竜と勇者と配達人

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グレゴリウス山田

Foreword

Version: 1.0

This Jump Document was written for the Monthly Jump Challenge #47, the Grind.

The Summary of the original Manga is as follows:

"Hello fellow citizens. I am Yoshida the half-elf, working for the post office of the Imperial City of Idazig. My job is to deliver letters and documents to wherever you need them to be, whether it be a castle in the sky or the bottom of an abyss." This is a comedy written by the biggest Medieval Ages geek, hitting the fantasy genre from an entirely new angle!

The Dragon, The Hero, and the Courier

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They say that long ago, this world was ruled by Sword and Sorcery. Even now, that's still half-true. But the era of Pen and Paper has started, shifting the world away from a feeling of Might makes Right, though many still cling onto this sentiment.

The world you'll be entering is your standard fantasy world, but with added flavour which comes with mashing it with medieval history. So, rejoice Jumper! You will be staying in this world for the next ten years of your life at minimum, perhaps not as the Hero but as one of the many proud pawns of your local government, working to ensure the machine of civilised society keeps running.

For this purpose, you are given **+1000 Fantasy Points (FP)** to make your purchases.

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Chapter 1: Location, Species, and Origins

Location

You appear in the Imperial City of Idazig, one of the central cities among the Secular Nation States of Idaz; But you are free to leave and explore the world.

Species

This world contains a number of species, from elves to humans and demons, and whatnot. You may freely choose a standard Fantasy race except for goblins and orcs.

Origins

You may freely choose from the origins present beneath. In all cases, your default gender remains the same as your current one, and your age is calculated as 18+1d10, though both of these can be freely changed if desired.

Courier

You are one of the many couriers working at a post office, charged with the sacred goal of delivering letters. Know that your letters will take different forms, and will have you potentially travelling all over the country. Alternatively, you may be a carrier instead.

Mage

You are a proud mage, trained in the use of an element of your choice. Though they were quiet sought after in times of war, but now in a peaceful society, they are relegated to doing jobs like everyone else.

But with the rise of technology and what not, they seem to be facing a darker time.

Worker

Or are you one of the many proud pawns in the grand machine that is the Imperial City of Idazig? Whether you work as a monk, an experience point calculator, or even a simple cook, this origin is for you.

Adventurer

You are at the bottom of the job tree, and while most adventurers aim to be future heroes, you may freely choose your future.

The life of an adventurer is hard, but filled with excitement.

Podesta's Faction

You seek to bring change, to create a 'Prosperous Society' where all are accounted for. Many will not agree, still clinging onto the remnants of the era of sword and magic, but you are prepared.

Verification Office

One of the more hidden offices in the Imperial City of Idazig. As a Verification Officer, your job is to "Make ends meet".

You exist to answer questions no one thinks of; Such as those pertaining to the existence of potatoes and other such anachronisms and anatopisms.

Chapter 2: Perks, General and Specified

You may use your **Fantasy Points** to make purchases here. Perks belonging to an origin are discounted for that origin, with those costing **100 FP** being free when discounted.

General Perks

The following Perks are undiscounted.

Basic Survival Skills – FREE

Though the Imperial City of Idazig seems to exist in a more civilised medieval fantasy setting, it is still a medieval fantasy. Therefore, this Perk allows you to rapidly adapt.

Whenever you enter a new world, you quickly adapt and learn the necessary skills for everyday life. This Perk gains a boost in medieval fantasy and adjacent settings, however.

Owner of an Epithet – 100 FP

In medieval societies, epithets existed to differentiate one person from another in a time where it was quiet common for two to share the same first name.

This Perk allows you to choose your personal epithet whenever you enter a setting. This epithet allows you to be differentiated from others sharing your name, and you have the ability to seamlessly change this any three times during a jump. Of course, this is more effective in medieval settings or those where last names are uncommon.

An Era of Pen and Paper – 400 FP

This setting sets itself apart from other such medieval fantasies by adding in many features from real medieval history, and adjusting them to account for fantastical elements. This Perk allows you to bring about this change in other such worlds.

All such future worlds – if you desire at the beginning of that jump – will possess the necessary offices and officials for at least the beginning of a civilised society.

Perks for Couriers

Hard Worker – 100 FP

The desire for a job done well burns within you, and it seems that almost nothing can stand between you and your goal (and paycheck). Whether you have to scale tall cliffs, head through swamps or run through a war itself, you find it within yourself to persevere – at least until you've done your job.

From All Walks of Life – 100 FP

Couriers are expected to deliver letters, regardless of whom they're delivering letters for. As such, it is not uncommon for them to meet anyone from beggars to royalty.

This Perk enables you to quickly enamour others to your plight; After all, having them know the things you faced to do your duty will surely impress them.

Smiles of the Customers – 200 FP

One of the most important parts of being a courier or a carrier, is customer satisfaction. This extends beyond mere timely deliveries, and aims for the customers' hearts; So that, regardless of the contents of a letter, they receive it with a smile.

This Perk makes you a master at customer service, allowing your words – no matter the content of your message – to leave your masters with a smile. These customers will be more likely to use your services in the future as well.

Modern Diplomat – 400 FP

Not too long ago, couriers used to be ambassadors and messengers, making sure their masters understood one another.

This Perk, in its most basic form, allows you to be the perfect form of communication between people; They need not share the same language, culture or society, but your actions as a diplomat always seem to lead to them burying their differences. Though at times it may seem that you'll be doing a futile task, by the end, you'll be glad to know that your actions have bought others together.

Proper Networking – 600 FP

While a courier's job is to deliver letters, just delivering them only gets you so far – you must know the city, its every nook and cranny, every face. But even that will get your level up to at most your mid-20s or 30s. And even then, a single person can only remember so much.

This is where one must find people to share a drink with, so they may share their knowledge with you. In other words, networking!

This Perk makes you a master at networking; You will find yourself surrounded with opportunities to grow your connections, whether through drinking with others, participating in cliques around wells and wheelhouses and what not.

Perks for Mages

A Fair Job - 100 FP

The current era has not been kind to mages. With the growth of technology and what not, payouts and safety at jobs has been going down.

This Perk prevents this; At any job you're hired, you'll find yourself and your peers getting decent salaries and will find that your job to be safer than other in the field.

The Drive to Succeed - 100 FP

With the current status of mages in the Imperial City of Idazig, it isn't unusual for them to chase dangerous jobs or dabble in underhanded tactics. A lesser man would falter here, but mages often are driven by their greed.

As a user of magic, you possess a drive inside you, one that urges you to do better, to rise where others have fallen, which cares little for what others think. This Perk ensures that you can keep this frame of mind; Your drive to succeed can never be faltered.

Magic Mastery - 200 FP

Like other mages, you've either studied under your master or taught yourself the act of magic. Regardless, you have an almost intrinsic aptitude for magic- one that ensures your skills keep growing.

At the start of any Jump (including this one), you may pick a basic school of Magic to follow; This Perk ensures that you will start off as being above-average in that form of magic, and have the necessary drive and talent to propel yourself ever further. This also includes forbidden branches of magic, such as hair control, telepathy and chronomancy; Getting over their side-effects still requires skill and training, however.

Staging a Revolution - 400 FP

Despite a mage's strength, one can only go so far on their own; and with the status of mages in Idazig being what it is, a revolution is necessary, is it not?

This Perk allows you much better control of those under you; Any organisations you've helped made, anyone you've helped and those you've protected - all of these people will be indebted to you no matter what. If the time for revolution arrives, it'll be easy to depend on these people to have your way - in other words, a revolution by your hands, whether through legal or illegal means, cannot be stopped.

An Individual's Strength - 600 FP

According to many, the Age of Personal Violence - where one possessed the strength of an army - is fading, but you know it to be hogwash. That age is not over, for even an individual can burn a city to ash.

This Perk grants you a high amount of magical talent; You are able to create new spells and branches of magic in hours when it would take others decades. With your raw magical might, perhaps only a Hero's party could stand before you with any hope of victory.

Perks for Workers

Lessons Learned – 100 FP

How good can a man be at his job if he doesn't know what it entails? What about knowing its terms and policies?

This Perk grants you complete knowledge of a job's terms and policies... and loopholes within these policies if needed. Of course, you need to actually be employed somewhere for this Perk to have an effect.

Grade A Slacker – 100 FP

There will always be those who like to slack off; Whether it's to relax, show off or to do less work than their paid to do. Regardless, this Perk gives you a unique skill when it comes to slacking off.

Even when slacking off, you project an image of being a decent worker; Your slacking off never seems to effect your output at work as well.

Immediate Help – 200 FP

While trackers of Level 30 and beyond are able to take on temporary apprentices at the spot, this is not the practice of other professionals. However, you are able to ignore this restriction.

This Perk enables you to quickly and temporarily assign anyone qualified to work as an assistant. Of course, they may complain, but their help will undoubtedly lessen your workload, and will allow them to better impress their betters.

Quick Apprenticeship – 400 FP

Medieval workplaces prospered through a cycle of apprenticeships. In that era, craftsmen could be tiered into three groups: apprentice, journeyman and master – with the average time taken for a person to go from apprentice to journeyman being 2–10 years under a master's service.

This Perk ensures that your apprenticeship (and other such equivalent periods) will be much shorter than others, alongside a few bonuses. Your pay during this period will be better, your bosses will be kind and your co-workers helpful.

The Highs and Lows of Business – 600 FP

No matter how well one does their job, they'll undoubtedly go through some rough patches; These may be the person's fault, or stem from reasons kept in the background. Either way, their arrival can spell doom for most. But not you.

This Perk protects your businesses and jobs from all such unfortunate accidents. While a healthy competition is necessary, you will never have to compete with one which can easily put you out of business.

Perks for Adventurers

Quick Change of Skills - 100 FP

Adventurers represent the lowest faction when it comes to jobs, and as such, they have a wealth of potential jobs before them. While most are limited to having to choose a single final job, your ability to learn new job skills knows no bounds.

This Perk enables you to quickly acquire skills, and therefore, move up the job ladder. No job will be out of your reach now.

The Charismatic Sort - 100 FP

To endear oneself to others is a necessary skill for many adventurers - and fortunately, you have mastered this skill.

There will be times when you face setbacks, when you fail or cause a misunderstanding. Regardless, this Perk allows you to act in a way that endears you to others, using your failures as advantages. Of course, other acts of charisma are similarly boosted as well.

Rising Up the Levels - 200 FP

In the Imperial City and beyond, a person's job skill is calculated through levels, at the hands of experience point trackers; Generally, the tracking of experience points and assignment of levels can be a lengthy process, but with this Perk, it will no longer be the case.

No matter what job you performed, you will find that there will always be those who see how hard you work- Your hard work will be reported, and your levels will rise.

High Combat Level - 400 FP

While its quite easy for a person's job level to be calculated, their combat level is another story entirely; It takes years to build up, and prodigies are few and far between. A large city may only have one or two people with a combat level in their 50s.

This Perk makes you a master at combat; You learn combat techniques and the use of new weapons and armour quickly, and instinctively know how to best defend yourself. Take the sword, for few will be able to stand before you.

Worth a Thousand Men - 600 FP

There is a figure of speech, "A Hero is worth a thousand men" - for wherever the Hero goes, economy grows. Which itself grants the Hero a great deal of respect and certain rights; After all, if one man can create jobs for a thousand, why wouldn't he be revered?

This Perk makes you worthy of being a Hero - Economy booms wherever you go. Take down a dragon, and people will gather all around, eager to make money selling its flesh and scales, attracting customers and those required for the processing of these resources and what not. Tales of your exploits will spread all around, and you'll be given certain privileges: The right to directly accept any job, from kings or beggars alike; the right to a portion of anything in pots and barrels in streets; the right to enter houses and raid wardrobes; and more.

Perks for those of the Podesta's Faction

Promotion of the Offices – 100 FP

In the Imperial City of Idazig, where many departments of the government compete, the question arises: How does the common man think of them? Do they think of them as dogs? Do they think they are just? Really, it comes down to how these offices are promoted.

This Perk gives you a skills required for promotion, either through the creation of flyers, mascots and merchandise – in either case, you'll find your attempts at promotion succeeding far more than your competitors'.

Tricks Up One's Sleeve – 100 FP

Placing weapons in the people's hands – either to their benefit or detriment – can never be an easy affair. They may be pacifists or those stuck using their old tools, but regardless, as the one leading them, you know what's best for them.

This Perk boosts your stealth and trickery; Others will be made to help you regardless.

A Working Society – 200 FP

As with all forms of work, there are those who slack off – consuming resources while providing little in return. And that's where you come in – intent on making sure others do the most they can for a prosperous work environment.

Wherever you go, your colleagues will work a little harder; Not by a lot, but given enough time, your workplace will be far more productive than others. As a bonus, you and your colleagues will never suffer from the detriments of overwork and such.

The Power of Technology – 400 FP

In Idazig, much of the power was possessed by mages; a select few from a population able to perform miracles – An obvious imbalance was created between the people. Fortunately, technology aimed to bridge this gap.

This Perk grants you the skill required to construct technological wonders – those such as the waterwheel (which can replace fire mages working in iron foundries) and barrels which use a mage's magic to perform tasks. Perhaps you may design machines that one day allow men to reach the very heavens. Of course, a few may be harmed, but the betterment of a prosperous society is worth it, yes?

A World Without Heroes – 600 FP

The Demon Kingdom, despite its name, was a place with high respect for the law, low employment, a highly organised army, plentiful welfare and more... but personal violence wiped it all away: The Hero.

This Perk grants you the skills needed to lead people; to grant them education, to grant them the monopoly on violence – taking it out of the hands of a few prodigies. In other words, this Perk gives you the capability and skill required to create a world that needs no heroes.

Perks for the Verification Office

An Eye for Plot Holes - 100 FP

The Verification Office works to 'Make Ends Meet', those which result in inaccuracies within the world itself; Why should a medieval world have tomatoes when they came from the New World? Why are helmets from all over history appearing in the same place? The Verification Office exists to patch these issues, to make sense of them.

This Perk gives you a certain knowledge of Plot Holes that exist within a setting; At times it will feel like a sixth sense, while other times, you may receive letters and messages complaining of the fact.

Lessons in Worldbuilding - 100 FP

Merely knowing where the world ceases to make sense is not enough; One must also know how to make sense of these events, either from discussion or divination.

This Perk gives you a boost to your investigative abilities, allowing you to instinctively make connections between different sources of information to arrive at a favourable explanation that works for all.

Secretive Organisation - 200 FP

The Verification Office is a hidden department that doesn't appear on official government maps; And even those who hear about them write them off as weirdos. But, as those who make the world turn, this works to their advantage.

Whenever you start or join an organisation, you have the ability to hide it perfectly from official records, and those curious enough to look past them will only find your organisation's actions to be wasteful at worst.

The Spread of Ideas - 400 FP

Arguably the hardest part of managing information in a medieval world is the spread of new ideas. After all, people are set in their ways, and want not to change much.

This is where this Perk shines: It allows you spread information at an alarming rate. When you present something, even if someone doesn't agree with it, will find it claiming a place in their heart. Eventually, with this Perk, you may be able to change a city's mind.

To Make Ends Meet - 600 FP

As mentioned before, the goal of the Verification Office is 'to Make Ends Meet'; What this truly means is to identify erroneous events, come up with solutions and implement those solutions... Which generally requires a bit of breaking the setting.

Be it to return to the past to explain the existence of tomatoes, to conduct experiments on living animals out of a need for paper in a pre-plant based paper in the middle ages, or the explanation for differing helmets; This Perk lets you quick build infrastructure required to fix these issues, be it time travel, cloning vats, and more.

Note that while these infrastructure can function however the user intends, they must be made with the goal of 'Making Ends Meet'.

Chapter 3: Items, General and Specified

You may use your **Fantasy Points** to make purchases here. Items belonging to an origin are discounted for that origin, with those costing **100 FP** being free when discounted. All appropriate Items, if lost or broken, are re-created in your Warehouse or Warehouse-Equivalent after a week has passed.

General Items

The following Items are undiscounted.

Starting Care Package - FREE

It can be hard to start out where no one knows you; where you have no connections - nothing but the clothes on your back and the cash in your wallet.

This Item aims to lessen its impact. By getting this item, you gain:

- A change of clothes that fit the current 'you'.
- Enough enne to manage your finances for two months.

This should be enough to have you get settled as you look for a job, and it may be used at the start of any jump. In those future jumps, enne will be replaced by the most appropriate currency.

Your Very Own Apartment - 200 FP

Nothing beats a place you can call your own, no matter how small or cramped it is; You can always upgrade when you're able, but sometimes, you just need a place to rest your head.

You are given an apartment for all your activities. It's rather small and homely, but it's got the first three months of rent already paid for - enough for you to start making a living one way or another.

Items for Couriers

Wax Seal - 100 FP

A wax seal is a necklace carried by most couriers as a proof of authority. Though, most keep it hidden to avoid getting robbed.

Once worn, you are recognised as a professional in a field of your choosing; This Item morphs depending on that field. You could be dressed in the strangest of ways, but this Item will act as advertised.

Courier's Bag - 200 FP

Couriers rarely, if ever, carry a single mail a time. Often times they'll have a mountain of deliveries to make before they return to the office.

For this purpose, you are granted a pouch to carry all your letters. It is small enough to hang by your hip, but can be worn on your back. It has the special quality which allows you to put an endless amount of letters and books inside it, which are all rendered weightless.

A pair of Tubes - 400 FP

As couriers gain mastery in their craft, they are expected to deliver letters through the wilderness between kingdoms; So, it isn't unusual for these couriers to be robbed. As a result, and in an effort to popularise the new miniature fire lances, you have been equipped with a tube.

This is a small firearm that can be perfectly conceal in your clothes, hidden to all sensors, and can be used in a moment to fend off attackers (or to attack). This weapon can never run out of ammunition, has perfect aim and can never misfire. On a purchase, you are given a pair of these Tubes.

Post Office - 600 FP

The Imperial City of Idazig has its own post office. It's a little understaffed and the employees are a little underpaid, but they make it work; Armed with the chief's belief in delivering any letter they've received.

You are granted your very own post office with the necessary positions already filled with viable employees. Should you wish, the chief's position can also be pre-filled, or you can take their place. Generally, the people hired here will have nowhere else to go, and so, will work as hard as they can.

This post office gets its own steady supply of budget and the employees are paid well. Eventually, your post office will develop stations all around, ensuring a constant stream of information all around.

Items for Mages

Mage's Equipment - 100 FP

There are a few things people look for when choosing clothes; Comfort, Style, and of course, the Buffs. While the science behind them is somewhat weak, certain clothes have been seen to buff or de-buff the wearer.

You are given a change of clothes fit for a mage; A pointed hat and a coat, with certain accessories so you can customise your outfit to your liking. These clothes provide a marginal boost to any form of magic, but can only buff one type of magic at a time.

Resignation Letter - 200 FP

This isn't unique to mages, but owing to the current job market, mages are much more likely to hand in resignation letters to their employers; be it because of a bad salary or terrible working conditions.

You are given one such resignation letter; Once handed in, you are able to quit from any job imposed on you, complete with the standard compensation. However, simply present this letter to your bosses or co-workers will have them recognise your skill, and will have them acting much nicer to you. Once used, a new letter appears in your Warehouse or Warehouse-Equivalent after a week has passed.

Ancestral Home - 400 FP

Since long ago - before the Era of Pen and Paper - Mages generally stayed about the same place: Either a land that belonged to their ancestors or that which was handed down to them by their masters. In much of these cases, their predecessor had conquered a land through sheer magical might, and passed it down.

Much like these old wizards, you gain a territory on the border of Idazig. This territory comes with a small house for yourself and any apprentices you may have, and is otherwise surrounded by dangerous terrain - either because of the native flora or fauna. By standard, this place is hidden from nearby governments.

Mage's Guild - 600 FP

Owing to their abilities, the mages had their own guild in Idazig. Though they couldn't quite take advantage of it - due to their history in the region and general attitude, and how their leader supported the Podesta, it had the potential to turn their status around.

You are granted your very own mage's guild. It's a decently sized building, containing various magical tomes and potions, and the necessary positions pre-filled with mages of the Setting. It works as any other guild: a place for rest, learning, practice and protecting the rights of mages.

Items for Workers

Proper Paper – 100 FP

In the Medieval Era, paper – well, parchment – was an expensive commodity made from animal skin. Creating parchment was a long process, which led to most reusing the same piece of parchment, after erasing their writing and rewriting and what not.

You stand separately from the rest as you gain a steady supply of parchment. This parchment is available whenever you need it, and has the unique quality that writing on this is far easier than on any other piece of paper.

Proper Tools – 200 FP

A worker cannot do proper work if they don't have the right tools; A chef can't perform well with improper utensils, and iron refineries cannot output high quality iron without a steady supply of heat.

This Item provides you perfected tools and utilities; They will always be at the top of the line, and cannot break or rust. With these tools, prepare to leave others in the dust.

Resources to Start Out – 400 FP

It can be difficult to find your footing in the market – you either need something new or carve out a niche in an ocean of competitors. In either case, having something to start with always helps out.

This item grants you some initial equipment to start out once you have a business in mind. These may be weapons, armours, hats; Anything that should be sold at a shop. Simply advertising these items will have customers flocking to you or your workplace, but keep in mind that these items can only be used when sold.

A Land to your Name – 600 FP

Many workers come from different backgrounds; Some were vagabonds before they picked a trade, some had nowhere else to go, and some work just because they can. Of these people, only a few have an actual land of their own.

This Item grants you your very own piece of land. It's not the biggest, but has more than enough place for planting crops and rearing animals. It also comes with a house, though some effort is needed to perfect it.

Items for Adventurers

Disguise – 100 FP

For many, adventuring is something public – you pick a job and do it to your best ability. But sometimes, one may need to dabble in something shady to make ends meet.

This is a simple piece of disguise, covering the wearer's face and almost perfectly hiding their identity. However for all the mystery it provides, it is rather easy to take off.

Your Own Weapon – 200 FP

Many warriors of this era, even in times of relative peace, carry a weapon they call their own. True to tradition, most warriors carry with them a melee weapon they trust as an extension of themself.

You are given a melee weapon to call your own. If wielded, it feels like an extension of yourself and advanced techniques, like shifting one's DEF, can be done easily and efficiently with this weapon. Also, it only show its true potential in the hands of its true wielder, you.

Necessary Papers – 400 FP

The Era of Pen and Paper depends on laws and licenses being written down; A man cannot hunt without a hunter's license, one cannot sell without that appropriate license and even revival monks without the right licenses are declared untrustworthy.

This grants you the necessary papers you need to go about your business. For example, hunting licenses allow you to defend yourself from wild animals without worry of forest wardens.

Other licenses can be used to show your legitimacy in different fields; Letting you show off your skills, and as a result, allow you to readily accept different jobs.

Personal Revival Station – 600 FP

Despite their differences, one thing binds adventurers together, and it's their greed for loot... which tends to come from more dangerous jobs – which means many adventurers die.

This Item lessens death's impact by providing you your own Revival Station. This church-like building comes with a monk and a few corpse retrievers; If you die nearby – and have 'saved' – corpse retrievers will quickly retrieve your body and have the monk revive you.

Keep in mind that 'saving' costs a great deal of money – you get to do so at a discounted rate – and the price of having your corpse retrieved requires you to give half of your carried wealth to your corpse retriever, but it's better than staying dead.

Others can also use this service, and in that case, a portion of the funds are provided to you.

Items for those of the Podesta's Faction

Legal Armour – 100 FP

The Legal Army was a project by Idazig's government, aimed at creating an artificial hero's party with sufficiently trained members. All them were connected by the Legal Army's signature dark armour.

While this armour is nothing special – it's just high grade armour that looks somewhat scary – You are given enough armour to outfit twelve trained warriors. These are a bit clunky to move in, but completely hide the wearer's identity while providing proper defence and intimidation.

Mage Barrel – 200 FP

As one of the prototypes of Project Überbarrel, the Mage Barrel could siphon a mage's magic and use it for different tasks, such as the turning wheel that could drive carts without horses.

You are granted a few Mage Barrels, perfectly fitted for any mage while preventing them from breaking out. Their magic is no longer selfishly kept to themselves, and can be used as a steady form of energy (of course, you could also put in anyone or anything capable of housing magic inside).

Eden – 400 FP

Having criminals and vagabonds running about the place causing trouble is an unfortunate truth of life; Not everyone in a city can be content. But what if you could take advantage of this untapped human resource?

You are given Eden, a guarded complex where criminals can be re-educated to become functional members of society; Here, they will be 'tortured' through non-painful means, until they're brainwashed to rejoin society. It may be unethical, but no one can deny a force happy to fight for their betters.

Project Überbarrel – 600 FP

The crowning achievement of the Podesta and the Mage's Guild; And the final frontier in Mage Barrel technology. Project Überbarrel was made in secret – only the Podesta and a few connected people even knew of its existence. Now, you gain a perfect replica.

Spanning the size of a small city, Project Überbarrel is composed of hundreds of Mage Barrels – prefilled with appropriate beings if you desire it. These barrels can then be turned on and off in different configurations to simulate the effect of any magical spell on a large scale. Take heed though, for unless one knows how a spell is made, some experimentation is needed.

Items for the Verification Office

Mascot Outfit – 100 FP

'Making Ends Meet' is never a simple business. Sometimes, for certain anachronisms to make sense in the story, one must don the appropriate mascot outfits to popularise the right stuff.

You are given a vaguely cute Mascot Outfit. It's material isn't anything special, but anything you attempt to advertise is bound to be popular. You'll also gain support, including those who will anything to make sure your identity is protected.

Bandit Creator – 200 FP

One of the problems faced by the Verification Office was that the Imperial City of Idazig was too good: It lacked the criminals and bandits for adventurers to fight, and to fresh out a medieval fantasy world. But they had a solution in their mind: the Bandit Creator.

You are given a machine with a number of dials and switches; You may choose the bandit's equipment, name and level. Then, all that's left to do is to set them free upon the world. Try not to make their levels cross 60 though as that goes past human limits. Note that these bandits will not friendly.

Grand Menagerie – 400 FP

A fantasy world is often rife with strange and fascinating creatures, from dragons to bunny-eared anteaters, and plants that are almost otherworldly. It's only fitting that these are kept somewhere save, in case of an environmental collapse and what not.

This Item grants you an expansive facility to house different flora and fauna; A safe environment that keeps them content, and allowing you to repopulate areas where they've gone extinct. It also comes with enough staff to manage it, and a lab where one can do experiments, seeking what these flora and fauna offer and to produce new ones if required.

This facility is upgraded each Jump after roughly five years have passed.

Historical Library – 600 FP

Nothing can escape the reign of time. Civilisations rise and fall, people learn and die, and with them, often dies their knowledge and customs. It's a shame that all this knowledge is lost.

To remedy this, you are given a grand library. It is filled to the brim with teachings and lessons form history – no civilisation or hermit will be able to hide their knowledge any more. Of course, this library grows with each world you visit, constantly increasing in information, and is open to the public if desired.

Chapter 4: Old Friends, New People and Companions

Companions are those, friends or enemies, you choose to travel with in your Jump Chain; This chapter pertains to these companion options.

Companion Import

You may import your pre-existing companions into this Setting; For **50 FP**, you may import up to two companions. **100 FP** lets you import up to four, and **200 FP** lets you import up to eight.

You may not import more than eight companions.

All companions receive **600 FP** to make purchases, and may take on drawbacks to increase their base **FP**.

Companion Export

You are free to take anyone along with you on your Jump Chain, provided they know what they're getting into and have given their consent. Know that manipulation of all kinds fail while they make this decision.

Special Companions

These special companions only appear in this world if they are bought; This also ensures that you give them a very good first impression; All of these companions cost **50 FP** each.

'Cat'

The Verification Office went through its own batch of human experiments; And this one experiment was to create a people who'd be agile, perfect spies able to transmit messages between different offices and the Podesta... or at least that's what they claim.

The truth is that they wanted to create Cat-girls, and this information got leaked to the Government. Regardless, one of these 'Cat's has decided to follow you around. She doesn't speak much, but has a good head on her shoulders and remembers a lot more than others.

Dwarfen Cook

This world contains dungeons and often adventurers, trap makers and those just wanting to get rid of their pet monsters flock to it; In many cases, dungeons contribute to the economy of those living nearby, but the story is different for this Dwarf.

He's a bit old, but knows a wealth of knowledge surrounding monsters, and surprisingly, the act of cooking them.

Another Land's Heroine

There are many territories beyond Idaz, such as those of the Demon Kingdoms and those beyond; While travel between these kingdoms is rare, it isn't impossible.

Arriving from the dunes from the South, is a heroine who once vanquished a great evil for the desert elves. With dark skin and sand coloured hair, this young woman wields a pair of crossbows and as if blessed by Courage itself, leaves for Idazig for new adventure.

Armourer

From an underground trade network, one hidden from most kingdoms, arrives this lady, bringing her craft to Idazig. Being an insectoid woman, she's on the shorter side and usually travels in a customised suit of armour she's built.

She's a master at blacksmithing however, and once her shop's been set up, it's bound to see a steady amount of traffic from adventurers and common people alike.

The Head of the Information Office

One of the more understaffed government offices in Idazig is the Information Office, tasked with the sacred goal of providing correct information to the different offices within the government – however since it isn't quite needed in times of peace, the employees have grown rather lax.

Not their head, however. This figure draped in shadows seeks nothing more than an interconnected web of information, which each office knows of the actions of the next. They may not succeed, but they crave information above all else – The advent of going to another world will surely rouse them.

Chapter 5: Points, Drawbacks and the End

One can increase their base **Fantasy Points** by taking on various drawbacks. Drawbacks trump Perks from this Jump Document, and Perks of the same value from other Jump Documents.

Drawbacks

Supplement Mode - FREE

You may use this Jump Document to supplement any other jump, as long as it takes place in a medieval or medieval-adjacent setting.

Frightening Visage - 100 FP

You aren't the best looking person and you wouldn't be the most off-putting, but there is something about your appearance that's a little... off. The whites of your eyes may be black instead, your face could sport a perpetual sneer or a frightful scar mars it.

In either case, you don't look approachable, not by a long shot.

The Tardy - 100 FP

For the duration of your time here, your sense of time management will be subpar at best. As expected, you will be more prone to slacking off without the proper output and will tend to pay your taxes later than most.

Annoying Epithet - 100 FP

For many, an epithet describes a positive quality about themself. With this Drawback, it is no longer the case for you; Instead, you're given a particularly bad or embarrassing epithet - one that almost makes you ashamed of walking about.

Fish out of Water - 100 FP

Regardless of the places you've visited, this is the first time you've arrived at Idazig; The people are different, the streets are unknown and the government is its own beast to discern. With this Drawback, you lose all knowledge - if any - about the Manga, and are much more likely to be taken aback during your stay here.

Extended Stay - 100 FP (Can be bought Five times)

Each purchase of this Drawback extends your time in this Setting by an additional ten years. This can be bought a maximum of five times.

Strange Streets - 200 FP

Idazig was constructed without proper city planning in mind. As such, alleys end unexpectedly, streets snake around each other in wild abandon and certain corners have unsavoury people or abandoned monsters - a lesser man would call Idazig a natural dungeon.

For your stay here, you'll have to manage with these confusing cities. Note that this Drawback affects every other city as well, though this confuses you the most.

Job Search – 200 FP
The Job Market can be hard to navigate for many – either the working environment isn't the greatest or the pay isn't worth the time you put in. Sadly, this Drawback ensures that you'll go through this struggle as well.

It will be hard for you to nail down a good job for the duration of your stay here. A subpar job would be better than having no job, though.

Robbery – 200 FP
This is an era rife with robbery, especially outside the Kingdom where almost no guards tread. This Drawback makes it much more likely for you to be ambushed by bandits during travelling, and worse yet, they have a tendency of steeling something worthwhile from you and running off.

On the Edge of Society – 200 FP
Even in the Medieval Era, there were those who didn't fit into society. Not because they were disruptive, but because they were a bit... weird. Like them, you are relegated to society's edge for your stay here. Perhaps you think trees and trents are actually nature spirits, or you have certain believes that put you apart from others – in either case, not many will want to be associated with you.

Bleeding Pockets – 400 FP
Despite all your best efforts, you find it difficult to hold onto money; Sure, you may get paid, but you tend to spend it on pointless things or lose it on slime betting. This Drawback ensures that for your stay here, you'll often self-sabotage and lose your well-earned money.

License Issues – 400 FP
In this Era of Pen and Paper, many things are decided by the proper licenses. Unfortunately, you find an issue when it comes to such licenses, leading you into more trouble than you've prepared for. You may have to do some shady stuff to survive with this Drawback.

Political Interest – 400 FP
Somehow, people in high places have caught wind of your uniqueness; Whether they believe it or not is up to them, but nevertheless, it has painted a target on your back. For your stay here, you will be a political target – there will be attempts to control you, claim you, and perhaps even kill you. Good luck.

No Memories – 400 FP
You arrive with no knowledge of the Jump Chain; It's almost as if you've spent your entire life here. Your past purchases aren't affected in any way, however, but you'll have to rediscover them.

Locked Out – 600 FP
For the duration of your stay here, you are locked out of your past Purchases and you Warehouse or Warehouse-Equivalent.

The End

You've gone through this Medieval Fantasy world, you've made friends, enemies, and have seen wonders. Now, what comes next?

Continue

Go forth and continue with your Jump Chain, visiting other worlds as you do so.

Stay

Stay here, the era is changing; Will you guide it further? Or are you content with simply living life?

Go Home

Go back home, to where you started this journey. Though it may have ended, perhaps your story will truly begin.

Conclusion: Notes

Thank you for reading this Jump Document. Coincidentally, I'd been re-reading this Manga when I saw the post for the Monthly Jump Chain, and I decided to give it a go.'

About the Demons: They aren't actually demons, but just another race of people – those with darker skin and horns on their head.

Companion References:

- 'Cat' from the Manga itself
- Senshi from Dungeon Meshi
- Linkle from The Legend of Zelda
- Hitch the blacksmith from Mohrta
- The Information Department's chief from the Manga.

Credits:

- Gregorius Yamada for writing this Manga
- The Jump Chain community for always being so nice.

Thank you for reading this Jump Document.