their fighting abilities are eclipsed by the more physical classes.

Luminary- Those who dance about in battle without a care, their odd choice in weapons and flashy outfits serving as their calling card. Their looks are their weapons, charming the enemies as they dance about the battlefield. True to their nature, however, they are incredibly squishy in comparison to classes more suited for brawling.

Gladiator- Fierce fighters who rain down continuous nonstop damage on their foes. Known for their choices in heavy weapons, they are characterized by having fighting styles that completely disregard defense, often times doing away with things such as shields altogether. Despite this, they are relatively robust and often pack quite the punch despite their MP pool being lower than that of the warrior.

Ranger- Those who are one with nature, both literally and metaphorically. Able to hide themselves easily in the wild and calm the wild monsters, they are also equipped with a wide variety of healing spells to assist them in combat. Despite this all, they aren't very good at dealing or taking direct damage.

*Perks

100CP Perks are free to their class/race unless otherwise specified. For your convenience, perks have been named and sorted by class for easy searching.

General Perks:

Coup de Grace (Free to All)- The climax ability to all classes. Each are unique in that they differ for each class and may only be performed once per battle, sealing themselves away until further notice. The activation of a Coup de Grace is considered to be somewhat miraculous, often only occurring in times of great stress and need. They are as follows:

Critical Claim (Warrior): A large beam of light fires out from the wielders weapon (with the requirement that it must be some form of one handed blade weapon) that is then swung at force across an entire wave of enemies. While fairly straightforward, it also guarantees that it will strike critically, cracking open even the toughest enemies defenses as it blows through the enemy.

Roaring Tirade (Martial Artist): The user screams out with all of their might, causing even the mightiest of being to tremble in fear for a brief moment. Also, for a few minutes after it raises the "tension" of the user, allowing for a one time increased chance of a critical hit.

Choir of Angels (Priest) : A rather straightforward technique, the user and their allies are lit in a glow of light and are healed of any negative ailments along with restoring what half of their strength would be respectively.

Rough 'N Tumble (Minstrel): The user performs a series of outstanding acrobatics before taking a pose, being briefly surrounded in a yellow light. For the next few minutes they become much more agile and find that they seemingly glide around attempts to harm them, as though dancing around the battle.

0 Zone (Mage): Another supporting type Coup De Grace. A Chant that sets up a sizable barrier around the user for the next minute. During this time, any techniques that would cost some form of energy (mana, MP, qi, ki, etc.) have their costs negated.

Itemized Kill (Thief) : The user analyzes their target to "guarantee the drop of an item" when they are killed. In reality, it simple creates an item that would have dropped from them upon the target's death, even if they were carrying nothing up until that point. Cannot be used on higher beings such as bosses, gods, demons, etc.

Knight Watch (Paladin) : A technique meant to bolster the body to its absolute limit. The user calls upon higher powers to make attacks seemingly do nothing for a full minute while simultaneously enraging all enemies surrounding them to attack the user. In exchange, the user must make no actions and must continually protect a single person from harm throughout this time.

Brownie Boost (Ranger) : A technique meant to embody the strength of a Ranger's body. By focusing one's inner energies they can boost their general offensive and defensive capabilities by one "level", along with resistance to breath attacks for whatever odd reason. "Level" in this case would be the same this as from taking a brick to the face to taking a tank, from a tank to a building, etc. based on the user's base capability.

Tension Boost (Gladiator): If I didn't know better, than I would assume that this was from a different jump involving Dragons. Also, Balls and maybe the letter Z. By tightening your muscles and screaming really, really loudly you can up your "tension" to its maximum level for one explosive attack. While only lasting for a minute at the most before dissipating naturally and doing so instantly once the first attack is made, the users strength is more than doubled in the attack. Some call this phenomenon a "guaranteed crit hit."

Voice of Experience (Armamentalist): One of the more esoteric of the Coup De Graces', the user summons a strange brightly colored wheel with percents on it ranging from 1.1% to 1.9%. Pulling a brightly colored dagger from seemingly nowhere as the wheel spins in midair, they throw the knife into the wheel and the landed category will increase the "experience" the user gains after the defeat of the opponent. Whether the physical benefits reaped are simply higher than they would otherwise or the user gleans more from the confrontation, they are certain to have gained more from the situation than otherwise.

Spelly Breath (Monk): Well, what an awful name. Through the strange art of…odd scented breath, you seem to be able to naturally recover large amounts of your mana via breathing normally. Works for a full minute before ending, can also restore other out of context energies at a slightly reduced amount.

Does it help that the breath is from what appears to be some form of wind god appearing on a cloud above you? I guess.

Disco Tech (Luminary): Many call this functionally identical to the Roaring Tirade…and they're right, but this is more fun. Summoning the power of the 70's (or whatever qualifies here) you can summon many glowing colors tiles and hovering stage lights as you bust a move so powerful that onlooking enemies have no choice but to join in on the action for a short while. Also boosts "tension" in the same way that Roaring Tirade does, so have fun smacking them senseless while they party.

Co-Op De Graces (Free to All)- The ultimate attack, yet so rare that almost nobody has seen them ever performed. When a team of four adventurers are fortuitous enough to awaken their Coup De Graces at the same time and find that those alone are not enough, three may instead entrust the power of those attacks to one, unleashing their Co-Op De Grace. Acting as enhanced versions of their base forms, save for a few expections, they are as follows for the classes below.

Quadraslash (Warrior, Ranger)- To be quite frank? This is exactly the same as Critical Claim, only more intense in power to reflect the added participants. However, as an added bonus, the other three who helped to form to Co-Op de Grace can create their own blade to strike with, even if normally they would be incapable of using the Critical Claim.

Omnipotense (Martial Artist, Gladiator)- The enhanced version of the Martial Artist's and Gladiators technique, instead of a single user the entire party's 'tension' is boosted to a critical level. In addition, instead of doubling strength via tension the total boosting is now tripled instead for the single attack. Keep in mind that this still involves yelling, so try not to pop a vein.

Soul Asylum (Priest, Paladin)- Similar to the Knight Watch, this magical ability provides a one minute window of invincibility as they are infused with the soothing light of the Almighty. In addition they are healed for whatever wounds they may have sustained, raising them so that they might fight at full strength by the time this technique fades. You'll also find that this technique cannot be cancelled by any magic means, so those who wish to end it early will need to find alternative methods to do so.

Cast Away (Mage, Sage)- This is basically 0 Zone on crack. With a barrier now big enough to fit a sizable party within, it lasts for double the time and still negates any magic resources required to use such techniques during them time. In addition, it can fill the requirements to use one spell or technique that would require the user to expend either a set amount or all of their powers once without any actual drop in their reserves.

Hallelujah (Thief, Armamentalist)- Taking the concept of meta and throwing it at the 4th wall this technique makes it so that the chance of earning 'gold, experience, and items' is at its highest when defeating enemies for a brief window of times. What this essentially means is that during this time foes will simply have happened to have incredibly amounts of coin on them this time, strong foes dropping secret scrolls or ridiculously strong equipment they never got to use simply because it didn't truly existent until that moment. You'll also find that you learn much more during this time, as though receiving the highest benefits from the Voice of Experience above.

Electro Light (Minstrel, Luminary)- There is one Co-Op de Grace that throws this whole formula out the window, and this is it. Through an incredibly invigorating dance the user can turn a targeted group of enemies into Metal Monsters. Metal monsters are famed for being quick but notoriously weak, and at the same time are widely sought after and hunted for their vast 'experience' to the point where its said that simply defeating a single Metal monster would be enough to increase both wisdom and strength by a noticeable degree.

General Perks- Weapons:

Knifework (100CP, Discount to Thief, Warrior, Mage)- Ah yes, the pointy things. How quaint. Of course, I am not completely jesting. While not quite a master, you are a dab hand at the way of the Knife, knowing basic techniques and usage in battle to find weak points as fast as possible as well as the potential to develop into more advanced ones with time and practice.

Wand Wizz (100CP, Discount to Mage, Priest, Armamentalist, Paladin, Sage)- More used as focal points than actual weapons, wands are famous for usage among Mages, although they are popular with other classes too. With this you may now use any sort of long pole type object as a staff, so long as it has been specifically crafted for usage as such, along with using it as a channeling point for magic.

Hypnowhip (100CP, Discount to Minstrel, Mage, Luminary)- An odd choice, but then again this is an odd world. The way of the whip is one than is known to you, along with an odd technique that seems to daze those struck by them if struck hard enough. Certainly you can figure out how to put such a thing to use?

_____ Slash (100CP, Discount Warrior, Thief, Minstrel, Gladiator, Armamentalist): The sword is perhaps one of the most iconic weapons of places like these, often seen as a 'hero's weapon'. Whether or not you are one is left to you, but what is certain is that you're adept enough at the art of swordplay to hold your own against the monsters which prowl this world. In addition you may learn in the future to develop "Slash" moves, special sword techniques that in exchange for a negligible amount of mana does an increased amount of damage to a specific family of monsters.

Cattle Prod (100CP, Discount Warrior, Priest, Paladin)- Spears, eh? A smart choice, for those who like pointy things yet still would rather keep their range. This makes you a proficient user at any sort of weapon that would fall into this category, along with the technique of the Cattle Prod. While it might sound silly, it actually does rather decent damage to monsters of bestial descent.

Blockenspiel (100CP, Discount Minstrel, Warrior, Priest, Mage, Armamentalist, Paladin, Sage, Luminary)- The art of protecting oneself is always underrated in current times, but not one to be ignored. With this, you are well versed in the art of the shield to the point where damage is significantly reduced by raising your shield and protecting yourself in times where you would go on the offensive. You also know a special technique, the namesake of this perk, that allows you to attack with your shield at a reduced amount of damage while still maintaining the level of protection allotted by it.

Reverse Cycle (100CP, Discount Minstrel, Martial Artist, Luminary): Fans are an odd choice, I'll tell you that much. There's something for everyone though, I'll suppose. Aside from being able to use a weapon more well known for usage in parties as a reliable weapon, through the use of liberal force you can use it to send breath attacks straight back at their source at the cost of fatigue after a few uses.

Trip of a Deathtime (100CP, Discount Martial Artist, Priest): Staves are classic. While not quite bladed, hitting someone with a swift smack to the noggin is nonetheless satisfying. Also comes with a fun little number that can bring a whole group of enemies sprawling to the group, allowing allies to capitalize on their position.

Can Opener (100CP, Discount Martial Artist, Thief): Everyone gets knifema- excuse me, nightmares of getting hit by a dirk in the dark. Seeing that you have a full set of claws to do so, they just might well founded, with you around. Aside from the standard efficiency for a weapon that really shouldn't be all that effective against monsters otherwise, you also known a specialized carving technique meant to easily dismantle metal affiliated monsters with a few quick strokes.

Knuckle Sandwich (100CP, Discount Martial Artist, Thief): Fisticuffs is an eternal art. After all, what else would hot blooded individuals do with their hands? No, we're not talking about that. You're practiced in the martial arts of this world (essentially karate) and know how to throw a mean straight punch that sends even monsters reeling for a short second.

Poplar Toppler (100CP, Discount Gladiator, Range): Axes? Well, I can see where you're coming from. They aren't essentially the worst tool, after all. Aside from being trained in the art of the war axe, you also know a cutting technique that does heavy damage to monsters of a plant related ancestry. May or may not improve results if you yell Timber while doing it.

Monster Masher (100CP, Discount Paladin, Gladiator): No jokes about hammer time here. What you've got here is the skill to use these ridiculously large weapons of war, along with a swinging technique that does increased damage to monsters of material type descent. Ignore jokes about compensation.

Crosscutter Throw (100CP, Discount Ranger, Sage, Luminary): Perhaps one of the most awkward weapons, the boomerang still does a fair amount of damage in the hands of the skilled. Aside from the capability to hit four targets at once and then have your weapon return to you, you also have a special throw that can cause the weapon to hit the first target once more before returning. You must really not like that guy, huh?

Rain of Pain (100CP, Discount Armamentalist, Ranger, Sage): Bows are good for those who'd prefer range. Perhaps that's why you picked this option. No matter, as regardless you have the skills required to fire arrows from a bow and reliably hit even moving targets. You are also able to fire off multiple arrows at a time and hit at least ¾ of your targets, although this can tire quickly.

Warrior Perks:

Ruffian (100CP, Free Warrior): To be quite frank, you're a pro at the art of roughing people up. Coordinated blows can put normal folk down in a few punches and your body is as though a mountain, taking blows upon it like water off a duck's back. You may not be invincible, but you were made for this role.

Whipping Boy (200CP, Discount Warrior): Once a fight, you may throw yourself upon a target and take the damage that was intended for them head on. This has a maximum of three others for protection, you will not be throwing yourself in front of a planet to prevent a meteor strike and succeeding with this alone. However, when doing this you'll find your strength immensely boosted as though to help easing the pain of the blow. A warrior protects those in need, after all.

Mercurial Thrust (400CP, Discount Warrior): A not so secret technique of the spear meant for dueling originally. Through the use of a significant portion of energy you may dash forward with a spear and strike at a speed so that you will always land the first blow before your opponent. In exchange for this boon, however, this strike will never be as powerful as if you moved it at full strength, sacrificed in order to gain the extra speed needed.

Sword Lord (600CP, Discount Warrior): Not necessarily 'sword' per say. Pick a weapon wielded by the warrior class (Sword, Spear, Knife). You are now a savant at this weapon, able to easily duel with the most experienced masters of its art and take down ancient and terrible monsters with your blows. Indeed, it is almost as if each strike you make with it is magnified, such is your mastery of the blade. You'll find that techniques that use this weapon as a conduit also have a considerable boost in power, when in your hands.

Priest perks:

Magical Mending (100CP, Free Priest): A trait seen in Priests and those who excel in the healing arts. In your hands, healing spells and remedies simply pack that extra oomph. A spell that might heal scrapes heals a gash instead, purging poison from a wound also cures the patient of their long term sickness. While not noticeable at higher levels, it makes normally cheap techniques much more effective.

Deliverance (200CP, Discount Priest): A technique meant to destroy the wicked undead. By twirling your staff in a specific way (or any long object, really) and raising your hand to cover your face, a large pillar of light envelops a target to direct damage upon them as though struck with great force. Zombies and other undead are often felled instantly by this, such is the will of the Almighty.

Zing (400CP, Discount Priest): This world's answer to people dying. By casting this spell and using a considerable amount of mana, you may attempt to resurrect a fallen individual as long as their body is still intact (some dead guy's bones aren't going to work). While there is a small chance of failure, upon which the spell may be cast again, success revives the target completely healed of any previous injury.

Omniheal (600CP, Discount Priest): Considered the most powerful spell a priest can use, it is a blanket technique of incredibly powerful magic. While at first you will be only able to heal the grievous injuries of a party of four simultaneously with this, in time it is not impossible to say that you might be able to heal entire times, or armies if you are some kind of magical monster. However, unlike spells such as the Zing, bringing back the dead is beyond you with this spell. Along with this you'll find your healing techniques naturally more potent, to the point where it wouldn't be surprising if minor cults started spreading stories of the medical miracles you're sure to be performing in the near future.

Mage Perks:

Magical Might (100CP, Free Mage): A naturally occuring disposition for those who specialize in beating baddies with boisterous blasts (of spells). Offensive attacks do just that little bit more, giving you a little more bang for your buck. Er, Bang for your Boom.

Wizard Ward (200CP, Discount Mage): A simple enough warding spell, done with the wave of an implement or perhaps wave of a hand. While in the hands of a novice it could probably resist a few fireballs before dissipating, the stronger the mage the more it can take.

Beelzefreeze (400CP, Discount Mage): One might expect this to be your average ice magic, and it is, save for one catch. When used against "dark" creatures, such as infernal types and demons, it does a great deal more of damage than it should. Great for you exorcist type.

Kaboom (600CP, Discount Mage): "Come forth, Explo-" Ahem, excuse that. Seems that's the wrong jump. Regardless, the Kaboom is widely regarded as one of the most powerful spells a Mage can use, triggering a large explosion that can envelop entire groups in fire. It does cost quite a hefty amount of mana however, and be sure not to catch your teammates in the blast. As an added bonus for taking this, you'll also find that purely offensive magic naturally do more damage in your hands, even more so than Magical Might.

Martial Artist Perks:

War Cry (100CP, Free Martial Artist): Your training has taught you to be strong in the face of danger, no way will you cower before a pickle with legs! By releasing an angry shout you may paralyze up to four enemies in fear, forcing them to cower for a few short seconds. The leftover

energy also invigorates your attacks for the next few seconds, giving you just that little extra oomph for damage.

Pride of the Fist (200CP, Discount Martial Artist): Those other fighters claim that their weapons are the true path. Preposterous! And the Gladiators are mere imitators of the true path! While perhaps you don't believe in such a haughty worldview, this idea has manifested itself as an inner strength within you. Indeed, you'll find that your strikes rain down upon opponents harder than any mundane weapon could, to the point where you would be doing yourself a disservice to do so.

Mind over Matter (400CP, Discount Martial Artist): An incredibly strange ability gained by intense focus of the mind. Through strengthening themselves internally a martial artist may shield themselves from a certain level of harm, almost like a passive resistance. Oddly enough, this seems to be most effective when used against breath attacks.

Miracle Moon (600CP, Discount Martial Artist): An ancient and well guarded martial arts technique, now revealed to you. By doing an odd series of somersaults you may quickly attack entire groups of enemies with your bare fists in between each jump, battering foes. Then jumping into the air, the mystical powers of the moon repairing a moderate amount of damage. While an odd technique and initially unimpressive, the well learned can eventually come to fight entire droves of enemies with the correct usage. As an added bonus here you'll find that your natural recovery seems to increase by just a slight amount, scratches and other mild wounds disappearing at an accelerated rate than normal.

Thief Perks:

Natural Deftness (100CP, Free Thief): Hey, you. Don't act like you weren't just eyeing my pocket. I see you- hey, how'd you already get my keys? Expect to hear this a lot, because you've got the natural instincts and talent to be an expert pickpocket. Have fun making other's burdens lighter and pissing off a lot of people.

Nose For Treasure (200CP, Discount Thief): The smell of gold is one too delightful for you to ignore! And other things too, I suppose. Upon entering into a domain, such as a castle or dungeon, you may test the air for the unique scent of treasure which gives away the vague direction in which such riches are stored. While this won't necessarily give you the tools to get them, knowing is half the battle. Right?

Victimizer (400CP, Discount Thief): Never one to not abuse a chance, are you? That's fine, I suppose. Afraid this one's only good for killing poisoned people, though. Oddly specific, these techniques are. Through the use of a rather sneaky technique you may use whatever stabbing implement you prefer in your chosen victim, worsening their conditions almost instantly as the poison grows ever stronger within them. Along with, you know, stabbing them. Works best with

something small like a knife, although I can't stop you if you want to try it with that Buster Sword you've had locked up for a while.

Persecutter (600CP, Discount Thief): Let's not butter it up here. While this is the thief class, in battle they're basically treated as assassins. Assassin's are meant for battle. That means that you should catch them before it even starts, right? While that might be hard, it's made easier with this hidden technique. A single knife stroke across the body of a sleeping or properly bewildered opponent is all it takes for them to burst like a crimson balloon, as though their unwariness too had been brought against them like an invisible blade to punish their lack of preparedness. Be wary that your target is unprepared however, lest you simply find yourself swinging a knife.

Minstrel Perks:

Natural Charm (100CP, Free Minstrel): Nobody likes to listen to some tone-deaf warbler go on and on in the back of a tavern. Thankfully, that won't be you from now on. Naturally charismatic and good looking, you'll also find that you have a degree of competence in the vocal arts so that you could probably make yourself a decent wage doing amateur level work. Now get back to singing, songbird.

Spry in a Crisis (200CP, Discount Minstrel): Fleet footwork is where's its at, my friend. Surprisingly the art of the two-step helps a lot more with dodging monster attacks than you'd think. Aside from being training in the art of training bad stuff, you'll find that as you grow more injured it becomes easier to dodge attacks, almost as though there were a risk meter involved. But that's ridiculous.

Pratfall (400CP, Discount Minstrel): You'd think this is some sort of low budget comedy skit, but apparently monsters eat that up. Regardless, it appears to be rather effective as a combat tool as well. By faking a fall onto the ground you can cause a group of enemies to spontaneously laugh, more affected at your antics than they would be normally. While this would be normally mundane, a real fall that actually hurts (or better yet, an over the top one) will leave them busting their guts on the floor as they guffaw, unwary of whatever actions are going on around them as they find themselves unable to stop laughing for the next few minutes. Kill them with laughter, is how the saying goes here.

Have a Ball (600CP, Discount Minstrel): I...I cannot figure out a less ridiculous way to explain this. Through the use of strange magic you may summon party balls from thin air to roll upon and flatten opponents. While completely mundane, each of these things are around 20ft tall in diameter and can material above the enemies head if you so desire. You get twenty of them per each cast.

Yeah.

Armamentalist Perks:

Natural Resilience (100CP, Free Armamentalist): Armamentalist's are used to working with dangerous powers, such as the Fource. It stands to make sense that after a while they'd get strong enough to shrug off some of the minor stuff, right? You'll find that when working with blatantly supernatural forces blows do just the slightest amount less, as though your special constitution were siphoning away some of that damage to places unknown. But that's just crazy talk.

The Fighter's Friend (200CP, Discount Armamentalist): While they call it the Armamentalist, the closer term for it is Enchanter. As that role they're often the "buffer" of the team, and you're no exception. Thanks to your proficiency in this art, along with days worth of practice no doubt, you'll find that techniques you use to bolster your allies always have just that little extra oomph. Something they'll definitely appreciate, no doubt.

Use the Fource (400CP, Discount Armamentalist): The main calling of the Armamentalists, the Fource. One of the more raw forms of magic, it calls on the elemental forces of nature in order to enchant allies to become aligned with an element, along with being stronger in the next few moments as they grow supercharged.

Fource Fantasia (600CP, Discount Armamentalist): Often the Armamentalists are lauded as weak, backliners who should simply let others do the hard work instead of attempting to fight with their relatively fragile bodies. No longer, for you. You've unlocked the potential to use two forms of Fource at once, allowing you to imbue multiple elements into yourself or others. While normally this would cause what amounts to a massive explosion and you turning into a stain on the wall, instead they will mesh together and form a strength greater than the two halves within you would have alone. Do be careful what you hit while in this form, best to use velvet gloves if you aren't actively trying to kill someone.

Paladin Perks:

Pincushion (100CP, Free Paladin): The whole idea of a Paladin is to selflessly sacrifice their own wellbeing to protect others. It would be a shame if you couldn't protect yourself, wouldn't it? When guarding oneself or in a defensive position, translucent purple spikes seem to cover the users body. While seemingly intangible, when struck these spikes become very real, causing a minimal amount of damage to the attacker. Think of it as a weakened version of a sharks' skin.

M-Pathy (200CP, Discount Paladin): The idea of charity has manifested itself in such a way that you can quite literally give yourself away to others in order to bolster their bodies. By sacrificing your own vitality via a magic technique this can transfer into allies in order to restore them to full health. Transferring one's own health would cause themselves to grow weaker over time, while transferring mana would find your reserves begin to dwindle as you spend more over to their own pool. Note that this cannot be used to strengthen somebody beyond their own natural limit, due to its nature as a purely restorative art.

The Guardian (400CP, Discount Paladin): Your mind is a constant resource in terms of the defense. Having been trained greatly in the art of diminishing the effects of attacks on yourself or, or perhaps just having an innate sense for it, you'll find that defending against harmful influences is almost instinctual in nature. Shields move on reflex where normal reactions would fail, while thinking of how to traverse a treacherous area while sustaining the least amount of damage would be something that requires only the slightest bit of concentration even while in the midst of battle.

A Born Shield (600CP, Discount Paladin): Some just come in this world, ready for their role. Apparently you seem to be one of those few, this time around. Naturally acclimated to the role of the Paladin, you'll find that your natural tenacity is the stuff of legends. Take an entire attacking armies worth of arrows in the back and smile at the child in front of you as you shrug it off with a grin, tank a strike to the stomach from a dragon and get right back up. Yours is to the one who takes the strike, you who can withstand all.

Sage Perks:

Jack's Knack (100CP Sage): You see to have the talent, my friend. What talent, you may ask? Why, for opening the way to new paths of life, of course! Similar to the ability of the famed man known as Jack of All Trades, you have the curious ability to change a willing target's 'vocation' to a different one. Vocation in this sense is their class, meaning Warrior, Mage, Thief, etc. However, in exchange for opening up the potential to learn more in a different area, the participant gives up any physical benefits and/or abilities they had learned in relation to that chosen 'vocation', unable to be used until either relearned or they decide to switch back. You may change a person's vocation once a week via this method, potentially cutting that by a few days with proper practice.

Between The Pages (200CP, Discount Sage): Yet another curious ability, hmm. You see to have acquired the strange ability of the Supreme Sage, a man once heralded to be the strongest Sage in all of the Protectorate. While not quite the massive magical move you'd expect, you have the curious ability to leave an imprint of your consciousness behind in a book of your choosing. While you'll find yourself without any fancy mental connections with it and in fact will never be able to gain any memories through it, the consciousness is effectively immortal unless the book it has been bound to has been destroyed and has a strange propensity for giving good advice to those who ask it. Good for when you have the odd desire to be a mysterious master sort of guy.

Right As Rain (400CP, Discount Sage): I just don't understand you Sages and your strange abilities. This one is of the more interesting however, I'll admit. It seems that you've grown attuned to the magic of nature, more specifically that of 'rain'. Don't ask me why, it just is. Regardless, this gives you a rather impressive regeneration factor while in rainy environments thanks to a passive internalization of the mystical energies within, along with spells along the general concept of 'rain' having a general booster until the weather changes.

MP Miser (600CP, Discount Sage): Why blow out all your MP for one final blow when you could cast the same spell, but for half the cost and same effect? That seems to be the mindset of this ability here, as you'll soon find. Through either trial and error or perhaps simply innate talent you'll find that your spells only require around half the amount of MP they would require normally yet still have an output equal to that of the original value. While this is exceptionally powerful in the right hands, it unfortunately cannot cancel out things such as absolutely so spells and abilities that naturally drain all of your MP will still do so instead of taking out only half. Even misers can only be so frugal.

Luminary Perks:

Je Ne Sais Quoi (100CP, Free Luminary): Yes, I see. You've got that panache, the style, the…well, the je ne sais quoi. Whatever it is, you'll find that your natural attractive demeanor and actions turn heads wherever you go, others gravitating subconsciously towards seeing you in a positive light. Of course, you can still botch it up and make it all for nothing, but this will at least point you in the right direction for charming the pants off of others.

Break It Down (200CP, Discount Luminary): It would be rather embarrassing if you didn't know how to person your own job, yeah? Thankfully, that won't be the case for you. You're easily able to sing and dance on a professional level, able to do so for hours with only short breaks in between for rest and sustenance.

All Eyes On Me (400CP, Discount Luminary): Yes, yes, look at me Jumper. Ignore the scuttling rogue in the background as he steals the important artifact from the back of the room. You've mastered the art of attention gathering, and it shows. Flashing dazzling looks that stun audiences, quite literally magical makeover techniques that add to your appearance and the know how to make your presence absolutely irresistible are your tools of the trade on stage, capable of keeping even the keenest of eyes from being nearly as wary as they should however. Be mindful of not hamming it up too much, lest your illusion crumble down before you.

Disco Stew (600CP, Discount) Luminary): Forget what I said before about simply knowing how to dance. You're a legend on the stage, both in footwork and in vocals. Beyond the level of simply professional at dancing and singing, your talent at these two arts are both a metaphorical and literal weapon. Infatuate entire crowds into cheering your name or stop your enemies in their tracks with a pose and a smile, make thousands burst into tears with a heartfelt song or overcome adversaries with emotions so powerful it breaks their will. Yours is the talent that shakes the world, for good or evil.

Gladiator Perks:

Natural Guts (100CP, Free Gladiator): Back down in the face of danger? Hah! Leave that to the weak who cower behind their precious shield bearers. Thus this has been engraved into your very body, your mind. No longer will you crumble before danger, instead stepping up to the task with a battlecry in your throat and a mind seeing nothing but victory. While this doesn't inspire a foolhardy courage, and you'll be quite capable of sussing out when the situation is hopeless, know that even in the most desperate of situations your valiant heart will not crumble to opposition.

Honor of the Battered (200CP, Discount Gladiator): Countless battles and scars are part of your tale. Is it no wonder that others should treat you with respect, regardless of profession? They will now, at least. Even the most uppity of children and bigoted of aristocrats see your deeds and although they may not like you personally, they will at least show begrudging respect based on past battles and deeds as something positive. Be wary that you need to have said past battles to have occurred in order for this to work, otherwise you're just a poser.

Blind Man's Biff (400CP, Discount Gladiator): When push comes to shove, just hit them harder! At least, that seems to be the philosophy here. When abandoning your defenses and focusing solely on attacking enemies without regard to personal well-being you'll find that your strikes rain harder than they would have before, even if such a thing should have been far less effective as a result.

Feel the Burn (600CP, Discount Gladiator): What doesn't kill you makes you stronger. Literally, in this case. Each hit laid upon you adds to your own internal reserves, each of your strikes increasing in intensity with the same magnitude of those strikes once aimed to harm you. While this isn't self sustaining as it only increases offensive power instead of regenerative capabilities, getting hit by a tank shell would see each of your strikes having the added power of that to them until exiting combat, at which point it dissipates. While this has no numeral cap, it cannot hold any more power than that which would comply destroy your physical self as a limit.

Ranger Perks:

One With the Wild (100CP, Free Ranger): Woah there, you almost bumped into that bear. Good thing it wouldn't harm you, anyways. You have a strange aura about you, one that some might mockingly call akin to that of a princess from a certain famous movie production company. Jokes aside, you have a calming effect on animals and monsters, to an extent. Animals regard you as a friendly entity and wouldn't even dream of turning aggressive on you unless you did so first. Meanwhile. although their more monstrous cousins still regard all with distaste, you'll find that they tend to overlook you and instead search for other targets if there are different options available.

Nature's Medicine (200CP, Discount Ranger): It would be odd if the one who spends his time among plants to not know how to use them, yeah? Thankfully, that's not you. You're knowledgeable in all sorts of plants and poisons, along with how to use them in order to make

creations of both healing and harm. Aside from being a great skill to avoid needing to buy medicine around here (it's quite expensive, really) this updates in future worlds to provide background information on the local flora.

Terrain Traverser (400CP, Discount Ranger): Yet sometimes it's better to simply make like a tree and leaf. Thankfully you can do that, in any environment. You've gained a curious resistance to all sorts of adverse natural conditions, so long as it isn't being actively used to attack you. Walk through a rainstorm and don't catch a chill, take a hike in a desert and you won't even get dehydrated. Heck, you could fall right into a pit of lava or poison and you'll find yourself floating on top, only slightly inconvenienced by the liquid death below you. Just take care not to hang around for too long, it's a resistance for a reason.

Foe of the Forest (600CP, Discount Ranger): The duty of the ranger is to be the friend of nature. However, that also holds the duality of being its foe. For is it not the base nature to be one of survival of the fittest? Thankfully, you seem to be at the top of the food chain. Whether through strange magics or just really, *really* knowing what your doing, a strange effect seems to appear whenever you decide that it's time to cull the weak or topple the arrogant of the wild (read: animals). Their claws dull, hides thin, while your furious blows grow ever stronger against them. Once mild poisons turn deadly, ravaging their systems in what would have normally been a mild fever for a few days. Thanks to the duality of this nature, however, you'll also find that attempts to save those instead will be met with greater results that possible before, their bodies reacting in a manner more positive than would have been possible. Just don't let the whole savior and executioner thing get to your head, okay?

*Items

100CP Items are free to their origin.

Bag O' Gold (Free, 50CP for more): A bag with 100,000 gold in it. Enough to live comfortably for a few years, or to buy one really expensive piece of equipment. Don't spend it all in one place.

*Drop-In

Mini-Medal Stash (100CP, Free Drop-In): What a curious collection you have! You seem to have stumbled across a bag of Mini-Medals, one hundred to be exact. While absolutely mundane, save for the fact that they are made of pure gold, they're famed here for being collected by a certain pirate in exchange for rewards. While this is great and all, you'll find in future jumps these mini-medals become a great bargaining tool, others being interested in trading for them far more than they reasonably should. Should the Mini-Medals be lost or traded away, they will

replenish themselves at a rate of ten medals per week. Do note however that this cannot be used to have more than a hundred mini-medals in possession at once, as they will simply not be restocked until traded at that point.

Hidden Grotto Map (200CP, Discount Drop-In): A blank piece of parchment that when opened reveals the location of a cave entrance a good distance away. After traveling to this location you may discover a hidden entrance to a special type of Dungeon known as a “Hidden Grotto”. Completely random in type of monster and layout, one map could generate a lava pit and thematic monsters while the next might be a tomb filled with mummies. At the bottom of each Dungeon is a Boss Monster of varying strength, often a unique entity much stronger than the rest of them. The monsters inside, however, are not sentient and only exist to fight intruders. While aside from this being a great training area, you’ll also find that vaguely rare treasures from this world appear in the lower levels should one brave enough danger to acquire it. After a month of opening the parchment the map goes blank and the Grotto disappears, resetting to create a new location when opened again.

Starlight Express (400CP, Discount Drop-in): A golden train that sparkles with holy light, supposedly linked to the Almighty himself. Consisting of the actual engine and three extra cars of the same make, it is virtually indestructible and can travel at quite impressive speeds, putting bullet trains of the modern age to shame. In addition it requires no rails to run, capable of flight through the use of magic inherent to it. Aside from it being incredibly comfortable to ride in despite its speeds, it also has a reliable auto-pilot for those who don’t have the know-how for manning these sorts of machines.

The Observatory (600CP, Discount Drop-In): An exact replica of the Celestrian Palace, this floating castle in the sky sits above the clouds only reachable by aerial transportation (or in your case, also an added teleporter in your warehouse). Manned by Celestrian followers, this citadel serves both as a great headquarters and information base, with arcane and divine methods to ascertain currents events throughout the globe easily. In addition it has a single seedling of the world tree Yggdrasil, which after give or take a few millennia or so of harvesting Benevolessence (or less if you provide it with it regularly) can grow the Golden Fyggs that will cause such a ruckus in the near future. In future jumps this Observatory can be placed in a location of your choosing or made an attachment to your warehouse.

*Adventurer

Beginner’s Kit (100CP, Free Adventurer): Everyone needs their essentials pack, yes? Well, everyone with half a brain that is. Within this is a beginner’s adventuring kit, consisting with full set of armor from head to toe and a single weapon, both of the appropriate class. While neither are the best set of tools in the world, the armor built only to withstand low level attacks and the weapon eventually becoming no more useful than a stick against the bigger baddies, they are particularly resistant to damage that should break the item which makes them good for those

wishing to train. Also comes with a few medicinal herbs, but unlike the Medicinal bags these are only the garden variety and once used are gone forever.

Medicinal Bag (200CP, Discount Adventurer): Every adventurer is going to learn to love the taste of these or die trying to. Literally, in most cases. What you have here is a special bag that, once a week, fills up with already prepared medicines from this world. Able to restore even the most grievous wounds in minutes, if not seconds with the more powerful variety, there are even a select few plants (such as the legendary Yggdrasil Dew) that can bring entire parties of recently deceased back to life. Unfortunately the actual medicine that comes out is a bit random with this, so it's a matter of luck of the draw when it comes to the end result.

Party Tavern (400CP, Discount Adventurer): Ah yes, the tavern. An unfortunate fact of this world is that most areas are too disorganized and unwilling to cooperate with other rival territories to create things such as adventuring guilds, which is one of the reasons why the wilderness is so overrun with terrible monsters. Thankfully organizations such as the Party Taverns are here to help. While initially appearing as a five star inn (and it still is) the main purpose of the Party Tavern is to act as a hotspot for the adventuring sort, near and far. Many adventurers flock to this location both for rest and to form parties, making it an ideal place for meeting new friends and potential allies. The inn itself is manned by a fully autonomous staff that follow your orders as law, and while originally their theme is (medieval rustic) I'm sure that if you asked nicely they'd be happy to change. This also comes with a curious sentient alchemical machine named Crock Pot who would be happy to make some equipment native to this world provided you have the right materials. What's more, you'll find a strange girl in a green dress who once every two years can summon a friend from a past jump to the Party Tavern to have a conversation with. Unfortunately for those looking to simply bum a freebie out of their friends, they can't give anything away and can only exist for two hours, at that point either leaving through the door and returning home or simply disappearing on the spot without a trace of them being there in the first place.

Legendary Weapon (600CP, Discount Adventurer): Not necessarily a weapon, as it may be a piece of armor as well, this piece of craftsmanship is beyond great. Having gone through several miracles to take place, both figurative and literal, these items have been tempered to their fourth and final stage possible within this world to become the sort of equipment you would find on a god slayer. Absolutely indestructible and with effects varying on the chosen choice (which a link to the full list can be found in the notes section) you'll find that supplementary magic meant to boost its effects also work twice as effectively as they would on other pieces of equipment. Happy hunting, Jumper.

*Nobility

Noble's Finery (100CP, Free Nobility): It doesn't make any sense to be high born without the proper fashion sense, yes? At least, that's what a lot of people seem to think here since they have doodads that even adventurers can't seem to get a hold of. While completely mundane in nature

save for being ridiculously expensive, you get an entire walk in closets worth of expensive outfits from this world, which can range from classy to outlandish and even both at the same time if you try hard enough. In addition, you'll find that despite how strange they look you'll always have an air of pizazz when you don them regardless.

Pet Lizard (200CP, Discount Nobility): A yellow lizard about three feet long with a pink bow wrapped around its neck, almost certainly a twin of the one owned by Queen Voluptua of Gleeba. While normally simply small and difficult to catch, every week for ten minutes it can turn into a twenty foot tall beast known as a Drakularge, while is really just a fat bipedal dragon with a weak flame breath attack. Counts as a pet and doesn't take a companion slot.

Jumperdimples Academy: (400CP, Discount Nobility): Originally a pun on names at a certain magical school in Britain, this school for the rich has had your name slapped onto the first piece of it to properly mark it as yours. Spanning a frankly ridiculous piece of land, this college campus for aspiring adventurers is staffed with NPC masters of their weapon craft, who are all but happy to train yourself and any prospective students should you ask. Aside from a rather comfy set of school buildings and on campus dorms, there is also a hidden dungeon beneath a statue of yourself (which is hidden unscrupulously in a corner) which regularly fills itself with undead type monsters for those seeking a challenge.

Castle Town: (600CP, Discount Nobility): Want to keep just a piece of home? We can do better than that, thankfully. This town of your own, more akin to a small city than anything, recognizes you as its ruler and royalty forevermore. Surrounded by strong stone walls and comprising of an inn, large marketplace, church and multiple houses for the NPC's that live here, the most important part of this here town is a castle around which it based around and of which you have sole ownership to. What's more, you may choose a theme such as desert or plains, and have not only the climate around the town change but also add a few buildings or change the already existing one's aesthetics to reflect the change in culture that would be reflected in such a location.

*Civilian

Flask of Holy Water (100CP, Free Civilian): A magical vial of Holy Water blessed by one of the priests of this land, or perhaps a Paladin. Regardless, sprinkling this water about your person not only eliminates all tracks you create for half a day but also curiously renders you invisible to enemies of the monstrous sort save the Boss variety. Every three days the flask fills up with Holy Water again, ready to be used. Due to Jump fiat this still works for you even if you took the Monster background.

Wear-With-All Award (200CP): What a…strange bauble. While seemingly innocuous, this little medal is widely sought after by performers and other of certain proclivities due to an odd enchantment about it. Those who wear it find that wearing clothes of the opposite gender suddenly becomes completely acceptable to them, even in the most prudish of societies. This

also stretches to the most scandalous of attire, to the point where you could wear a Borat suit in front of royalty and they wouldn't bat an eye. Have fun doing whatever it is you do with things like these.

Seafairer (400CP, Discount Civilian): Ah, to sail the seven seas! Well, if there were seven seas. Here it's just the ocean, since nobody has bothered to name anything besides coastal lines. Regardless this absolutely massive flagship is something you'd expect from luxury, a steady ride despite its largely wooden makeup. While incredibly resistant to damage, it also repairs itself after monster attacks to get rid of any caused imperfections and if sunk can either appear at a nearby coast or in a drydock within your warehouse in two weeks, given your choice. The power of a sea vehicle is one underestimated in this world, commercial vehicles are more finicky than not in dangerous times such as these.

All Trades Abbey (600CP, Discount Civilian): Exactly what it sounds like, you have come into the ownership of a carbon copy of the absolutely enormous structure known as the Alltrades Abbey. Consisting of an absolutely massive church, along with resting quarters and small marketplace, the centerpiece of this establishment comes in the form of an elderly old NPC who calls himself Jack of All Trades. While he can change your vocation at any time, similar to the very same person in setting, he uniquely has the ability to assign a class to others in new worlds should they visit him and ask. After this jump you may choose to either have it appear in a location of your choice in each setting or have it appear as a warehouse attachment.

*Companions

Direct Import (Free/100CP/300CP): Wanted to bring some friends along? I get the feeling, lots of people like to travel in groups here. You can bring eight of your friends in for free, with no freebies, or pay 100CP to do the same with each getting a 300CP Fund. You can also pay 300CP to give them a 500CP tab instead.

Tavern Party (100CP each, 150CP if you buy three): Most adventurers around these parts tend to travel in groups. It's a rather smart strategy, considering that many monsters attack in groups. With this you are guaranteed to meet fellow adventurers who will follow you on your adventures as your companions. You may also purchase canon companions this way, but unlike others you'll actually need to convince them to come with you. The "party of four" concept seems to be one ingrained into the culture here, so you get a discount if you buy three (because you make four).

Get the Gang Together (500CP, Must Purchase 300CP Direct Import Option): Really? That many? Fine, but it'll cost you. And probably a lot of other people too if you're one of *those* Jumpers. For 500CP you can import all your companions. You heard me. ALL of them. Have fun watching the world drown in a sea of magical girls, weirdo. Companions brought in by this have a 300CP fund to spend.

*Drawbacks

You know, I could get you some more of those points…but it won't be easy. Long story short, if I make your life harder than you can get some more points. You may take as many drawbacks as you want, but do try to not take to many and get yourself killed.

+100CP The People's Hero: Ever heard of a Side Quest, Jumper? They're widely considered to be sources of valuable loot in other worlds, but not so much here. What's more, you'll be compelled to complete whatever task is asked of you, even if you had previous plans. Expect to spend a lot of time hunting for Sally the Cat or getting something to burn in Sid the Beggar's fire.

+100CP Debtor: You owe money to someone and they're out to get your cash whether you like it or not. Expect mercenaries to waylay you whenever you make enough money and killing them to only see more take their place. Unfortunately, no matter how much money you pay you'll never seem to pay off your whole balance until the jump ends.

+100CP Embarrassing Outfit: To be honest, most of the time function tends to go over form when it comes to armoring yourself in this world. Expect everything to either be incredibly garish or embarrassing to wear, any previous equipment you had changing for the duration of this jump to reflect as such. You'll often be stuffed into such outfits as well, whether you like it or not. Have fun trying to stab the pickle holding a spear in heels while wearing a clown outfit.

+200CP A Tasty Snack: There's something about you, Jumper. Maybe you smell good, maybe it's a curse. Whatever it is, monsters would like nothing more than to feast upon your tender flesh and will certainly appear in droves wherever you walk. Invest in protection or some way to save yourself, else you be chomped upon by a living pickle.

+200CP Game Shackled: You know that game system that has you only able to equip certain types of armor, based on class? While normally that wouldn't be able to stop you, this now comes into effect for you. Even if it's an out of context item, warriors will only be able to wear heavy armor while those like priests will only be able to carry things such as staves and wear garb similar to those of the clergy. While this doesn't seem like that much of a big deal to some, keep in mind that there is no class that wields guns…This also restricts you crossdressing types to clothing of the appropriate gender unless the Wear-With-All award is on your person. RPG's are like that, you know.

+200CP (Actually) Shackled: Congratulations on getting clapped, Jumper. Instead of your rolled location you'll be starting off in one of the most dangerous fortresses on the planet, the Goretress. Meant for storing some of the Gittish Empire's most dangerous prisoners, it is guarded by many powerful monsters and even more powerful guards. While they won't kill you straight out, you'll be treated incredibly badly by the harsh wardens and expect nothing short of a full blown battle if you want to escape the prison.

+200CP Jack of All Trades: No, not the guy who lets you change your class at Alltrades. That's what they're calling you now, because in exchange for these extra points you won't be able to access any abilities related to your chosen classes until the jump is over, essentially being classless. This also lowers your "strong points" so that they aren't as prominent, although it won't do anything to cover any weaknesses for you.

+300CP Main Quest: Congratulations on being officially plot-bound. As a human you'll be joining the party of the main character in order to gain all seven fyggs scattered across the world and all adventures that take place after that, while Celestrians take their place entirely. As for monsters…we'll leave that to you, but expect to be part of the "party" if on a good alignment or to constantly run into them if you're on the dark side of things.

+300CP Scorned By the Almighty: The Almighty himself has looked upon you with disfavor, and this has profound consequences. All churches will reject you on sight, recognizing your taint, and priests will be reluctant to work you at best. Also, all healing spells burn you upon touch, leaving you to your own devices if you want to recover from any damage you might take on your travels. While this curse may be lifted, the feats required would have to be quite legendary in order for the Almighty to change his opinion on you.

+300CP Jumper Class: It seems that you'd prefer to really make this harder for yourself. Very well, I shall do so. Your abilities have now been taken from you and crafted into a new class, aptly named the "Jumper". While normally this would be all fine and dandy and with practice you'll find your abilities returning, as a consequence of the introduction of a new class to this world many will flock to places such as All Trades Abbey to try this new profession, developing your powers from previous jumps just the same. I'd assume the fisherman with the mermaid powers isn't going to be much of a problem but expect bad guys to regularly develop the powers you would most definitely not want them to and wreak havoc with regularity.

*Ending

Did you enjoy your stay here? I hope the whole place wasn't too much for you. I certainly enjoyed watching you squirm- er, I mean watching your heroic adventures. Yes, heroic.

With your ten years over, you have a choice to make.

- Total Evac- This place got to you, for whatever reason. That, or you're just tired. You may return to your original world with everything and everyone that you've collected on your journey so far.

- A Realm at Peace- You'll be staying? Awesome! You can retire here for as long as you like with everything you've obtained up until this point, I can settle your affairs in other worlds for you.

- An Adventurer New Stops- Figures you'd pick this option. Ah well, I'd expect nothing less from you. Continue onwards, with everything you've obtained. Adventure ho!

*Notes

-For those who are wondering, the discounted weapon related perks are equivalent to the natural affinities that each class has in game.
-If you think that the Coup De Graces seem stronger than others? You're right. These are straight from the game, with roles often having techniques that are more suited for a single RPG setting than the whole Jumpchain environment. Even so, they are not to be overlooked.
-Neither are the classes, to be frank. A big mechanic in the actual game was to take crappier classes for the stat points that would carry over when switching back, keeping the more battle oriented classes the main focus of the game. I'm not kidding when I say that the perks listed are among the *stronger* tricks in the book.
- a list of legendary weapons in this game can be found here at http://dragonquest.wikia.com/wiki/List_of_legendary_equipment_in_Dragon_Quest_IX
-Wanking helps.

***Changelog**
0.1- The jump was made, Freyr has a headache from all the formatting.
0.1.5- A bit of flavor text, misc additions, warrior and priest perks added. Framework for other roles should be established within next few updates
0.2- Finished up the basic weapon perks, first seven coup de graces. A few perks and items as well.
0.2.5-Bashed my head against a wall, yet somehow main class perks have been filled out, along with the base level of Coup De Grace. Also, item skeleton has been made and slowly filling out.
0.3-About halfway through with hybrid class perks, the item list has been filled out. Frankly, each of the ideas have been finalized save for thread criticism, Freyr is just really slogging along when it comes to writing them down. Also, finally did that one drawback that he kept forgetting to do.
0.3.5-Finished all perks (save Co-op de Grace).
1.0- Finished all items and Co-Op de Grace, posting to thread for last critiques and errors before posting to drive.
1.1- Edited with grammar changes along with a few clarification. Special thanks to the anons at /tg/ for being patient in sorting through the issues.
1.1.5- Oh god, Freyr put two perks for knives but none for swords. As such, one has been changed to the appropriate perk.