Generic System Apocalypse Jump

A Jumpchain-compatible CYOA by ltmauve v1.0

It's the end of the world as we know it. Not from plague, war, or from storm, but from a simple box that pops up in front of each person, announcing that they are level 1. This is the System Apocalypse, where everyone is granted RPG character powers, monsters spawn across the world, and dungeons now dot the landscape. The chaos and overturning of the social order spells the end of the world as we know it.

People will recover, but much will be lost. So many lives snuffed out, and so much change. Where will you go from here?

Take **+1,000 Conversion Points** to give yourself an advantage in this new world.

Origin

Each member of the Jumpchain party selects one option from each subsection.

Personal Origin

What do you do outside of combat?

Mediator

As a Mediator, you're the adult in the room, making sure that interpersonal conflicts don't escalate to actual violence, that the settlement is maintained, that everyone is taken care of. Someone needs to do it.

Crafter

As a Crafter, you make things. Loot alone is not enough to equip the entire army of people needed to defend against monsters, which is where you come in.

Wanderer

You aren't sticking with a community, instead roving across the world between different communities. Becoming a trader or courier shouldn't be much of a hassle for you.

Combat Role

These aren't Classes, they're Roles. Classes are things assigned by the System that unlock Abilities and Feats for you. Roles are things you do in combat. Your initial Class will have to be compatible with your Role.

Anchor

As an Anchor, you anchor (duh) a combat formation, providing support. Healing, buffing, restoration, cover, crowd control, all that sort of thing.

Vanguard

As a Vanguard, you are the front lines of a formation, controlling enemy aggression and protecting your allies.

Destroyer

The best status effect to apply to your enemies is "dead." You are the damage source, you are the assassin with the powerful ambush attack or the black mage with the killbeam.

Race

Human (free/+100 CP)

Homo sapiens, what you are used to. Contains a small amount of neanderthal and other hominid DNA.

All other races require the Race Swap drawback, which makes Human give +100 CP. If taken you may roll 1d10 to choose your new race for free.

1. Construct (free)

Constructs, while powerful, get saddled with some hefty limitations. While they have higher innate pool regeneration, they can't sleep and so can't get improved regeneration that way, or regenerate SP through breathing heavily, because they can't breathe period. They also can't eat or drink, meaning they can't use health potions or benefit from most kinds of consumable-granted buffs. While they can be healed, healing spells designed for biological people are less effective on them, especially heal-over-time effects. Their senses register differently than human senses and they have no sense of taste or smell They cannot have children.

They do, however, have a racial Class which can grant and improve built-in weapons, improve senses much more easily compared to other races, allow them to function much better even through severe damage, and other boons. They are also immune to age, disease, and parasites due to their construction. As they advance through their Class, constructs can overcome the weaknesses of their race through Feats.

2,3. Elf (free)

Elves are known for their beauty and pointy ears. They have a racial Feat that improves their speed and dexterity, and allows them to reduce their weight. They live several times longer than humans but have reduced fertility. They require more sunlight for mental and physical health, but don't sunburn.

They are also more skilled at nature-related magic.

3,4. Dwarf (free)

Dwarves are known for their shortness and impressive facial hair. They have a racial feat that makes them tougher, harder to poison, and allows them to increase their weight. They live several times longer than humans but have reduced fertility. Their eyes are more sensitive to light, which is both a positive and a negative.

They are also more skilled at stone- and metal-related magic.

5. Beastkin (100 CP)

Beastkin are noted by their mammal-like traits, including a second pair of ears and a tail. They start off slightly tougher, stronger, or faster than a human, but have their own racial Classes. Each Class is specific to a given kin-species, and evolves them into stronger kin-forms, and gives them powerful burst damage Abilities and Feats, among others. At the higher levels, Beastkin gain the Ability to transform into pure animal versions of their kin-species, no human features present.

6. Scalekin (100 CP)

Scalekin are noted by their reptile-like traits, including scaled regions of their skin and a tail. They start off slightly tougher, stronger, or faster than a human, but have their own racial Classes. Each Class is specific to a given kin-species, and evolves them into stronger kin-forms, and gives them efficiency and regeneration Abilities and Feats, among others. At the higher levels, Scalekin gain the Ability to transform into pure animal versions of their kin-species, no human features present.

7. Dryad (200 CP)

Dryads are plant-like people with a strong affinity for plant-related magic. They can mostly sustain themselves off sunlight, and do not suffer from bleeding. They are also capable of communicating with plants, though only particularly powerful magical species will have anything like human-like awareness of the surrounding land. They live several times longer than humans but have reduced fertility.

8. Angel (300 CP)

Angels have floating, glowing elements on and around their head and vestigial wings. They are notably more powerful at buffing, healing, and creating. They are more skilled at light-related magic. Angels get access to one of multiple racial Classes, giving them access to several unique healing, buffing, creation, and/or restoration Abilities and Feats, and unlocks the ability to fly, amoung other boons. They live hundreds of times longer than humans but have almost no fertility.

9. Demon (300 CP)

Demons have horns on their head and vestigial wings, and potentially a tail. Their skin may be an unusual color. They are notably more powerful at debuffing, cursing, and counter-magic. They are more skilled at dark-related magic. Demons get access to one of multiple racial Classes, giving them access to several unique debuff, curse, counter-spell, and/or destruction Abilities and Feats, and unlocks the ability to fly, amoung other boons. They live hundreds of times longer than humans but have almost no fertility.

10. Dragonkin (300 CP)

Dragonkin have vestigial wings and scales on their feet, calves, forearms, palms, and head. Different kin-species will have horns, spines, pointy ears, antlers, skull ridges, and/or even feathers. In addition, different kin-species will have different colored scales, which correspond to the favored element for each one. Dragons have access to one of several physical elements, and so do dragonkin. Dragonkins get a racial Class, determined by their kin-species, that gets them access to special elemental Abilities and Feats, and unlocks the ability to fly, amoung other boons. They live hundreds of times longer than humans but have almost no fertility.

Demographics

Look, *everyone* gets hit with the System. Choose your gender and your age from those appropriate for humans.

You may either be a Native or a Drop-In. Natives get a history in the current world, with memories and connections. Drop-Ins do not have a history or connections, but with the fact that large-scale infrastructure is going to be getting destroyed soon no one will be able to check if you say you're from somewhere else.

Time and Location

Start as the apocalypse starts off. You can start off anywhere outside a dungeon (there's a Drawback for that) as the initial wave of monsters will hit everywhere very soon. Being in a city gives you more people to potentially partner with and more chances to preserve valuable technology, but also means that it's more likely for someone to start betraying people. Starting in the middle of nowhere means less technological salvage and fewer people, which can be an advantage.

Perks

All Perks are discounted 50% for their Origins and Roles, with 100 CP perks. discounting to free. This only applies to the first purchase; additional purchases are at half price.

General

The System (free and mandatory)

The System is an addition to a person, giving them additional potential, giving them the ability to perform magic, and guiding and aiding the user via limitations.

A small shard of the System has grafted to your soul. This is one of the strongest shards, giving you the maximum potential growth from the System. It will aid you, adding that power onto you.

Minimum Stats (free)

Being unhealthy is going to be a death sentence if you can't get your Stats up fast enough, or perhaps even then if your condition is less "generally unhealthy and out of shape" and more something specific that can still kill or cripple you even through high Stats.

Fortunately I don't play that kind of game, so you are now healthy. You're in good shape, and don't have any health issues whatsoever. Your Stats are above 95% of the best humanity has to offer for each one, before any potential from the System is actualized. No old injuries acting up, no organs that don't perform all their functions, no organs that overenthusiastically do their jobs. I'll even do a quick pass to get rid of genetic issues.

Interracial Community (100 CP)

Requires the Race Swap Drawback

Look, having your race suddenly swapped for no explainable reason is going to be pretty traumatic for most people. No need to have it made worse by people mistreating you because of your new form. You are immune to being treated worse because of your appearance or race. In addition, if someone knows you in one form, you may have them recognize you in another form.

Special Shard (400 CP)

The little shard of the System that grafted itself to your soul appears to be a little different. Maybe a god tampered with it to give you a boost ("God-Touched"), or maybe some data from a previous System user got moved onto the shard instead of deleted for some reason ("Cached Data"). Either way, you benefit.

You have a second starter Class, this one being an advanced combat Class. It is one that could be unlocked by your basic starter Class. Purchases of Crafting Core and Multiclassing give additional advanced starter Classes, also based on those starter Classes.

This also acts as a capstone booster, increasing the power of the 500 CP Role capstones.

God-Touched

Your starting Classes, Origin, and Role are all related to your patron god. Your god has certain principles that they want you to follow, and certain behaviors that are proscribed. But your god probably favors you because those are mostly things you agree with, at least in the abstract.

Following your patron's principles gives you XP. You also have a special, Classless "piety" Feat that gives you a Stat bonus for following these principles. It starts at nothing, increases slowly as long as you follow those principles, and remains constant otherwise. Proscribed behavior will reduce your bonus, or completely reset it in more serious cases.

If you have Class Supply List, then you get a divine accessory with each Class you gain. This will boost your power in both direct Stat gains and other boosts, but how powerful the boosts are depends on the charge of the “piety” Feat.

If you have a race with a racial Class, then you instead get the “Divine” version, which has its Abilities and Feats boosted by your “piety” Feat.

Cached Data

You gain experience. Not XP. With every Class you gain, you also gain a decade of battlefield experience (or “workshop” experience for crafting Classes) of the previous user in that Class. This is nearly 90,000 practical hours, not just time with the Class active.

If you have Class Supply List, then instead of gaining starter gear, you get some mid-tier gear used by the previous user.

If you have a race with a racial Class, then so did the previous user. Make a second race selection, also with a racial Class. (Pay only for the most expensive one.) You are a chimera and get the benefits and weaknesses of both your races.

Mediator

Social Link Level Zero (100 CP)

Acquentines are people who know each other, but not that much of each other. They recognize them and will have a minor judgement of their personality. It might not be that much on its own, but you have acquaintance-level connections with everyone in your community. The limits on your "monkeysphere," how many people you can know about or care about, are gone. You know everyone in your community, and given a day or two everyone knows you. Everyone, no matter how large the community. Your “community” is the people you could easily interact with on any random day, in-person.

Exacting Empathy (200 CP)

You're good at reading people. Most people are an open book to you, and even people with good poker faces reveal a lot through body language and other subtle hints. Lying to you is difficult. You can tell if someone is hiding their problems, or hiding important information, with good reliability.

Social Bomb Squad (400 CP)

As long as there are two people left alive, there are going to be interpersonal conflicts. And you really can't afford that, given the apocalypse and all.

Fortunately you're a dab hand at defusing these, able to at least immediately defuse tension, and usually able to make some headway against the underlying cause, as long as both parties aren't beyond reason.

Beacon Lit (600 CP)

With the end of the world as everyone knew it, tensions are running high. Anxiety is going to be quite common soon. Morale is running low. And those are challenges you can tackle. You know how to raise the morale of a group, bringing people together and making them feel better. It’s easy for you, hardly more difficult than normal talking.

One-on-one, you're a skilled counselor and therapist. Continued interaction with people allows you to find the knots in their mind. You know what to say and how to do it in order to affect these knots. This can be used to alleviate others of their mental stresses and disorders, get them out of ruts and in an open state of mind, and get them to reconsider their assumptions by talking to them. With a single conversation, you can at least get two people who have good reasons to murder each other to agree not to murder each other.

Crafter

Old Hobby (100 CP)

Did you participate in ren faires before the apocalypse? Made your own clothes? Forged your own swords? You're an expert at one pre-modern crafting skill, like blacksmithing, herding, or weaving. Your skills have definitely improved from before the apocalypse, though, as your experience in this just skyrocketed. This is sure to make yourself a valued member of the community, but also increase the demand on your time.

You can take this multiple times, with a different skill each time.

Scavenger (200 CP)

With long-distance transport dangerous at best, getting resources isn't going to be as easy as in the pre-System era. Fortunately, you're good at scavenging, adapting existing resources into new creations. You're also good at harvesting resources, as well, and know how to harvest monster parts, plants, and other resources.

You're also lucky when it comes to harvesting and scavenging. Delicate parts are more likely to be intact, monsters are more likely to be in a harvestable condition, and so on. This won't give you a 100% looting rate, but you should be bringing in a lot more than other harvesters.

Consistent Crafting (400 CP)

If you could craft something once, you can craft it as many times as you have the physical resources for. You perfectly remember anything you've made and can always recognize your creations.

You do not make mistakes when it comes to crafting, harvesting, and scavenging, as they are executed at your best every time. Your hands don't slip, you harvest materials so they don't develop flaws, and so on.

Systematic (600 CP)

The arrival of magic would certainly be studied ravenously by major research centers around the world. Assuming that any of them still were functioning after the apocalypse happened. Fortunately you're a one-person research center, once you get some resources and data. You'll be the one to bring science to this unknown magic, and then build a new civilization with it.

Sciencing this magic up requires experiments, which you know how to design, run, record, and analyze. It doesn't need to be fancy. Recording the results of your crafting, charting monster population, spawn rates, and migration, you can do a lot just by recording what you would be doing otherwise. Helping this is an absolutely perfect long-term memory with excellent indexing, so you don't even have to write anything down. I'll throw in retroactive perfection as well.

This is coupled with being an absolute savant when it comes to engineering and design. You pick up tricks to judge whether a design will be good or not like most people pick up monster loot. When it comes to engineering work, an hour of work for you is a day of work for a dozen people. You don't need scratch paper either, given your massive working memory.

And this is compounded by a ravenous ability to learn. Whether it's learning from your mistakes, or learning from books, you do it quite a few times faster. In fact, you'll rarely make the same mistake twice, and almost never make it three times.

Wanderer

Ranger (100 CP)

You know how to survive in the wilderness, and have plenty of experience. Whether this was through formal training or just going into the woods for fun, if it's possible for a human to survive somewhere on the surface of Earth you know how to do that.

Mapmaker (200 CP)

You've got a good sense of direction, and excellent spatial memory. In effect, you have a mental map, and it takes active effort to get you lost. Even passive effects, like a dungeon with a distorted or geometrically impossible layout, won't confuse you.

Haggler (400 CP)

With the collapse of central governments and their fiat currency, haggling is back on the menu. Fortunately you're good at that, with good judgment on what the other side is feeling and what they actually want. Combined with a good sense of what they value and how much, you should be bargaining your way through settlements at a swift pace now.

Lucky (600 CP)

Luck is not a Stat. But it sure is a cheat. You're lucky. While bad things happen to you randomly, they happen only a tiny fraction of how often statistics says, and are a lot more mitigatable. You will never die or otherwise be trapped, bottlenecked, or otherwise stuck just because of luck - you would have to make poor decisions as well. You can't be cursed with bad luck, can't have other people use luck against you, and are immune to tempting fate.

And of course your luck is more than just protective. When you get loot, it's better, and you get loot more often. You'll stumble across plot coupons more than most people. Whenever you do get into a crazy situation, you get crazy XP and other rewards from it like a proper protagonist.

Anchor

Tactical Genius (100 CP)

Maybe you always won the exercises your National Guard unit participated in, maybe you're an experienced guerilla, or maybe you just sunk way too many hours into way too many MMOs and their raids. Regardless, you have a good handle on tactics, being able to handle yourself in smaller battles very well. You know how to read the flow of battle and have at least some of a commander's charisma.

Awareness (300 CP)

On any battlefield, threats can come from any direction at any time. And keeping track of what's in your lane is hard enough, let alone keeping track of even a small battlefield.

Fortunately you have the ability to rise to the challenge. You can keep track of dozens of allies and their statuses, as well as several times more enemies, without losing track of anything. I don't just mean just knowing where they are, but also being able to identify, keep track of status buffs, read the disposition of, track the motion of, and then guess what they're trying to do for any combatant you can clearly sense.

Squadsight (500 CP)

Instead of putting eyes in the back of your head, why not borrow the eyes in the front of your buddies' heads and have them watch your six?

You can skim off the senses of your allies in battle, letting you "look around" without moving your head, and making sure that you know where all the enemies are.

In addition, this lets you automatically share your knowledge of an enemy with allies, so if there's a monster leaping at someone's back, they'll be able to dodge, strike, or otherwise react like they were the ones with eyes in the back of their head.

Boosted: Sensor Network

Rather than just relying on your allies' senses, use your own. You can now use your senses from any of your allies' positions, like you were the one in all those positions, in addition to their senses.

Vanguard

Combat Nerves (100 CP)

Having a monster trying to maul off their face could make most people falter, which would allow the monster to actually maul their face off.

Fortunately, you react the opposite to fear, and you never freeze up in combat. Your mind focuses better, your thoughts run faster and sharper, and your reflexes actually improve a bit as your "fear" response. Really, it's like you don't get afraid. Even attempts to artificially create fear in you don't work, just making you sharper and faster.

Threat Increase (300 CP)

If you're not the one killing the enemy, why are they focusing on you? Well, it's probably because you raised your threat rating, making them focus on you and consider your allies and protectees less important. You may raise your threat level at will, and relax the artificial increase you gave it at will.

Active Countermeasures (500 CP)

You are an expert in deflecting and mitigating incoming attacks. Overhead swings are deflected to the side, you can use an arrow to set off some kinds of elemental ball attacks early, and you know how to use your shield like sloped armor. Given almost any attack, you can probably figure out a way to deflect or mitigate it if you can guess what it is before it goes off.

Not only that, but your skills were also honed with team fights in mind, meaning you'll never carelessly deflect that swing into the ally standing next to you, or set off a fireball next to a sneaking rogue.

Boosted: Super Parry

You're not just an expert in mitigating attacks, you're good at using them as an opportunity. Ranged attackers can be hit when they poke their heads up, and in melee you can sometimes figure out how to completely destroy someone's stance when they take a swing at you. This leaves them wide open for your own attack.

Sometimes you need an ally to actually implement a parry, like poking your head out a second before your archer buddy so they can hit that acid-spitting slug that's been sneaking around, or having someone ready to stab the monster in melee with you once it's off balance. But you know enough about coordination to make sure that these team moves can be pulled off.

Destroyer

Trigger Discipline (100 CP)

As someone who is effectively always carrying around a very powerful gun, it would behoove you not to shoot it off whenever you get startled.

Therefore, whenever you get startled or shocked, you have a couple moments to sense and think in the instant of shock. Your body will react smoothly to your more ordered thoughts, making you seem cool as a cucumber.

Variable Yield (300 CP)

Anyone can overkill a target. It takes a true expert to bring something to precisely zero HP, and you are that expert. Your understanding of how much damage it takes to kill someone or destroy something is usually spot on, especially if you've hit it (or something like it) before.

But more than that, you can scale down your attacks to the level of damage you believe you need, so you can blast someone in the back and kill them instantly, without harming the hostage they were holding. This even works for things with "fixed" damage, like firearms and explosives.

Structural Analysis (500 CP)

Any idiot can fire a giant beam of death at a door for half an hour and melt it. But you are better at using the destructive power available to you. Given a physical target, your instincts for where to hit it for maximum destruction are usually spot-on. And even when your instincts are silent or confused, you have a very effective method for collecting data. That method is "hit the target and see what happens." A target's response to being hit will tell you all sorts of things about where to hit it.

Combine this with Variable Yield for some safe, controlled demolitions.

Boosted: Shaped Charge

Not only are you good at knowing where to hit a target, you're also good at hitting only that. You're good at focusing down your attacks and aiming them right where you want them, and can pull off some impressive shots.

Items

Items use the same discount structure as Perks. A single item already owned can be imported into each purchase. Items that are lost, destroyed, or used up will be replenished in one month during the Jump and one week afterwards. Repairs and recharging will take a proportional amount of time.

If you want, I can arrange for you to come across any of your Items "in play" instead of putting them in your inventory or dropping them next to where you sleep.

General

Kit Insurance (50 CP)

Looter-shooters are heavily based on gear progression, and while this isn't in the genre, it's similar. This gives you the ability to insure one set of gear - so one set of armor, as many accessories as you can wear and use at the same time, and one weapon of each kind required by all your Classes. Something like an alchemist's satchel would be counted as a weapon, as would a shield.

You can swap around what is insured with a one hour delay between the old gear losing insurance and the new gear getting it. It also takes an hour to insure a new piece of gear. However, armor and accessories must all be wearable at the same time, so the insurance transfer will not start if that's not the case.

An insured piece of gear will automatically be replaced when lost or destroyed within 24 hours, in your inventory if you have one, or be found next to you if you don't. It will self-repair in a proportional amount of time if damaged.

Mediator

Tea (100 CP)

A physical tool to help you and others relax, inside this simple, sturdy wooden box is a metal tea kettle, a few tins of tea, and a few mugs. Preparing and drinking tea will push away trauma, insanity, and delusion, for both you and whoever you invite to tea. Drinking an entire mug will extend that effect for several hours. It's not permanent but it will give you an opportunity to get your foot in the door about a less temporary fix.

Chore Board (200 CP)

This whiteboard doesn't appear to be anything special. No System properties, but it does have an effect. You can use it to write out chore and duty assignments, and as long as you give yourself roughly equal chores with everyone else it will cause social pressure - guilt and shame - on anyone who tries to duck their duties.

It's certainly not foolproof - if nothing else, a forgetful person would still forget - but it should help you keep your community running.

Town Totem (400 CP)

A large pole, intended to be placed in a safe spot. By attuning to it, anyone who dies will respawn at the totem with all their gear. However, there is a ten-year cooldown period for each person. If a person wants to remove this cooldown, they can give XP to it. If the cooldown has elapsed partly, that's a proportional decrease in the cost. Each time they respawn from this without going through the natural cooldown, the price for removing the cooldown increases. It also resets each Jump as well.

Crafter

A Bit O' Kit (100 CP)

This is a full set of equipment to carry out one of the "Old Hobby" professions you have. It's nothing fancy, but it is very solid and reliable, and your supplies of secondary ingredients (i.e. glue and thread for leatherworking) will only run out if you make massive quantities, and even then there'll be a small amount a day or two later.

Workshop (200 CP)

A secure area for you to work in, this workshop is solid and ready for you to move your equipment into. It's secure against pests, the weather, and thieves. It also expands with each craft you learn, giving you space to practice your new profession.

Resources (400 CP)

This large area is decent grounds for scavenging. Technological salvage, plants, mushrooms, and even surface ores. But the real treasure is the regeneration of the treasure. Come back the next day, and areas that were picked clear will have a few more morsels of resources. Wait a week, and it will be like those areas were never even touched. During this Jump, it's also an area with a low spawn rate of monsters, making it safer to harvest salvage while still allowing for hunting monsters for their resources.

The area will start spawning resources from previous jumps during the duration of this jump, in increasing amounts.

In the future, this can be a storage facility and/or attached to the warehouse.. You may keep the monster spawning active or turn it off as desired, as long as it's an open area.

Wanderer

Tent (100 CP)

A small, single person tent, a bedroll, a tarp, some rope, a firestarter, and a few other wilderness survival tools. They all fit in this surprisingly small bag, which seems to weigh less than the sum of the contents. Maybe you can cram in a few more bits of survival gear into it. Once a day upon packing it up, any damage to the gear gets repaired to just cosmetic wear, and anything lost or beyond salvage is replaced.

Trade Goods (200 CP)

This small bag automatically collects small, valuable, and/or interesting objects based on what you could have gotten from your travel history. Travel through a forest and it will grab a few valuable monster parts. Travel through a town, and later it could have a local speciality craft in it. It's not a huge amount of value, but you should normally be able to get a few day's worth of food by trading the contents to a settlement that has a surplus.

Dungeon Finder (400 CP)

This sturdy-looking military compass includes a lanyard to hang it from your neck. The compass needle points towards the closest dungeon. In addition, if "Dungeon Mastery" has been taken, the compass will vibrate to warn you if you are approaching within abduction range of a dungeon.

The markings on the compass indicate the level of monster spawns from the System in the area, going from green in a no-spawning area, white in low-spawning areas to red in high-spawn areas. The letter marks track the monster count in the area with the same color-based information.

In future worlds, it can find any formal "dungeons" or similar. If they also have a danger range, the compass's vibration feature will warn you of it. The color of the compass markings and letters will also track the local rate of monster spawning if that is a feature of the world, as well as the local monster count. If any Party member has purchased it, then at the start of future Jumps they can use it to make this System's type of dungeon spawn in that Jump.

Companions

System Users

Only the Jumper may make purchases in this subsection.

Secondary Cast (100 CP)

Import, create, or let me arrange for a recruitment opportunity for up to 8 companions. Each one gets an Origin and Role of their choice, and 800 CP to spend as they want.

Box of Extras (free)

You may import as many Companions as you want. They get an Origin and Role of their choice, and 300 CP to spend as they want. They only get half CP from World and Party Drawbacks.

Affirmative Action (100 CP)

Requires Race Swap

This gives a pool with 50 CP per System User Companion that all of them can use to purchase Races instead of rolling. If purchased and the Jumper has also purchased Interracial Community, then all System User Companions with a race besides Human may purchase Interracial Communtiy for free.

Original Character (50 CP)

May be purchased up to eight times. Two free if Secondary Cast has not been used to create/recruit anyone.

These templates can be recruited or imported as Companions and full people. If imported, they must be natives and their personality overlays will have a much stronger influence on the Companion. Each one costs 50 CP and gets 800 CP to spend freely. They have either their Origin or Role specified, and may choose the other one.

Old Professor

This professor is tenured - even if only recently - and in addition to the skills they picked up in their field of study, they've also picked up on interpersonal skills as well, ranging from mentoring undergraduates to acting as a neutral third party when their colleagues get too upset with each other. Possessed of an inner peace and with effective diplomatic skills, they will be an important leader in the days to come.

They have the Mediator Origin. In addition, their exacting lab work lets them get 100 CP off both Variable Yield and Structural Analysis.

Industrial Engineer

Having designed, fixed, and rebuilt factories, this engineer has plenty of experience with actually making machines work. That said, they've seen a lot of dangers from people being idiots, and they will not hesitate to call anyone out if they think it's needed.

They have the Crafter Origin. In addition, their experience at work sites lets them get 100 CP off both Awareness and Squadsight.

Ex-Operator

This retired special forces operator is quiet and tired. Despite the high initial Stats that a soldier should have, wear and tear on their body has given them only decent initial starting Stats. Quiet and reserved, their skills are still all there.

They have the Wanderer Origin. In addition, their training lets them get all three 100 CP Role Perks for free, regardless of which Role they choose.

Nerd

This young student might be in ROTC, or they may just have gotten all their tactical knowledge from MMO raids, but either way they're what you have.

They have the Anchor Role. In addition, their nerdy hobbies get them a free purchase of Old Hobby (two if Crafter) and 100 CP off Scavenger.

Dancer

Focusing on a sport that takes precision and teamwork (it might not be dancing) this youth has moves. And a good sense of responsibility, as well.

They have the Vanguard Role. In addition, their experiences on the team let them get 100 CP off both Exacting Empathy and Social Bomb Squad.

Artist

You wouldn't think making art would make someone an ideal Destroyer, but apparently "art is a bang." That, or the implements of their art are weapons. Either way, you have someone ready for violence here.

They have the Destroyer Role. In addition, their practice with looking at how things go together gets them 100 CP off Mapmaker, and dealing with commission clients gets them 100 CP off Haggler.

Subordinate Users

Subordinate Users may be imported through a System User option, but cannot purchase the 500 CP and 600 CP perks or any Items. They cannot select a Race and are considered Drop-Ins (created by the System.)

Familiar Assistant (free)

Multiple Classes grant the user access to their familiar, a small mob that acts as a companion and support for the user. Familiars have their own sets of Classes that they can use instead of user Classes. You and your familiar can see each other's full status at all times. Familiars may use certain abilities of yours with your Stats but with their MP pool. They also benefit from some Feats you may have.

Purchasing this allows for you to retain your Familiar into the future, and for your familiar to be respawnable via Ability if killed. It also allows you to immediately import a pet, familiar from some other magic setting, AI, or similar as your familiar for this world.

Summons (free)

Several Classes grant the user access to summons, friendly mobs that can support or fight with the user, that only truly exist when summoned. Summons only have a single fixed Class. You and your summons can see each other's full status at all times. Summons benefit from some Feats you may have.

Purchasing this allows you to retain your summons into the future. It also allows you to import any of your summons that are exclusive to yourself. This means that they won't die but are instead "unsummoned", even if their HP drops to zero. Summons also gain the benefit of gaining context whenever you summon them.

System

The Jumper receives **+1000 Gamification Points** to spend in this section, used to describe the type of System present in the world where everyone will end up. If you want to get a good System, you need to pay up.

CP can be converted to GP at a 1:2 ratio by any party member. Purchases can be made using either CP or GP. Purchases made with CP will only be given to the party member who paid the CP, while GP means the purchase is an aspect of the System and it is therefore something everyone gets. It is possible to purchase an upgraded version of an option individually for only the difference in price in CP.

Options that give points will stick around after the Jump as disadvantages, but during the Jump those Options act as Drawbacks for the System itself. They will not affect other things you have brought in unless integrated into the System.

I will be sending you to a world with a System as described in the basic description. If you want me to send you to a world getting a better System, you need to fork over the GP.

Power Rating

How much power do you want from the System?

Human+ (+200 GP)

The potential provided by the System is about the same as the difference between an average human and an Olympian athlete. There's going to be a huge difference between the people who have a healthy body under the System and those who just rely on it as a crutch. The strongest attack Abilities will be as powerful as grenades. There are also very few Classes, with only a single tier of advanced Classes.

Hero (free)

This is what you normally expect when you hear "RPG powers." Speed enough to race cars on the highway, strength enough to toss cars or leap onto roofs, endurance enough to fight for a day straight, and reflexes good enough to aim-dodge bullets.

Abilities can give building-sized fireballs if all you want is boom. There are three tiers of advanced Classes, each more powerful, MP-hungry, specialized, and requiring more of the previous tier to unlock.

Demigod (400 GP)

The top of what the System can provide is now like something out of myth. “Walk” faster than a car on the highway, toss buildings around, dodge bullets with ease, and fight for two weeks without a moment of rest.

A powerful hydromancer could take an entire river and fight with it, and their opponents can fight that entire river. There are seven tiers of advanced Classes, each more powerful, MP-hungry, specialized, and requiring more of the previous tier to unlock. The highest tiers touch on the edge of exotic and esoteric powers compared to what most System users will achieve.

Unlimited Power! (1000 GP)

The System has no maximum potential. Stats can go up forever, Classes have unlimited levels (though not unlimited Abilities and Feats) and Abilities and Feats have no limit to their efficiency and versatility. Well, aside from the temporary ceiling of Class level. There are now dozens of tiers of advanced Classes, each more powerful, MP-hungry, specialized, and requiring more of the previous tier to unlock.

XP

XP is the prime fuel for advancement in the system. The default source for XP is for clearing dungeon rooms and killing monsters. More powerful monsters and more dangerous dungeon rooms give more XP. If you have a crafting Class, you also get XP for making the type of items the Class is about, with more XP being a reward for a better product.

There are three categories for advancement: Stats, Classes, and Abilities/Feats. You may decide if XP is directly used to advance all three of them, or just two or one. If not all three are advanced directly by XP, then they are advanced indirectly via one of the other categories. For example, a common System setup is to have only Classes advancible by XP, and then leveling up a Class gives Stat Points and Ability/Feat Points to advance those categories. Any setup will result in the same rate of XP to actual power.

XP is manually allocated, not automatically allocated.

Locked XP (+100+ GP)

This will lock XP when first acquired, requiring you to complete some action to make it actually available for advancement.

For +100 GP, XP will be unlocked once you have spent one hour out of combat.

For +200 GP, XP will be unlocked once you have gotten at least three hours of sleep or spent six hours out of combat.

For an additional +100 GP, XP will be unlocked once you have reached a secure location where you will not easily be threatened.

For an additional +50 GP, you will not be able to see how much locked XP you have.

For an additional +50 GP, this also applies to the “internal XP” of Stats, Abilities, and Feats that are raised by grinding. This cannot be taken if either No Grind option has been taken.

Quests (100 GP)

Quests are projects that others can assign to people. You have a pool of “Quest XP” that you can allocate to create a Quest someone else or multiple other people can take on. The amount of Quest XP that can be allocated is related to the objective difficulty. If multiple people accept and complete a single Quest, then the XP is split based on contribution. The stronger you are, the more Quest XP you can have at once. Quest XP regenerates every two weeks.

You can also create bounty-style Quests, where the more of an objective someone accomplishes, the more XP they get (up to however much XP you invested in it.)

XP Share (100 GP)

Requires No Party Like A System Party

When one member of a System-party gains XP, all other party members gain a similar, but reduced, amount of XP. This will not "echo" and trigger off shared XP. If the same event gives XP to multiple users in the same party, then this reduces the difference between those users' XP gains instead of letting someone double-dip on a single XP gain.

Practice (150 GP)

Using Abilities and accomplishing goals in combat rewards some XP, depending on how hard the goal was or how hazardous the battlefield was at the time the Ability was used.

Stats

Stats are attributes that define how a System-user physically interacts with the world - how strong they are, how powerful their magic is, and so on.

The number of physical Stats is left to your discretion; if you want to have a seperate strength Stat for every single muscle in the human body go ahead. Magical Stats are divided between different schools, and every Class has at least one school (and therefore Stat) for magic that they practice. Heavily magic-focused Classes have multiple. In order to actually have a given magical Stat, you must have a Class that uses it.

And before anyone comes up with the idea to have a bajillion physical Stats to make grinding magical Stats easier, that's already been thought of. Each point of a Stat will be roughly equivalent to a point in another Stat when broadness is accounted for, which can result in some Systems having wildly different effects per point and caps for different Stats.

No Grind <Stats> (+100 GP)

Stats cannot be grinded up. The only way to improve them is through advancement (XP or Stat Points.)

Decay (free/+100 GP)

By default, the System locks in your gains, meaning you don't diminish in raw power over time.

But for +100 GP this System is not so lenient. You need to practice and train to keep up your Stats, or they decay. This System was not correctly designed, so your strength Stat(s) will artophy like muscles, the magical anatomy that allows for you to cast a school of magic shrivels up a bit without regular use, and maintaining your dexterity requires actual practice. This even slows down Stat advancement when they are higher, just like how the strongest people need to spend a lot of time maintaining their muscles.

Mentality (400 GP)

Defining intelligence is tricky. But most researchers tend towards certain factors.

Memory: The ability to accurately store, recall, and cross-reference past information.

Spatial: Spatial ability relates to finding the relationship between objects, tracking motion, and accurately moving in space. It also covers visualization.

Verbal: Verbal ability relates to using words and language effectively and understanding what is meant during communication.

Logical: The ability to find rules and perform mathematics.

Emotional: The ability to empathize with people and consider things from their perspective and the information they have.

Perceptual: The ability to compare objects and sensations. This improves reaction speed and your senses.

By purchasing this, the System now quantifies these amounts, and allows them to be grinded and advanced.

Unification (700 GP)

Cannot take with School Energy

Rather than having separate Stats for each school of magic, you instead have a single magic Stat. This unifies all your magical and other esoteric powers into a single whole, where your improved potency empowers everything you do.

Pools

Pools are attributes that describe how much you can continue something. HP describes how much more damage you can take before dying, SP describes how much more exertion beyond your normal limits you can do, and MP represents how much magic you can do. Pool sizes and regeneration are determined by linked Stats - for HP and SP, these are physical Stats. One Stat can only be used for either HP or SP, not both, in any given System. For MP, it is the sum of your magic Stats.

Increasing HP increases your resistance against damage in a way that can't be counteracted except with more damage. Get enough HP, and would-be-lethal damage shrinks only gives you an actual scratch. While there are Feats and Abilities that reduce incoming damage, there are also Feats and Abilities to bypass those.

SP allows you to boost your Stats, though higher boosting is less efficient. It is also your real stamina, so it is replenished in the same way.

Pools replenish much faster when you sleep.

School Energy (+150 GP)

Cannot take with Unification

Each school of magic gained through the System provides its own pool of energy, which must be used to power Abilities of that school. You don't have a unified MP pool, and each pool is entirely dependent on that school's Stat. In addition to them all being individually smaller, making consumables to refresh them is much harder.

HP Buffer (100/200 GP)

For 100 GP, part of your HP is a "Durability" section, where your body will take minor cosmetic damage but your functionality will be unimpaired. The rest of your HP will be "Structure," where actual damage and loss of capability happens. Zero HP will still be death. The ratio of durability to structure will be determined by the ratio of physical Stats linked to HP.

For 200 GP, your HP bar is instead a full buffer on top of your body. It is entirely "Durability" and your body remains unmodified within it. The only HP that matters is the last one.

Level Boosted (150 GP)

In addition to being based on your Stats, all pool sizes will be multiplied by the total number of Class levels you have.

Classes

"Classes" are just a term for how you get Abilities and Feats through advancing. Classes have levels and by leveling them up you unlock Abilities and Feats. The level of a Class also restricts the level Abilities and Feats can reach. You start with one basic combat Class by default, which you can choose from those related to your Role.

Classes are divided into tiers, with higher tiers being more specialized and giving access to more powerful Abilities and Feats.

Class Registration (+100-200 GP)

For +100, in order to unlock a new Class, you must max out an existing Class you have. If Unlimited Power! is taken, there is a fixed level that counts instead. Racial Classes will not give an unlock.

For free, Classes can also be unlocked by finding rare, single-use dungeon loot items that unlock a predetermined Class for one person.

For an additional 100 GP, Classes can also be unlocked by fulfilling difficult and hard-to-determine criteria. These will unlock a predetermined Class.

For an additional 100 GP and having taken Unlimited Power!, Classes that have been leveled past the fixed level give unlocks for new Classes on regular level intervals until the pool of all available Classes has been unlocked.

Slots (+50-200 GP)

For +50 GP, you only have one slot that can have an active Class, with all other Classes being inactive, which means you essentially don't have it. This is a problem because the lack of a level in that Class will restrict the efficiency and versatility of Abilities and Feats.

By default, a maxed-out Class will not require a slot. If Unlimited Power! was taken, then Classes will not require a slot after they reach a fixed level. You have one slot for combat Classes and one slot for crafting Classes.

For 50 GP, you have four slots for combat Classes and two for crafting Classes.

For 100 GP you have twelve slots for combat Classes and six for crafting Classes.

For 150 GP you have thirty-six slots for combat Classes and twenty for crafting Classes.

For 200 GP you don't have finite slots any more.

Alternatively, for 100 GP, you can gain additional Class slots via rare, single-use dungeon loot items, up to a maximum of 100 extra slots.

Class Availability (50-300 GP)

When you have the option to choose a new Class, which Classes you can pick depend on the System, and on which Class granted the choice/unlock.

For free, you only get a fraction of the basic Classes (those most similar to the Class that gave the unlock) and two advanced Classes based on whatever Class gave the unlock.

For an additional 150 GP, the System will always allow any of the basic Classes to be unlocked when you can unlock another Class, until you unlock them all.

For an additional 100 GP, the System will give a dozen advanced Classes as options instead, again based on which Class gave the unlock.

For an additional 50 GP, the System will remember past Classes that were available to Unlock and always make them available, though this may overlap with "new" available Classes.

Multi-Class Drifting (50/200 GP)

Normally having multiple Classes would slow down your progression in a single Class, or require you to not advance most of your Classes.

For 50 GP, racial Classes advance independently from other Classes. They track XP/advancement separately.

For 200 GP, you now have an overall Class level. This will control external outputs like advancement (Stat and Ability points, if those are present/used) and pools, if that option is purchased. Individual Classes are now no longer leveled directly, only the overall Class level. The maximum overall Class level is the sum of all possible individual Classes' maximum levels, and reaching it takes the same amount of XP as leveling all of them separately. Upon maxing it out, any unlocked Class that isn't at its own maxed-out level automatically gets maxed out.

Individual Classes level independently and at a normal rate. So if Classes are leveled directly from XP, the XP total of each Class is how much XP has been allocated to the overall

Class level after the individual Class was unlocked. If Classes are advanced from Stats or Abilities, then the level of each individual Class is determined by how much advancement has been allocated to the overall Class level after the individual Class was unlocked.

Crafting Core (100 GP)

May be purchased multiple times.

You start with one basic crafting-based Class. Additional purchases are at half cost.

Multiclassing (150 GP)

May be purchased up to three times

You start with an additional basic combat Class.

Skill Files (200 GP)

Whenever you acquire a new Class, you get basic skill knowledge related to it. Whenever you get a new Ability or Feat, you get some basic skill knowledge. This isn't experience with them, but you know how to hold a sword, and how to use your Abilities. As you level Classes, Abilities, and Feats, this knowledge improves.

If you do not take the +100 GP Decay, these skills will not decay.

Class Evolution (400 GP)

Rather than maxing out the first time you get to the level cap, Classes will now evolve when they reach the level cap. This will only happen a couple of times, but it will add the features of an advanced Class to the Class and raise its level cap by +100% of the nominal level cap. This allows for very high-level Abilities and Feats.

However, this does add additional time to unlocking additional Classes, as the unlock will not be given until the last evolution is finished and the Class can no longer level.

If Unlimited Power has been taken, then each Class will evolve infinitely, and give an unlock for another Class at each evolution.

Abilities and Feats

Abilities are actions mediated by the system, active capabilities that consume MP. Feats are passive rules that can be toggled, but do not consume MP. An Ability could be a fireball, while a Feat could cause you to deal more damage with a school of fire magic when you are on fire. They are mechanical and more physical in effect and design, not narrative.

All Abilities and Feats are linked to a single Stat, which controls their power. Leveling up an ability or feat improves efficiency and adds side features at certain levels. Abilities and Feats are tied to multiple Classes, and are limited in how much they can level by the highest level of those Classes. Not all Classes associated with an Ability or Feat will provide it.

Unlock Trouble (+300 GP)

Normally Classes automatically grant Abilities and Feats upon reaching the appropriate Class Level. Now doing that only unlocks the possibility for you to have the Skill. Leveling up a Class now provides a new type of point specifically for unlocking Abilities and Feats in that Class. But the leveling process doesn't provide enough of those to get all your Abilities and Feats.

But wait, there's more: now most Abilities and Feats, in addition to their original Class level unlock requirements, now have unlock requirements based on the level of other Abilities and Feats in that Class. Abilities and Feats are now fixed to a single Class instead of multiple Classes, and will not work unless you have that Class active.

While there might be other ways to get Abilities and Feats, you still need the Classes for them to work.

Shounen Screaming (+100 GP)

In order to activate one of your Abilities, you have to say the name out loud. If you get interrupted and can't finish saying it out loud, the Ability won't activate. Punch to the gut, out of breath, underwater, coughing, all that will interrupt your Ability activation

Unlimited SFX Budget (+100 GP)

I hope you aren't planning on being sneaky when using your Abilities, as they're rather flashy. Unless you're using an invisibility and/or inaudibility Ability, your Ability usage will be accompanied by impressive-looking particle effects, glowing patterns across your skin and armor, glowing patterns appearing around you, or something like that. And Abilities will be accompanied by sound, including humming or music while effects remain active over time.

No Grind <Abilities> (+100 GP)

Abilities and Feats cannot be grinded up. The only way to improve them is through advancement (XP or Ability Points.)

Directed Evolution (50 GP)

When Abilities and Feats level up, they gain additional versatility. By choosing this, you can choose from several options each time this happens. For example, you could get an upgrade for a fireball to continue to light things on fire inside the area of effect for a brief time, detonate again a moment later, detonate and then slowly expand, implode and drag things in instead of blasting them away, or something else. Or you could choose to upgrade an effect already on the Ability or Feat.

Autocast (100/150 GP)

Sometimes you just get a bit too busy to bother casting important spells. You may now set simple conditions under which your Abilities will automatically activate. You may also have the ability work at a fixed level or have a brief SP burst to the Ability's Stat. For example, "when under 15% health, activate my self-heal and armor-increase Ability with +100% SP boost to my Light Stat."

For an additional 50 GP, you may give some Abilities their own autocast MP and SP buffers. These will slowly recharge from your main pools and will allow your autocast Abilities to activate even if you lack the MP and SP in your main pools. The number of times an Ability can be activated from the buffer before it recharges depends on the Ability's level, while the number of buffers depends on your total Class levels. These can be toggled on and off, and switched. Switching will lose the MP and SP in the buffer.

Other Features

Chat (50 GP)

The ability to connect with people. In close proximity, you may send a friend request to another System user. When you get a friend request, you can accept, which lets the two of you exchange text, emoji, and voice information.

Also included are things like copying text from other parts of the System, group chats, and archiving of all this information.

Status Tracking (50 GP)

Requires Chat

You can allow friends to automatically view your status, though you can limit it to just certain sections. This lets them keep an eye on you and see if you need help.

Virtual Interface (50 GP)

While the default System interface is already virtual in a sense - only each individual user can see their screens, and the screens do not interact with anything besides the user - this makes the interface completely virtual. The screens now do not appear to exist in the environment and do not block vision. In addition, you no longer need to do anything physically (move your body, speak aloud, etc.) to interact with the interface.

No Party Like A System Party (100-300 GP)

You have a party screen, allowing you to invite other System users to your System-party (as opposed to Jumpchain-party), kick them, and accept invites to other parties and leave them. A maximum of ten System users can be in a single party at once. Party members are automatically aware of each other's locations, pool levels, and any temporary status effects on them. Summons and familiars count as part of the party but do not take up a slot.

Each additional 50 GP spent doubles your maximum System-party size, up to 640 people.

Anti-Griefing (150 GP)

Requires No Party Like A System Party

You cannot be harmed by your System-party. In addition, you can't block your party members' attacks. While there are still some ways to harm your party members, this makes it very convenient to handle mimics attempting to swallow your party members by just throwing fireballs in the correct direction.

Buff Link (50 GP)

Requires No Party Like A System Party

Any buff Ability capable of functioning beyond touch range is capable of applying its effects to any System-party member, regardless of their actual range. However, if the party member is beyond the normal range of the Ability the caster will have to decide between paying extra MP or reducing the effect.

Ability: Observe (100/300 GP)

Observe allows you to learn of the Stats, Status, and Level of monsters and System users. It will also show Classes, Abilities, and Feats if the target has less than half your Class levels. It costs a decent chunk of your starting MP pool to use, though.

For 300 GP, it no longer has an MP cost.

Against non-System entities, it reveals ranges of Stats to indicate the range of their capabilities. Status information will show "total" HP as a measure of durability, but instead of current HP will show injuries and approximate injury impairment. The equivalent of Abilities and Feats will be shown if the target is notably weaker than you.

Inventory (150 GP)

A virtual storage space, capable of storing objects until their combined weight reaches a limit related to your strength, a few times what you could carry. Includes filtering and sorting options as well. You can move things in and out of the inventory through the window for the inventory screen, and you must be holding the object for it to work.

Class Supply List (50 GP)

Requires Inventory

Whenever you get a new Class, you also get a basic starter set of equipment to go with it. It's not high-quality, but it is reliable.

Equip Screen (100 GP)

Requires Inventory

This screen shows the clothes you are wearing and the weapons or tools you are carrying. You can use it to quickly equip items in your inventory, moving them directly from

storage onto your body or into your hands, and versa vice. It also allows you to save a few loadouts that can be quickly swapped to.

Loot-o-matic (200 GP)

Now killing enemies has a chance to produce drops. These are usually just something you could have gotten from manually searching the body and processing the corpse, but on rare occasions you also get consumables like Ability or Feat unlocks, physical XP, and elixirs that improve your Stats.

Dungeons

Dungeons are System-related structures that exist in a pocket dimension except for the entrance/exit. They have multiple levels, with a single way down in each level defended by a dangerous encounter called a “floor boss.” Each level is made up of multiple rooms. Rooms really only matter in terms of boss rooms, as those will seal when an expedition enters them and starts the boss fight. Rooms will respawn after a random interval from being cleared.

The final level of a dungeon consists only of the final boss, the toughest fight in the entire dungeon. No final boss fights alone, and all of them will have additional monsters joining the fight at multiple points.

Dungeons will clear the area around their exits, keeping them accessible.

Roguelike (+200 GP)

Clearing a floor boss will cause that floor to shift all its rooms around and completely remake its layout, and the rooms on that floor have a good chance to immediately respawn monsters.

Clearing the final boss will cause all the floors to shuffle and remake their layout, and across the entire dungeon a good portion of the rooms will respawn their monsters.

On top of that, the number of floors in the dungeon can shift by one or two when the final boss is cleared. This won’t instakill anyone, as the rooms will be moved to different floors. But it will make navigation incredibly difficult..

Room Modifiers (+100 GP)

Each room in a dungeon will have different random modifiers. An expedition will be able to determine what the modifiers are once they enter the room, via their System. Examples include locking down the room so the only way to escape is clearing the room, monsters reviving two times each, monsters adding random elemental effects to their attacks, and all individual monsters only being vulnerable from damage from a random half of the expedition.

It’s not all bad - there can be neutral modifiers, like streams of lava flowing down from the ceiling and into the floor, or spike traps firing out of the walls on regular intervals, or the floor tilting. There can even be positive modifiers on rare occasions, like regening HP on killing monsters.

The modifiers will only change once the room has been cleared and then respawned.

Minimize Me! (+100 GP)

While normally a few “mini bosses” will be randomly scattered throughout an entire dungeon, this means that they will be common enough that even a short expedition will have high odds of running across one. Mini bosses aren’t as strong as floor bosses, but are still bosses and therefore a cut above normal dungeon monsters.

Looting Modifier (+200-400 GP)

By default, for free, each boss encounter will have a chest unlocked by completing it. It contains useful materials, items, consumables, and one piece of equipment. The more powerful the boss is, the more other stuff there is and the better all the loot is.

For an additional +50 GP, there is only a one-third chance of there being equipment in a loot chest.

For an additional +50 GP, only half of boss fights have a loot chest - the rest have indistinguishable fakes.

For an additional +50 GP, loot chests may be trapped, wiping out most of the HP of whoever opens them.

For +200 GP, there are no loot chests in dungeons. This cannot be taken with other + options.

Taking a + option prevents purchasing any below suboptions.

For an additional 100 GP, there is a small chance for non-boss rooms to have a loot chest. This will be unlocked by defeating all the monsters in that room. This has a slight chance not to have a piece of equipment.

For an additional 100 GP, there is a decent chance for a loot chest to contain multiple pieces of equipment.

For an additional 200 GP, there are loot rooms that can be found throughout dungeons. These contain one loot chest and multiple chests with valuable materials, items, and consumables. They also will not spawn monsters

Instanced Loot (100 GP)

Loot chests now instance their equipment drops. Each System user inside the room when the chest unlocks will have equipment only they can remove from the chest. This equipment will always be useful for one Class the System user has.

Exit Points (100 GP)

Each boss room will have a one-way passageway that leads up back to the entrance/exit of a dungeon. It will open up once the boss has been defeated, and seal up when the boss respawns.

Drawbacks

Drawbacks override Perks, Items, powers, and so on, but only last until the end of the Jump. Taking Drawbacks helps me to determine which world in particular you end up in.

World

These grant CP to all party members and GP to the Jumper. They affect everyone, not just the party.

Chaos Mode (+100 CP, +200 GP)

Peaceful days will be few and far between. If a community goes two out of three days without someone at notable risk of death, then the fourth day will be a doozy, with most of the community coming under significant threat directly from monsters.

People who haven't joined a community will personally need to be at notable risk of death themselves for two out of three days if they don't want to be at major risk of death themselves on day four.

In addition, what monsters spawn where is something that is constantly changing, just in case someone gets used to how a certain type of monster fights.

Gamification Lord (+100 CP, +500 GP)

The Systemfication of the world is to an absurd and ridiculous extent, such that even basic tasks and the minutiae of things like ecosystems or weather are governed by the system. So now the weather works according to RNG instead of being predictable in advance, and seasons hit all at once instead of being continuous like in the old world. Invisible barriers

separate regions of the world, and can only be crossed in specific areas. Plant, monster, and animal growth now works using discrete stages instead of continuous growth like before.

Crafting, lockpicking, scavenging, all sorts of tasks have been converted into minigames of various abstraction levels. Each one overlays itself on your senses, making paying attention to your surroundings harder when doing it.

Redistricting (+200 CP, +100 GP)

When the System initialized, it scrambled the large-scale geography of Earth. Apparently New York and Oslo are in a single metropolitan area on the equator, and you can walk from Cario to McMurdo station in a week. Meanwhile Portland and Seattle are now on opposite sides of the globe. Well, maybe that doesn't exactly describe what happened, but you get the idea. While the original climate will stay for a bit, expect large-scale climate change everywhere all at once to happen soon.

Race Swap (+200 CP, +150 GP)

Humans are boring. Why not spice your System apocalypse experience up with fantasy races? 80% of the human race has been converted into various fantasy races. Because that's going to be fun.

In addition, the disadvantages each race has will persist throughout shapeshifting, changing alt-forms, and other methods of OCP nullification. The problems can still be fixed or treated, but you can't just snap your fingers at them.

Crisis Deaths (+200 CP, +300 GP)

While this is an apocalypse, a System apocalypse is generally a softer one compared to things like asteroid impacts, plagues, or other things. Not so now. The initialization of the System will be accompanied by a massive wave of monsters spawning everywhere, and notable chunks of the population will be yanked into the newly formed dungeons, starting in some of the most difficult non-boss rooms.

The casualties will reach over 50% within 24 hours, and the situation will finally stabilize at around 80-90% population decrease from the pre-System era before things settle down. Basically, expect a lot of trauma and for a lot of knowledge to be lost.

Dungeon Mastery (+200 CP, +500 GP)

Dungeons would normally be difficult for level 1 newbies who just got the System under normal circumstances, but now they are always dangerous. For starters, you can't leave a dungeon until you've cleared a boss.

Monsters in the dungeon are far more cunning and clever, and if left alone too long may begin escaping and attacking people outside dungeons. What monsters are spawned in a given dungeon will also be switched on a random basis. In addition, dungeons may randomly kidnap groups of people nearby the dungeon entrance.

Dungeons also now prevent people outside them from providing material aid to people inside, such as through the System party Buff Link.

Proprietary System (+300 CP, +200 GP)

Like any megacorp program, the System is designed to only work with certain other technologies. And it does not like modern technology. Semiconductors, lightbulbs, electric motors, gunpowder, modern medical manufacturing, and even applied nuclear physics are incompatible. If it was invented after the start of the industrial revolution, it probably won't work anymore. This even applies to your items as well. Mechanical systems still work, as do baking, brewing, and other more "established" forms of chemistry.

Level 1 (+300 CP, +400 GP)

Cannot take with System Integration

Oh, would you look at that? You are now back to your base, stripped of everything from previous Jumps. During this Jump it's like you never even had them in the first place. Your items are sealed away as well. Your memories and Companions can still come along, though, though they also get all their stuff sealed the same as you.

System Integration (*)

Cannot take with Level 1

All prior powers, abilities, and items you have are integrated into the System. This includes any other game-like systems. While this means that all of them benefit from gains in Stats and levels, it also means that they are now subject to the disadvantages you took.

Which you did take, because in order to take this, you need +600 GP from the base value of disadvantages in the System section. In return, you get doubled System disadvantage value. This includes limiting what was integrated to the System's power level.

Party

Party Drawbacks give CP to all members of the Jumpchain party. They may only be taken once and affect everyone in the party.

Predetermined World (+0 CP/-800 GP)

There are countless stories about System apocalypses. Perhaps you'd like to visit one in particular? In order to do so, you must build the target System as closely as possible using the options provided to you. You do get the canon System, but if the canon System is more powerful or versatile than what you can build, then this costs 800 GP. If the canon System does not provide benefits that your purchases would, then you only get those at the end of the Jump.

Alternately, you can choose to forfeit the canon System and only take what you paid for in the System section. That is free. This means you will go to a similar universe, but one that is experiencing a different System Apocalypse.

If someone has purchased the Dungeon Finder, then dungeons created in future worlds will be the type described here and not whatever was canon to the story, for maximum compatibility.

Boss Incoming (+200 CP)

There's a wandering raid boss on the surface that will one day cross paths with you. Not today, not even this year, but during this Jump. Its Abilities and Feats are such that you will need more people contributing then are in your Jumpchain party to win. The exact power requirement needed to actually contribute to the fight depends on when exactly the fight happens, because it requires that everyone be significantly ahead of the normal power curve for the people fighting on the front lines.

Good thing there are other System users around you, right?

Thugs and Bullies (+200 CP)

It seems that almost everyone is the kind of person to let a single drop of power go to their heads. With just the thought of the power that the System can give them, they've all turned into bullies, thugs, and assholes. Expect selfishness and backstabbing that wouldn't be out of place in an edgy xianxia novel.

Personal

Personal Drawbacks only affect the party member who takes them, and only gives them CP. Each party member can choose to take them or not independently.

Bad Starting Spot (+100 CP)

Remember when I said you could start anywhere you liked? Well, that's still true, as long as you like starting in a dungeon. You start in a dungeon, and you aren't getting out until you defeat a boss.

Only Reasonable Adult Here (+100 CP/+300 CP Mediator)

Are two people having interpersonal conflict? Well, you'll find out because the conflict will come to you. If anyone starts having a problem with another member of your community, they'll start bugging you to solve it, no matter how petty or complex the problem might be.

Consumable Provider (+100 CP/+300 CP Crafter)

As a crafter, you should be producing great works of art. Except you're stuck in a sisyphus-like cycle of making the same things over and over for the same people. One guy keeps using up all his arrows, another girl chugs HP potions like sports drinks; whatever it is you make keeps getting destroyed or used up. You'll be guilted or pressured into spending your crafting time on these people instead of on anything else.

Shifty Stranger (+100 CP/+300 CP Wanderer)

A single person, wandering around the wilderness, not attached to a settlement? It's no wonder no one trusts you. Aside from the Jumpchain party, that is. Expect poor trade deals, getting run out of town, and if you warn people about a danger they'll ignore you... and then blame you for it after it strikes.

Scenario

That RPG Where You Kill God At The End

Requires Unlimited Power!

Grants 200 CP to all party members and 500 GP to the Jumper.

The gods who forced the System on Earth are obviously jerks, causing such chaos and destruction for their own petty reasons. Your mission, which you choose to accept by taking this scenario, is to kill the gods responsible for introducing the System to Earth.

Seeing as they're just very old, very experienced System users, it's not impossible. Just difficult. The first problem is that they are in a separate part of the local multiverse. This scenario ensures there will be a way for you to develop multiverse-traveling skills.

Next comes the problem of Stat differences - they have countless years on you, accumulating XP via Quests and their own exploits. You will need to find a way for the collective power of yourself and the rest of your allies to eclipse the XP growth of the gods. And then you need to maintain that for long enough to catch up to them. This is not as impossible as it first sounds - these gods have grown arrogant and their current rates of XP growth are far below what even moderate effort should sustain.

Instead of staying ten years, you stay until the gods are dead. Given intensive, continuous efforts with severe risks, it might take as few as 50 years to reach the gods' level from a normal human being's power. If you want to rely less on insane, extreme, statistics-destroying luck, it will take far longer.

You will receive an information packet with each god's Classes and Stats, and their levels, as of the start of the jump, giving you a reference point for approximately where you need to be to even consider engaging in battle.

Rewards

These are granted to all Party members.

Mini-Spark

Your local multiverse transit Ability will continue to work in the future. It cannot perform transit or navigation outside of a local multiverse without a full Jumpchain Spark. However, you may now clone copies of the “Mini-Spark” and hand them out without needing to hand out the System. This requires a little bit of MP - at least by god standards - to clone. The Mini-Sparks have a slow self-recharge and enough storage for one hop, but can use their bearer’s other power sources to function as well. The Mini-Spark also acts as an intra-universe method of teleportation, as well.

Class-ification

You now have the ability to create new Classes for the System, compiling a set of abilities and features that you can do and have into the granted Abilities and Feats of the new Class. You may make these new Classes available to other System-users, or you may restrict them. If a Class is restricted, the only way for a new user to unlock it is for you to share it, though that will not remove the Class from those who have already unlocked it.

In addition, you may share any Class you have unlocked with others.

System Administration

The gods gained unique access to the System, allowing them to make large-scale changes with it. This allows you to do that too. These changes all require MP to use, but with your god-sized MP pool only planetary-scale changes will draw more than a small fraction of your MP.

These Abilities will be resisted by magical claims on the target. For example, if a (G)god has a claim over their worshippers, this will increase the cost to Mass Invite them. Magical or conceptual ownership will increase the cost to use Spawner Zones or create a dungeon using Dungeon Master. Claimed dungeons will be harder to alter or remove using Dungeon Master as well.

You can force the System on people en masse, using the Mass Invite Ability. This works similarly to Invite but applies to everyone in a caster-defined zone, even one the size of a planet. The MP cost only scales with the zone and not the people inside, and unless the area has a dense population it will be far less efficient compared to individual Invites. It does not require contact, though.

Mass Invite has a short window after the initial casting where it can be used to force integration of capabilities. This works based on the source of energy for those capabilities, and applies to all capabilities dependent on a source of energy. The MP for forcing integration depends on the total power of all users of that energy source. Multiple sources of energy can be integrated at once. Sentient sources of energy must be overcome or agree to this for it to work.

The Invite Ability can be spread through Mass Invite.

You can create, configure or alter, and remove monster spawning zones using the Spawner Zones Ability. Creating one costs the most MP, while configuring costs less MP and removing it only costs a nominal amount.

You can also create, configure or alter, and remove dungeons using the Dungeon Master Ability. The larger the dungeon and the better the internal monsters, the more creation costs. Configuring requires MP proportional to additions and improvements, and removing costs only nominal MP.

Carved Humility

You have seen the results of arrogance and hubris. Gods were brought low by it. You have internalized this and impressed it upon your soul. You are always aware of when you are tempted to be an arrogant fool or just arrogant (though really, those are pretty much the same.) No matter how weak a challenger might seem, you will never brush them off without at least considering the possibilities that could lead to them defeating you. No one can deflect your gaze by pretending to be too small to pose a threat.

Conclusion

Well done on surviving a System Apocalypse!

For your troubles, you get the following:

Ability: Invite

By dumping MP into a person, an amount similar to the starting MP pool of most people, you may grant the System to that person. You may grant the System to as many people as you want, as long as you have the MP and touch them.

If Unlimited Power! was purchased, then you may restrain the potential granted to any level you want. You may also grant this Ability to them as well, which by default will be unlocked when they max out their first Class. They will not be able to choose how much potential new users have or restrict a new user from getting this Ability.

You may force existing internal capabilities of the new user into integrating with the System, though this requires additional MP to do, with more powerful abilities requiring more MP. If the person is more powerful than you, then it's unlikely you will be able to do this.

You may control whether anything integrated into the System gets propagated with this Ability, though if you also spread Invite then any shared integrations will be spread through Invite.

Now everyone gets to make a choice:

Continue On:

Select another Jump to go to

Return Home:

End your chain and return to a previous world. This is the only option if you die. (Also if you die you don't get Ability:Invite.)

Stay Here:

End your chain and remain here.

Notes

Integration

As far as integrating your existing stuff into the System, feel free when you first pick up something or between Jumps. You can't integrate another system-like power into the System before the end of this Jump.

Integrating something allows it to be boosted by Stats and SP-boosted Stats and power itself off MP. This may create new Stats, that start at a level determined by your power in the school of magic/whatever. Alternatively, it may use existing Stats.

New Abilities, Feats, and Classes can be added, but they won't do anything except become more efficient until one Jump/one decade has passed with them integrated.

Classes created by you integrating stuff are not shared to the Systems of other people.

Stats start at your current levels, but any "Stat points" not granted by the System do not take up your potential/Stat cap. The System adds potential on top of what you already have, and those "Stat points" are just the System displaying your effective strength/whatever, and letting that work with your System stuff properly. If your pre-System deadlift is 20 tons and your

System gives enough strength to deadlift 5 tons (reasonable for Hero tier) then a 20% boost puts you up to 30 ton deadlifts. In effect your body is integrated automatically.

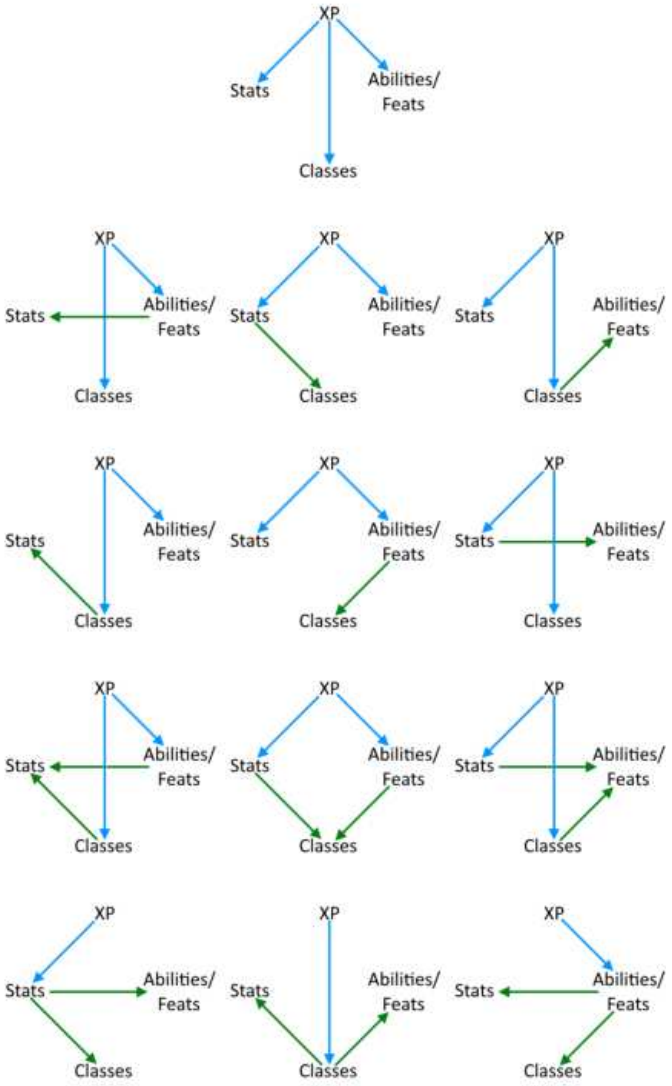
The base speed of someone is what they can achieve without eventually becoming short of breath. Running speed is achieved via expending SP.

Racial Classes may or may not “evolve” your form when they grant you new Abilities and Feats. Fanwank responsibly.

You can continue to accumulate XP/advancement points even after maxing everything out, so you can have fun once you get your uncapper.

If you have an uncapper, things will generally work for you as if you had purchased Unlimited Power!

There are 13 ways of arranging XP and advancement.
The “usual” one is in the bottom middle



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