


**Two adventurers fighting a man who fell from the stars.**

**Two adventurers battling a tyrant in the fallout of a broken world.**

**Three adventurers seeking revenge against a demon that stole from them.**

**Four adventurers hunting down thieves and proving their worth to the god of cats.**

**Five adventurers who refuse to forget each other, and the bittersweet drink they once shared.**

Jumpchain by Mojave Courier and Cthulhu Fartagn

## ERA

This world is strange in ways that you will soon become familiar with upon your arrival. As such, the choice of your starting location will quite different. Instead of choosing a location, you will instead decide when you'll be starting in this world.

### Epic Battle Fantasy III

You'll be coming into this world on the same day that a certain trio find an ancient tomb and awaken a powerful and evil deity, one that has long been sealed away. Your starting location in this time is an area uncreatively called The Town. The Town is home to a number of people but honestly, these people aren't really interesting, except that Meow Meow fella. He is an oddity. A cat with arms and legs. What a strange creature.

### Epic Battle Fantasy IV

An ancient and evil being, one chained long, long ago, had been defeated, slain by the same trio that had awoken it from its slumber. The trio were praised as heroes, as living legends. Until they started pillaging towns and villages for a living that is. The trio believed that as saviors of the world, they deserved whatever they pleased. Needless to say, this behavior did not earn them many friends. You'll be dropped off at Greenwood Village. Just recently, the village's Sacred Jewel had been stolen and in order to rectify such a crime, a green-haired ranger chased after a certain infamous trio that had recently been spotted in the village. Perhaps you should follow her. She seems important enough.

### Epic Battle Fantasy V

Now this is quite different. Upon your arrival here, you'll notice that things are very much different. There are similarities between them and the timeline is still linked together, but the world has changed quite a bit. Nevertheless, much like in the previous options, this world is facing a crisis. Strange black monoliths have appeared all across the world with no explanation in sight. Theories range from the simple to the absurd and proper answers have yet to be found. You find yourself in a place known as Hope Harbor, the home of a certain blonde-haired swordsman, a swordsman ready to investigate the sudden disturbance across the world.

# ORIGIN

There are countless ways that you can live in the chaotic world that is Epic Battle Fantasy. It doesn't matter where you're from or what your history is. You'll fit in just fine in this chaotic world even if you just drop on in. As such, the origins below are only for determining the discounts you'll get later on. Age may be freely chosen along with gender.



**Warrior**

You are, first and foremost, a simple individual with simple goals and simple pleasures. You see something you want, you take it. Something gets in the way of taking it, you hit it with your sword. The less complicated things are in your life, the better, though that's not to say that you are a fool or an idiot – such things are simply unnecessary for your happiness. Now, pick up your blade and get to work.

**Mage**

An individual of education... Probably. Well, if nothing else, you're probably a little smarter than the average NPC on account of being well on your way to becoming a mage. You've probably written an essay or two on the way status ailments and elemental damage interacts. Or, maybe not, because you spend all your time gathering magical reagents in the forest? Now, pick up your staff and prepare to show your stuff.





**Gunner**

For one reason or another, when you caught a glimpse of the end of the world you thought that it was something you could kill. To that end you have begun to amass technology, ammunition, and to craft a plan to see that apocalypse canceled – who cares if others don't agree with it, or that it involves you taking over the world? Now, pick up your gun and lay down the law.

**Ranger**

In this world you're something of a rarity – someone with the will and the power to do good, and who won't abuse that power at the slightest whim. At least, I really hope you aren't, it would be awfully awkward to make you the defender of your corner of the world if you were. The forests have been your home and teacher both, and it's time you paid them back. Now, pick up your bow and be on your guard.





**Cat**

In ancient times, cats ruled the world before a great calamity came and stole away their arms and legs. You still don't have limbs, but what you do have is a wacky ability to pick stuff up anyways. As a member of the Kitten Army, you have a vested interest in figuring out what happened and maybe even undoing it, which is why you'll be traveling the world in search of answers. Now, pick up your cat toys, and look adorable.

# PERKS – GENERAL

You receive four discounts, one for each tier (100, 200, 400, 600).

**Beneath the Same Blue Sky – 100 CP**

As you wander far and wide on your journey, do you ever take a moment to stop and smell the roses or to look up at the stars? Perhaps you should. Sometimes, they aren't the same stars. It can be difficult to remember when they change, but from here on out, there's a little voice in the back of your head that yells out "That's not right!" when confronted with such things. It's not much in the grand scheme of things, but the first step in coming to grips with this cosmic illusion is knowing that it exists – and sometimes, the mere fact that you know there is a crack in this wall can be all the motivation you need to find the strength to break it down and find yourself beneath that same blue sky.

**Can I kill and EAT THEM ALL? – 100 CP**

There are quite a variety of creatures and monsters that can be found in this world. There are creatures like mammoths roaming the world, cats missing both legs and arms can be found all over the land, slime monsters made out of ice cream, and so much more. Sadly, you'll most likely end up fighting and killing most of these creatures as the creatures that are actually benevolent are few and far between. That does raise the question however. What do you do with the corpses after you're done killing them? Well, it's simple actually. You cook them! You have the amazing talent of cooking delicious meals out of anything you kill. Whether it's bears, squids, or giant tentacle monsters, you can serve them up into a meal fit for any adventurer. Just keep in mind that this does not guarantee that whatever you cook up will be safe or edible. Don't forget that when you're cooking up giant sandworms in the middle of the desert.

**Where Are All These Swords Coming From? – 100 CP**

Why, from your inventory of course! You now have access to a small pocket of notspace that can hold quite a bit of stuff. About a midsized room's worth of stuff at the least, enough for dozens of weapons, some armor, and a small cache of emergency supplies, and of course whatever loot you pick up along the way. Putting things in or pulling them out is as simple as touching them and then mentally willing them into the space, or out and into your hands as appropriate. You can even change your clothes with this, swapping your armor mid-battle with only a few seconds thought. If your companions or allies should have a similar ability – or even their own copy of this perk – then you can freely merge them together and allow your friend to access parts or all of your own space even as you benefit from having more space in the form of theirs.

# PERKS – GENERAL

**Bound To Each Other For All Time – 200 CP**

Regardless of who lives and who dies, the world continues to turn day in and day out. However, the world of yesterday is not always the same world you are in today. Sometimes the world stutters. Sometimes the world reboots. These things do not affect you at all. Beings beyond gods may edit everything that exists as they please, but the one thing they cannot do is erase you – it is as though some other being is defending you. Even changes to you, that you should never have picked up your sword and become an adventurer, quickly fade away as you discover hidden talents and rekindle old friendships with people that you've certainly never met before. If those beings want to change you, they will have to come down here and MAKE you change.

**Upgrade System – 200 CP**

Weapons, armors, flairs, all of these are useful things to have and there are a thousand and one strategies you can create with them. But did you know that such things have a hidden potential that you can unlock, assuming you have access to the right materials? Weapons will most likely want metal while your armors will want cloth, and both will want more and more, and of a higher quality as their power increases. Perhaps even an unusual item sourced from a monster, to reinforce the weapons elemental aspects. By the time you've 'fully upgraded' a piece of equipment, it will likely be two to three times as powerful and will have consumed enough material to recreate the base equip several times over. In theory anything can be upgraded this way, but more unusual weapons will require a king's ransom worth of materials to forge. Oh, and there's no actual forging involved here, simply dumping the materials on top of the equipment in question and adding a spark of magic will do.

**Some Enemies Are Made Of Money – 200 CP**

There are golems covered in gems, idols made of rare materials, robots that are chock full of experimental tech… Yeah, some enemies are just money waiting for you to take it. Fortunately for you, you're an RPG character, and thus acquiring some loot after a battle is practically mandatory. Whenever you defeat a foe, you have a small chance for an item that's vaguely related to the defeated monster to simply show up out of nowhere. Small bushes might release leafy branches, berries, or soft wood that's perfect for carving, while fish and other aquatic monsters might turn into sushi grade tentacles or vials of liquid ice. Obviously more powerful monsters will both drop more and better stuff, such as the zombie hydra dropping burgers and orange juice, but you might want to work your way up to that. If you purchased **Where Are All These Swords Coming From** then the items here will be automatically scooped up in small bubbles and deposited in your inventory.

# PERKS – GENERAL

**The Hand Unknown That Guides Me – 400 CP**

Would you like to know a secret? This world hates you. It was made specifically to kill you. Every monster, every deity, every sentient patch of shrubbery, all of them were finely crafted by a being more powerful than any Creator or Destroyer, specifically to see you cut down. And yet, here you are – still alive. From far beyond the universe there comes the faintest of voices, someone who loves you, someone who wishes you only the best. Though you may not consciously hear it, its words will reach you, nonetheless. It offers endless advice and trivia on anything you see before you, whispering secrets of where to find powerful weapons and armors, and very slowly speaks to you of the truth of the world. The world may hate you and it will fight you every step of the way, but with this voice's help you will dance past every trap, prepare for foes you don't yet know you will fight, and live a life that gods of luck and fortune would envy.

**Shove All The Things Into Boxes – 400 CP**

Somewhere along the line you learned the secret art of summoning – or more accurately, how to terrify a creature into submission and demand that it aid you in battle. Or you could use friendship, like a certain ranger does for some weird reason. Anyways, in order to earn a summon, you need two things. A box big enough to hold said summon in, and the power to beat the shit out of that summon. Debuffs help but are not technically necessary. Once you've shoved the creature into the box you just need to hold it there, as for some reason being in the box is especially terrifying. After a certain point, the monster will be bound to you. You'll still need to bribe and threaten it in order to make it help you, but that particular creature can no longer directly attack you. Oh, and because some things are just too big to fit into your average cardboard box, you now have the ability to summon boxes and boxlike containers (such as a shipping container) out of effectively thin air.

**You Learned A New Skill! – 400 CP**

Matt and his friends aren't just some of the strongest people around, they're some of the best at getting stronger. It's something of a consequence of them constantly being reset to zero by one thing or another. Whenever you encounter a skill, ability, or spell that seems interesting, you are instantly aware of whether or not it can be learned, and if so, how much effort it would take to do so. Better still, whenever you emerge victorious from battle you now earn a sort of 'skill point', which you can devote towards one of these things to decrease the amount of studying or practice you would need to do in order to learn it. You'll still have to put some effort forth, but as long as you can get your hands on the means to learn it, then it can be done in minutes if you devote your points towards it. On the other hand, if you were to somehow lose access to an ability somehow, you could simply dump points into an ability to reacquire it immediately. This also means that you're intimately aware of all your skills, as if you had a library to browse through about what they all do and how powerful they are. You can even sort them into categories if you want.

# PERKS – GENERAL

**You Heal The Woe That Betides Me – 600 CP**

Die. Die. And die again. Adventuring is risky business, and for you it's even more so. However, you have a secret weapon. That same voice that constantly cheers you on and roots for your success can now directly interfere in your journey, if only in some small way. Should you find yourself in a fight you cannot possibly win, should you be utterly obliterated, should you die a final death, the voice will turn back the hands of time and turn back the page of your life's story to 24 hours before the events that lead to your death begin to unfold. At this point, it's interference will be at its strongest. Whether you will remember your death is debatable, but you will be struck by a number of sudden urges regardless – to go back to corners and areas you'd not checked, to murder an excessive amount of shrubbery, perhaps to follow through on a promise you gave someone you spoke to some time ago. By the time these urges peter out and it's time to face your end a second time – well, I suppose it's a good thing that you found and upgraded a piece of equipment that nullifies most of that foes' attacks. How lucky of you.

**Endgame Once Again – 600 CP**

Congratulations, you won't be starting off as some level three scrublord, you're powerful enough to go toe to toe with some of this world's gods. Whichever origin you are defines what kinds of powers and abilities this affords you, but at the very least you could probably completely forgo weapons and armor and still beat the crap out of a number of higher-level monsters. Actually, you could conceivably beat the final boss to death through pure statistical power given that you're now level 99 in a world where even the toughest of monsters can't break past 40 without several lifetimes to grow. This is borderline hax, and I hope you treat it with the respect it deserves. Also, do try to avoid cosmic resets and the like, those tend to smack people like you with the nerf bat.

**Heavenly Skills – 600 CP**

This is something of an unusual skill set for an RPG protagonist to have, but there is a basis for it, and if you're willing to pay, I see no reason to deprive you of it. You now have some of the most amazing reflexes I've ever seen, to the point where you can quite literally dodge rain. Or a veritable hailstorm of bullets being shot at you, but honestly that's probably easier. In addition to this, you have a truly game breaking ability - you can 'bomb' your way out of tight corners. …What does that mean? Well, it means that you can build up and store two additional uses of your Limit Breaks, allowing you to use them a total of three times in rapid succession. I don't think I need to explain why that's OP. Do keep in mind that this doesn't actually make you any more powerful – if your attack is pathetic then it's still pathetic, but for some reason your Limit Breaks actually get more powerful the longer they're stored, up to about twice as much after a week of maintaining them. Oh, and for one reason or another, you don't need to breathe, be it underwater or in space.

# PERKS – WARRIOR

Warriors receive the 100 CP perk here for free and a 50% discount on the rest.

**Part Pirate, Part Knight – 100 CP**

You aren't exactly a paragon of morality, are you? That's nothing to worry about. You would not be the first adventurer to have a "less than stellar" sense of morality. Of course, morality like that generally isn't conducive to making new friends and keeping old ones. Thankfully, for some strange reason, you do not have that problem. In fact, it seems that your more negative qualities are viewed as neither good nor bad. People just see those traits of yours neutrally. You could be rude and mean with a mouth that just doesn't know when to shut up but that wouldn't bring down people's opinions of you, at the very least not until you commit an actual crime. Of course, your special sense of morality also comes with another quirk. In battle, your instincts allow you to easily perceive and target the weak points of your enemies. A nifty boon for someone like you.

**Professional Meatshield – 200 CP**

Adventurers cannot fight alone, especially against the countless dangers in this world. To become a great adventurer, one must need companions that they can trust with their lives. This is one fact that you have taken into your heart, one that you truly understand despite your less than stellar nature. As such, you know full well how to protect your trusted companions. You are their trusty sword and shield, a barrier and a weapon against all that would threaten them. In combat, you know how to best direct the attention of your foes towards you and away from your companions. Not only that, whenever you find yourself taking blows meant for another, the damage you receive is halved. Of course, such an ability would be useless if you have no companions. Thankfully, you find yourself quite good at making new friends and strengthening the friendships you already have. Go forth and be a true adventurer.

**Hit It Till It Dies – 400 CP**

Throughout your journey, you will no doubt encounter many enemies. Enemies ranging from sentient shrubbery to towering monoliths as dark as the cosmic void itself. And yet, despite all their differences, these foes all share one thing in common. All the foes here have resistances, ones that range from partial to total immunity to certain elements, or even outright healing from them. Fortunately, you have a secret weapon up your sleeve – your sword may have been made in the heart of a volcano, quenched in the blood of a fire god, and practically still molten, but at the end of the day it's still a sword. If you so desire, you can actually dial back the elemental affinities of your weapons in order to begin dealing what I will refer to as 'non-elemental' damage, though 'blunt force trauma' might be more appropriate. Not quite as effective or as powerful, but also not something that they can resist through anything but pure grit.

**Battle Fanatic – 600 CP**

For every style of swordsmanship that exists, there is a specific kind of blade that is meant to be used alongside it. A katana in the hands of a knight is a foolish thing, though a master could make it work. However, I would posit that every blade also has a single stance, a swing, a technique, that is hidden away inside of them and is the manner the blade is truly supposed to be used in. Listen to your blade and hear its voice. Study the blade beyond all reasonable measure, until you have counted every imperfection in its make and can point them out in your sleep – if you do so, then its hidden technique will make itself known to you. Some are small, a more efficient swing. Some are as magical as the materials the blade is made from, conjuring fire and ice with every slice and stab. And still others are works of art, summoning the ghosts of the blades you have mastered in one massive attack, or slicing past the physical to deal wounds directly to the soul. Your weapons are your life – breath into them and you can surpass all limits.

# PERKS – MAGE

Mages receive the 100 CP perk here for free and a 50% discount on the rest.

**7th Heaven – 100 CP**

Beautiful. If there was one word to describe you, that would be it. Whether male or female, you are truly one of the most attractive people in this world. Such beauty naturally comes with a few perks. Your beauty tends to lead others to treat you more nicely and to be quite forgiving of your shortcomings or your negative qualities. The beauty you possess also means that others often underestimate you, both in and out of combat. In combat, this means that you will generally be the last target of any enemies you face and if you do get targeted, your allies will be quick to shield you. Your beauty deserves to be protected after all. Just be careful. Your attractiveness won't actually cushion the blows that do land.

**Bonk! – 200 CP**

Even if all the people around you are kleptomaniac hobos with little-to-no sense of morality, there still needs to be a voice of reason so that they won't kill themselves through impulsive acts of stupidity. You are that voice of reason. If your companions are about to do something, something that will get them and you hurt or even killed, you can stop them and make them think with your words or a simple bonk to the head, usually. Sometimes, their stupidity and impulsiveness are just too much to stop so easily. Of course, there are times when you want to indulge yourselves in stupidity, much like your companions. Thankfully, unlike your companions, you won't have to worry about having a difficult time stopping your stupidity. You can switch between being a voice of reason to one of the kleptomaniac hobos on the flip of a coin with ease.

**Ball, Shard, Bolt, and Storm – 400 CP**

The creation of magical spells in this world follows a fairly consistent trend. A weak and cheap spell, a stronger and more expensive version, and a less focused and wider range spell to cap it off. For traditional mages, that's the formula to go with, though in truth there's endless variations of everything based on what people want or think they need. More importantly, your education in the mystic arts means that you're quite competent at taking any spell in your arsenal and either dialing the small ones up or the big ones down as you prefer, creating new spells to fit your needs with ease so long as they're within this paradigm. Spells that already exist that you have access to are also far easier to learn, and with a great deal more study and experience you can simply continue to upscale or downscale a spell past the two steps you've currently mastered.

**Written In The Stars – 600 CP**

Tell me, what is your specialty as a wielder of the mystic arts? Is it those known as "White", the gentle healing and divine wrath? Could it be "Black", destruction incarnate? In truth, it is neither of these things – but it is not "Red" either. No, what you are is an Astrologian, someone who draws power from the stars. Just… not the normal way. An ordinary Astrologian would determine what spells they could use today by the position of the stars – you drag them down towards you to use as a weapon. Any meteorological event that is occurring is something that you can call to you and aim at your foes, and any such event that isn't occurring is just one you haven't learned how to force yet. Speaking of that, your affinity for the stars allows you to learn or create additional spells with trivial ease, from the mild Star Showers or Flares that you have already mastered, to the mighty Black Hole and Supernova. Lastly, such spells are mightier in your hands than they have any right to be, and if you desire to subject yourself to the rules of a more normal spellcaster you may find certain spells stronger or weaker if the planets are in – or out – of alignment.

# PERKS – GUNNER

Gunners receive the 100 CP perk here for free and a 50% discount on the rest.

**SS Gunner – 100 CP**

In this world, firearms are uncommon. They're not so rare that you won't ever see them, in fact, you'll see them utilized quite a bit by machines all around the world, but it is a rare sight indeed to find another adventurer using such weapons. You are one such adventurer and as such, you know how to properly take care of your firearms. In your hands, no firearm will ever be improperly maintained. You will always be able to know how to perfectly clean them and fix any minor issues with them. When firing them, firearms will be as accurate as they can be, ensuring that you will very rarely miss. You also know how to make minor alterations to your guns without diminishing their effectiveness such as recoloring them, adding new attachments, or even reshaping them. Of course, knowing how to use and care for firearms isn't the only thing this does for you. You now have the special ability to jam in ammunition that isn't really designed for the gun in question and have it work with no complications.

**I Only Dress Like a Nazi – 200 CP**

So you've done a few "illegal" or "immoral" things in the past. Who hasn't? But there are people who aren't quite fond of criminals like you. Some might even fight back against you directly instead of just raising their shop prices. Fortunately, you won't have to deal with those people. You'll now find that your actions in the past are quite easily forgiven. Even the people you've personally wronged will forgive you. And if you're willing to start paying off your debts, you will earn more than forgiveness. You could even earn their friendship and so much more. Of course, if you're still doing said "illegal" or "immoral" acts, this perk will not take effect.

**Calling in Air Support – 400 CP**

Magic and technology work shockingly well together. Unlike most people, you are well aware of this and have taken several steps to use such a fact to your advantage and to the dismay of your foes. By utilizing magic, you have learned how to compensate for one technology's biggest drawbacks, namely that technology needs to be made. This means that to be made, technology needs time and supplies, something that isn't always available, especially when out in the field. With magic, this is no longer such a problem. By using magic, you can generate simple weapons, guns and the like, and explosives, like grenades, missiles, and many more, much more straight out of thin air. The only limit to what you can make is how much power you have and how well you know the materials and design of your construct. In other words, if you know nothing of science, you'll be spending your whole MP bar to make a handful of bullets – but, if you were a scientist and designer of weapons? Well, you could make a lot more, and for a lot less.

**The Road to New Valhalla – 600 CP**

You are a savant of machinery, able to turn a pile of scrap metal into a functioning weapon or a ramshackle castle into an iron fortress and factory that churns out weapons by the dozens. If there is any magic in your work, it is how quickly raw materials are refined while in your hands, with you single handedly representing a sudden upgrade in the local tech level. However, while you may have the talent – and weapons – to become a one-man army with this, there is no need for you to do so. In addition to being a genius of crafting and technology you are also a half decent teacher and leader, passing these same traits on to those less fortunate but willing to learn and grow. Beyond forging a gun or a base, you can also forge an organization into existence, quickly gathering those who share your views on the world and hammering them into shape. It is possible that you once tried to unite the world under your banner, only to fail because for all your robotic backup, you were alone. Congratulations, you are now the Iron Reich.

# PERKS – RANGER

Rangers receive the 100 CP perk here for free and a 50% discount on the rest.

**Greenwood Ranger – 100 CP**

The people of Greenwood are well-acquainted with nature with all its splendor and terror. They make their living through the woods around them after all. Nature is a harsh but giving mistress, one who gives as much as she takes. As such, if one wishes to truly thrive, one must be skilled in all manners regarding nature. The people of Greenwood know this all too well and now, so do you. What this means for you is simple. You have all the skills of a proper Ranger and as such, you know how to survive in nature all by your lonesome. You know how to hunt and what to hunt. You can navigate even the densest of forests with ease and you know how to find supplies in any environment. Even animals recognize your abilities as a Ranger, tending to be kinder to you and will usually avoid attacking you if possible.

**The New Main Character – 200 CP**

Those three nutjobs may be some of the greatest heroes in the world, but they're also a bunch of scumbags who are overly fond of spending their goodwill to escape the consequences of their actions. Well, good news, there's one consequence they can't escape. You. Thanks to a unique blend of not giving a crap about their opinion, being just strong enough to smack them senseless, and an utter master of guilt tripping, you now have the skills needed to invite yourself along on their adventure. Er, to allow them to assist you in undoing one of their many mistakes. It's not quite redemption, but for some strange reason being forced to spend extended amounts of time in your company does actually make them a better person. Obviously it's your stellar nature rubbing off on them. And hey, them having half-baked morals instead of none is a clear victory, right?

**Nature's Blessing – 400 CP**

Rangers are but the first step to becoming one with nature. You know this and so does Nature. In fact, Nature itself has granted you her blessing. The benefits of such a blessing are many. The first benefit is that you have been given the knowledge to craft idols, small constructs made out of a variety of materials. They may not do anything more than be a nuisance in battle, but they are handy workers and companions. Your second benefit revolves around animals. The touch of nature upon you causes them to react positively to you, ranging from simply ignoring you as you pass through what would otherwise be their fiercely defended territory, to being able to tame them and call them to your side in battle with a pittance of the effort an ordinary person would need to do so. Lastly, your magical energy itself is the final beneficiary of nature. Shaping your magic to mimic natural phenomena is considerably easier and it would not be a surprise to see you call forth lightning and poisonous vines in battle. Nature is a goddess, and you are her prophet.

**Daughter Of The Earth – 600 CP**

There are spirits big and small that roam the world. Some are mere monsters in disguise, and some are guardians who will defend their charges with their lives. You are a friend to all of them – or at least, all those that reside in the forest or relatively close by to one. For some unknown reason, these nature spirits view you as the best the human race has to offer and are far kinder and forgiving to you than to any other. Some of them may even view merely being near you as an acceptable way to spend their time. If you learn how to raise your voice and speak amongst equals to these spirits, you may find the world itself granting you some small favors for an utter pittance of prayer and offerings. Surely the fact that you did your recycling this week is worthy of direct intervention from Gaea, if only a small one? Nature is a harsh mistress – to everyone else. To you, you are and always will be its favored child.

# PERKS – CAT

Cats receive the 100 CP perk here for free and a 50% discount on the rest.

**Battle Cat? – 100 CP**

The cats of this world are truly quite unique. They possess neither arms nor legs and yet despite that hindrance, or perhaps because of it, they are considered to be extremely adorable. In fact, the cats of this world are seen as so adorable that most people often forget that, even without arms or legs, cats are perfectly capable of being excellent combatants, especially when it comes to speed and agility. Now, you are much like cats in that way. You are so adorable that people just can't comprehend that you are actually capable of fighting, a fact that you can ruthlessly exploit in order to get the first hit in. To compliment your adorableness, you are also granted the speed and agility of a cat, allowing you to be an excellent dodge tank. The removal of your arms and legs is optional but recommended.

**The Cats Will Rise Again – 200 CP**

Long, long ago, in a time when cats still had their arms and legs, it was said that the cats were once the rulers of the world. They built great civilizations and had developed technology far beyond their time. And yet, their great empire was brought to an end. Some say that their empire was brought low by the humans by the befriended. Others say that it was Godcat herself who was responsible for their kingdom's destruction and the loss of their limbs, her punishment for the cats daring to treat humans as friends. Either way, it does not truly matter what happened. The kingdom of cats is long gone. And yet, it does not have to stay that way. You can be the key to the Kitten Kingdom's great return. What was once broken can be made whole once more. When it comes to cats and other creatures with a similar feline nature, your charisma is unparalleled. You are a natural leader to them, capable of uniting them, convincing them with your words alone that one day, the time of the cats will return and they can be the forebears of that great future.

**The Will of a Cat – 400 CP**

At a glance, there is nothing special about you. You are merely one of the many people in this world, another insignificant part of reality, an NPC. That is what people will likely see you as, especially when compared to the great adventurers and heroes in this land. This will not stand. Deep within you, there is something quite special, something that will give you the ability and the will to rise far beyond your station and become what people would call a "main character". How this power works is quite simple. Whenever someone dares to show you up, your competence and power will rise ever higher. As all those around you grow and break through their limits, so will you and one day, you could threaten even God himself with nothing more than the strength of your body and the power of your will. On that day, the Will of a Cat will truly show itself.

**Truly Epic – 600 CP**

Would it surprise you to know that the strongest being in all the world – no, in all the worlds, took the form of a cat? Apparently, he is simply too epic for mortal eyes to behold otherwise. You have been given a small fragment of his power, though you actually have a choice to make. You see, God's gift is not for your benefit, but rather so that you might stand half a chance against him – and thus, that he will have fun kicking your ass. Your first choice is to 'suffer' from that same status effect, something that will constantly buff your stats until you reach almost twice your normal level of power. You may even share this with your companions for no cost. The other option is to reject God's touch and to seek power elsewhere. The blessing is much smaller, but you will instead enjoy the favor of one of Godcat's two aspects, the Creator and the Destroyer. You may even on some rare occasions, be able to invoke their name and call them to aid you.

# ITEMS – GENERAL

You receive four discounts, one for each tier (100, 200, 400, 600).

**Idle Distractions – 100 CP**

Look, you can't be on an adventure all the time. There simply isn't enough stuff to fill all the hours of the day. That's where these things come in. You now have a small collection of time wasters, reading material, maybe even some video games. Or maybe you'd rather have some economic magazines, to tell you about the stock market prices for hovercrafts, or chocolate coin inflation? Either way, you can freely pick a handful of those sorts of things. Just reach into a pocket or a bag or something and even if you left it at home, one of them will show up in your hand. In between adventures, you can spend some time trying to get that last gym badge or maybe try to make mama acknowledge your cooking as perfect.

**Serious Business – 100 CP**

All across the world, there are things to collect, valuable things that grant amazing power to those who wield them. This… is not one of those things. Not to say that this doesn't provide you with anything. It still provides a little boost but not much. But we'll get to that later. What this is, is a binder. A binder with a few Monster Cards inside. What are Monster Cards, you ask? Well, Monster Cards are cards that depict monsters along with a small tidbit of information about them. What do they do? They look neat and they actually do provide you a small boost in certain attributes. So long as you possess the cards, you'll earn a bit more money from the foes you beat, any summons you have will do a bit more damage, you'll have a bit more energy to call forth your summons, and it'll be a bit easier for you to capture your enemies, if you can do so. In worlds beyond this one, you'll be able to find more of these Monster Cards, ones that are more fitting to the places you go. It may not amount to much, but every little bit helps.

**Frivolous Flairs – 100 CP**

As an adventurer, you should likely know the power that can be held inside of a simple amulet or a mere ring. Maybe not as much as a legendary sword or an invincible armor, but enough to matter. What you have here is a dozen small trinkets, pins, amulets, and other jewelry-type accessories that you can pick and choose as you please. Each one contains a minor power, usually a resistance to an element or a higher chance of inflicting a status effect. They also have a hidden power nine times out of ten, but unleashing that power… Well, that's something you'll have to do on your own time. Oh, and due to their somewhat conflicting nature, a single person can only use three of these flairs at any given time. That means you have enough of these to spread between four people.

# ITEMS – GENERAL

**Helpful Mechanisms – 200 CP**

As you journey, you will realize that there are some obstacles that not even extraordinary power, or the ability to call down meteors can help you pass. Small trees, large rocks, an insurmountable waist high fence… Such things as invincible to the common man, for they are part of the background and not a foe that can be targeted. Luckily for you, on your travels you have stumbled across certain useful things. An axe that can fell any tree in but a single swing. A hammer that can crush rocks like a human steps on an ant. And a candle whose flame will never go out no matter who or what might try to douse it. There are more to be found if you have the temperament to search for them, but with these no longer hidden mechanisms you'll find that the only thing you need to fear are sliding block puzzles.

**Something To Snack On – 200 CP**

The food in this world is quite different from what you might consider normal - unlike your original world, it has strange and unusual, dare I even say magical effects. These range from healing your body, restoring your magic, cleansing your body, mind, and soul of any unusual things that may have taken hold of you, or even drastically increasing your power for brief moments. Some of them even do more than one thing, or do it hilariously well. Pizza, for example, is the ultimate healing item. One slice, no, one bite of one slice is enough to fully heal the body of any amount of physical damage. Sadly, you don't have any pizza. What you do have is a small supply of lesser things to snack on. This supply slowly restocks and increases over time, mostly consisting of basic things but with a decent chance to get more powerful ones. There's no real upper limit to how much this can give you, but you only get five or six pieces of foodstuff per day. Anything past that you'll have to go out and buy.

**Amazing Armors – 200 CP**

Look, those trinkets from before can be impressive in the right circumstances, but in the end that's all they are – trivial. What you need is some armor, actually, solid, dependable, armor. That's why you now have ten such suits of armor to your name, as well as ten pieces of headgear to go with them. These outfits can range from fur coats and viking helmets to soldier fatigues and gas masks, though they are all mildly enchanted to resist at least one or two things. You CAN use this to pick up some of the outfits that will be described below, but they will lack the special bonus features that they came with, such as the Officer's Coat and its peeping – I mean, tactical assist cameras.

# ITEMS – GENERAL

**A Town Named Town – 400 CP**

"Town" isn't exactly the greatest of names for a place, but in the era that it was built it was also one of the only bastions of civilization within an entirely too large distance. Hence its simplistic and somewhat idiotic name. Still, this place is remarkable for what it is. Inside the bounds of this admittedly small and quaint place are three shops, of which I think you will greatly enjoy the lot of them. The first is the Equip shop and it sells a small but random assortment of arms and armor. The second is the Misc shop, and sells… Well, damn near anything in all honesty, though for the most part its contents are useful for crafting. The last major location is the Inn, containing both the Inn proper and the Food shop. The Food shop sells food, as you might imagine, though for some reason all the foodstuff it sells are healing items of one kind or another. Lastly, resting in the beds at the Inn is ridiculously restful, and can even heal major wounds overnight. If you have purchased one of the **600 CP** location items such as **Hope Harbor** or **Greenwood Village**, you may merge the two locations to superimpose the shops to that location, possibly even creating one or two more as appropriate.

**A Bunch of Slimey Cats – 400 CP**

At a glance, Slime Cats aren't really anything special. There really isn't anything about them that differentiates them from other Slimes besides their catlike appearance, the fact that they're actually peaceful instead of relentlessly attacking people and that you have one by your side. But this wouldn't be here if this didn't have anything special about it. Just touch the slime and you'll find yourself on a floating rock in the vastness of space with stars and galaxies swirling around you. On this rock, there are twelve pedestals, each one with a Slime Cat on top. Bring the Slime Cats with you, leave them in a location of your choice, and their appearance will change, adapting to their new surroundings. Once you're back in the Warp Zone, you will see the changed Slime Cats on the pedestals. Touch them and you'll find yourself where you placed the Slime Cats. With this, you and those you permit will be able to travel the world in minutes.

**Wonderful Weapons – 400 CP**

Staying alive is all well and good with your enchanted amulets and your thick metal armors, but you know what you really need? A weapon. That's why you now have a grand total of twenty different weapons of your choosing, all of them following a basic theme that's also of your choosing. If you want twenty swords, go for it. If one or two of them are actually axes or spears, well, they'll count as swords anyways for magical shenanigans. Whatever your preferred weapon is, there you go. These weapons aren't really anything special, but I think you'll find that having this many of them means that you're prepared for just about any kind of foe.

# ITEMS – GENERAL

**Towards The Heavens – 600 CP**

Well this is an interesting thing for you to have. There's no real way to describe the item itself as its physical appearance is almost entirely up to you, it could be a sword, a fighter jet, or a pair of phantasmal wings for all I care. What matters is that this item can fly – and if you really wanted to, you could import a weapon that you already possess to create a sword you can ride around on. Yes, that is a thing, Matt is more than a little nuts about swords. Anyways, despite the assumption that using this to fly would chew up quite a bit of MP, it's actually the other way around – utilizing this flight ability drastically increases your MP regeneration to the point that you could cast some of your weaker spells… well, dozens of times a second for an effectively endless period of time. In addition to your primary means of method, you also gain two charm-like baubles. One is the shield charm and renders you immune to magical attack for a few brief moments, and the other is the sword charm, which drastically increases your offensive power for a similar amount of time. In addition to the above, your ride also has three alternate 'modes' that change its appearance. Each of these alters it in a small way, such as moving slightly faster, increasing your MP regen a bit more, or increasing the length of the charms by a small amount.

**Bonus Area – 600 CP**

This is a strange place indeed, one that you won't find on any map. From what you can see, this mountain seems to be made of a mish-mash of the more significant places you've been through, the environment changing drastically with every short walk. Of course, the chaos of the mountain is not what truly makes this place special. No, this place is made special through two things. First of all, the mountain is home to a multitude of beings, ones far stronger and smarter than those found elsewhere. Some of these monsters will even be upgraded versions of the other beings you can find in the world. The second thing that makes the mountain special is that hidden deep within its heart is some survival maniac's secret bunker. Within this bunker is data, information about the history of not just this world but also other worlds you visit. But that isn't what makes the bunker special. The bunker holds data, data that belongs not to the current version of the world but rather, it is data of the past versions of the world, a world that was much the same but lesser in some way. This data will allow you to face off against old foes and friends from before. Even beings from the worlds you visited before can be met and fought once again. Just be aware that these are only simulations. There is little in the way of a reward for fighting an imaginary foe.

**Summoner Supreme – 600 CP**

In ages past, Natalie was a trainer of a number of unusual animals, a talent long since forgotten on account of copyright laws. In more recent years, that talent has blossomed again, both in her and in her team. Mostly by shoving all manner of creatures into a variety of boxes until they agree to work with them, but hey, if it works, it works. You have about 40 such creatures, ranging from a number of small bushes and slimes to ores and bits, or even to clay soldiers. Any basic enemy is fair game, really. No boss monsters or otherwise… Unusual or exceptional things, like the final boss or your evil twin, however. Such things are not allowed. Still, with careful management and some intense training, you can push these guys into being valuable members of your team.

# ITEMS – WARRIOR

Warriors receive the 100 CP item here for free and a 50% discount on the rest.

**Captain's Coat – 100 CP**

You may have been expecting a suit of shining armor, but the truth is that you aren't quite that kind of person. No, what we have here is a rather stylish cat and a rakish hat far more appropriate for a pirate. The faint traces of magic woven into the cloth leaves these armors remarkably sturdy, doubly so when paired against the elements of water, dark, and bomb. While wearing this coat and its matching hat, you'll find yourself also experience an odd form of luck in the form of a slight increase in the amount of coin you take from the corpses of defeated foes, as well as being able to effortlessly speak seatongue and walk on a boat without losing your balance.

**Kitten Soldier – 200 CP**

Sometime in the past you did battle with the Cat Kingdom and the Kitten Army, and this young feline swore eternal loyalty to you for sparing his life. In cat of course, which you don't speak, so you probably have no idea about that and are just wondering why it's following you around. Regardless, this particular cat is a cut above its former allies, and is extremely quick in battle, able to lash out at a half dozen enemies with a single swing. Just be careful not to let it make itself a target, as it's just as fragile as it is fast. Beyond that, the cat may also attempt to offer advice on puzzles and other intellectual blockades, as its schooling apparently covered such things. If only you spoke cat.

**Something Shiny – 400 CP**

Ah, one of man's greatest pleasures – finding a treasure chest hiding behind some long-forgotten corner and cracking it open to discover it's full of the good stuff. What is the good stuff, you may ask? Well, for you, it's a fairly wide variety of rare materials, the occasional instruction manual or rare spellbook – but more importantly, swords. Lots and lots of swords. While this item does represent a few hundred treasure chests, now scattered around the world if fairly close by, only a dozen or so of them will hold a weapon of any real note, with another dozen or so holding armor or useful trinkets. Objectively speaking these things aren't anything special, but hey, are you really going to turn down free loot? They restock every Jump, so if you collect enough swords, you might be able to have dumping them all on top of someone be a valid attack one day!

**Hope Harbor – 600 CP**

A sleepy little seaside town, where nothing important ever happens. At least, that's what this place would like you to think. As it turns out, the place is a prison of some sort, constantly whittling away at the skills and prowess of those who spend just a tad bit too much time on its idyllic beaches. Thankfully, having been drained to nothing at some point in the past and then kicked the ass of the being that made this place, you and yours are immune to its effects. Yes, that means you can laze about and play videogames in your house or get a tan on the beach without worrying about leveling down. It's everyone else who isn't so lucky. Or at least, everyone who doesn't have your permission to be here. Additionally, your personal accommodations possess a truly amazing collection of video games, though some of the systems have… unusual features. When a game that possesses some kind of glitch is inserted, you can then jump inside that game in order to physically beat the crap out of something that represents that glitch, at which point it will be gone. Doing so usually rewards you the same way winning a fight in the game would, though somewhat randomly – seven exp and a potion for defeating something stronger than the final boss sounds appropriate, right?

# ITEMS – MAGE

Mages receive the 100 CP item here for free and a 50% discount on the rest.

**Red Dress – 100 CP**

You are now the proud owner of apparel befitting a mage like you. In terms of appearance, the outfit is colored a beautiful shade of red and it comes with a neat little red ribbon to put in your hair. What does the outfit do, you ask? Simple. First of all, the outfit bestows upon the wearer a nifty resistance to the elements of Fire, Ice, and Lightning. Secondly, you seem to have far better luck while wearing the outfit, faring a lot better in battle and out of it. And finally, and perhaps the most important boon of all, the robes and ribbon will serve to accentuate your best physical features, making you more beautiful in all aspects, from the way you look to the way you move.

**Slime Bunny – 200 CP**

Slimes. Much like sentient shrubbery, Slimes are everywhere in this world, their species capable of adapting to almost any environment and they're even capable of breeding with other species, usually of the furry variety. And now, you find yourself with a Slime – white in color and with features much like a bunny – by your side. It's kind of adorable really. You can summon it forth at any time and it'll do its job. That job being to heal you, cleansing your debuffs, and giving you regeneration. It won't do much to your foes but at the very least you can count on it to keep you alive. If you want more Slime Bunnies, well, it can breed with bunnies. Cuddling will make the healing more effective but doing so in battle is not recommended.

**Academy of the Arts – 400 CP**

Before you were a mage, before your adventure started, you prepared yourself for the life that was to come. This school is where most of that preparation took place, a highly prestigious academy that you once attended. Strictly speaking you never flunked out and never graduated, leaving you in an interesting situation where you can come and go as you please, attending whatever classes catch your eye. The topics available are quite diverse, but the most important thing about them is that magic is on that list. From the classical trio to far more diverse things, even the occasional bomb spell, this place always has at least one or two rare and powerful spells on its curriculum. Additionally, any more normal degrees or certificates you earn here will be respected as legitimate in future world – assuming that you actually finish your classes and don't run away in shame at having been caught writing some rather dirty things about your classmates.

**Grand Gallery – 600 CP**

Congratulations, for you have been written into the will of an elderly man and inherited his life's work, the Grand Gallery. It is a sprawling structure that is half mansion and half museum, with paintings both wondrous and strange stored away inside of its walls, alongside exhibits of creatures living, dead, and stuffed. Small theaters play documentaries of all kinds, and almost every display has a dozen research papers written on them for you to read if you care to do so. Simply put, while the original was a testament to the life and times of its original owner, soon enough it will reflect yours. Scanning foes, hunting down rare enemies, finding artifacts of ancient days, all of these things will automatically be added to the Grand Gallery in one form or another – perhaps you might find a painting of you slaying a dragon, or a movie of your trek across the world? And of course, being a storage place for your greatest finds, there's a small stockpile of extremely rare and useful items present in each jump. However, you are not the only one capable of adding to these hallowed walls. Over the course of your adventure, should you find yourself having been everywhere and seen everything, and yet still missing one utterly infuriating entry on your lists of completion, then you will be able to find that entry here amongst the exhibits, either left over from its previous owner or donated by eager scholars.

# ITEMS – GUNNER

Gunners receive the 100 CP item here for free and a 50% discount on the rest.

**Officer's Coat – 100 CP**

A rather stylish outfit with an admittedly poor reputation – they do say not to trust people who wear hats like this, after all. Still, the coat and hat are excellent armor, with their superb construction allowing them to blunt the effects of fire, lightning, or dark attacks aimed your way. One assumes that those would come in the form of some rather strange and volatile explosives and as such the armor works best against them, but the coat manages to hold out against magical versions of those same things only slightly less. In addition, you'll find that there are a number of small and nigh invisible cameras hidden inside the lining of the coat, on the buttons, and other similar places. They're positioned just so that it becomes vastly easier for someone watching to lock their airstrike onto your foes… or for you to take discreet shots of any nearby women.

**Scanbot – 200 CP**

An exceptionally old machine that nonetheless is both in surprisingly good repair and remarkably loyal to you. This little roller is stuffed to the brim with every kind of sensor module and analysis program its maker could shove into it. A few seconds of scanning is enough for this thing to suss out every strength and weakness its target has, and possibly even one or two it didn't know about. Even gods are something it can crunch the numbers on inside of a minute, at which point it will start giving advice on where to hit your foes and what to hit it with. Now, the thing has no combat potential at all, but it does have just enough horsepower in its wheels to drag you around for a good long while if you get yourself knocked unconscious.

**Mechanical Assistance – 400 CP**

One man against the world may be a nice story to tell, but it's never quite worked out for you in the past and it probably won't in the future. Thankfully, you aren't alone. Allow me to introduce you to your new best friends, Neon Valkyrie and the Ion Cannon. Neon Valkyrie is a tank with more stabby and shooty bits welded onto it than Matt has in his entire collection and is remarkably fast and silent to boot – if you want to go all the way up to ramming speed, it's a great way to start a battle. The stealth generator is just adding insult to injury at that point. The Ion Cannon on the other hand, is an orbital satellite that somehow manages to convert solar power into a deadly laser with which you can rain death and destruction down from above. Amazingly, it somehow qualifies as eco-friendly. These versions of them are also guaranteed not to go crazy as a result of having an AI downloaded into them or be hacked and used against you by another AI, as that was a bit of a problem in prior versions.

**Iron Fortress – 600 CP**

No kingdom or empire is complete without a throne to sit upon. This place is your throne, and it is made of guns. Hidden inside of its walls are production lines, manipulator arms, and enough raw metal to drown cities in bullets. And that's only the bullets, there's also more than a few tanks, a Praetorian or two, and a frighteningly large supply of nuclear warheads. However, for all that you could automate an army with this place, you are by no means alone. Manning the battle stations in this place are a small army of scientists, mostly female for some reason, who constantly produce bigger and better weapons of war to aid you in the destruction of anything that draws your ire. Combine the two together and you have an apocalypse proofed fortress with enough guns to make god sweat. Or everything you would need to fight off an alien invasion, definitely one of the two.

# ITEMS – RANGER

Rangers receive the 100 CP item here for free and a 50% discount on the rest.

**Ranger Skirt – 100 CP**

Rangers are meant to be defenders of Greenwood, heroes to them and a hunter of the monsters threatening the people. It's only fitting then that a Ranger would have an outfit perfect for it. This outfit and the bobble that comes with it is one such outfit. Both the outfit and the bauble provide a small boost to your defense, whether it be against the magical or the physical, your speed and agility, and a small boost to your attacks as well, whether magical or physical. But what does it do about the elements? In that regard, the outfit will allow you to resist Earth, Bio, Fire, Lighting, and Holy Elements. Not only that, but it seems that while wearing it, you'll never have to worry about getting tired or being weakened by enemy attacks. Any monsters threatening your people will be right to be wary of you now.

**Rescue Dog – 200 CP**

There are plenty of different types of dogs all over the world. Some can be found in mystical forests, casting spells of Dark and Holy alike. Others can be found inside fortresses of iron and steel, zapping any foes they come across. You can even find dogs in the coldest reaches of the world, shrugging off the cold with ease. But the dog most people think of when they say man's best friend is the simple Rescue Dog. Even when separate from you, you only need to call it forth and it'll be right by your side in an instant. It may not be very strong but that isn't why it's with you. No, the dog is instead meant to be a supportive ally. In battle, the dog can provide you with useful items, usually those that heal, weaken the attacks of your enemies and buff your speed. Dogs are man's best friend and this little pupper just proves it.

**Mighty Oaks – 400 CP**

Somewhere near your starting point for the jump, there is a forest. It's by no means a small thing, easily larger than most big cities, and is filled to the brim with small critters and all kinds of animals. A scar runs through the forest where a large blaze ran through it a number of years ago, but even in those portions life thrives. However, beyond the simple creatures that live in this place, the place exudes an aura of natural energy that makes it a gathering place for, and home to, a plethora of lesser spirits. In the center of the forest there is a single spirit of note, an Ent of some kind. If you perform small favors for it, perhaps even defeat it in a duel, the spirit will grant you a small number of blessings. Most are limited to the bounds of the forest, but not all are – certainly not the ability you call the spirit to your side to beat down your foes. You will have to earn that one though.

**Greenwood Village – 600 CP**

Hidden away in the center of an ancient forest lies the place where your heart is, your old hometown. The village is small and rustic, but no less comfortable for lacking much in the way of electricity, and it more than makes up for it with the sheer natural beauty that it possesses. When you are tired and need a place to rest, or the world itself has decided it hates you, this place will welcome you with open arms and invite you to relax and stay a while. Inside its walls it's as if you can do no wrong. Healing spells are more powerful, training is slightly more effective, simple tasks and chores fly by quicker and easier, even your rest is more restful. Best of all, whenever you return, you'll find family members of yours, both from the current jump and from past worlds – though, never at the same time – are here as well, allowing you the opportunity to speak with those you haven't seen in quite some time, or to tell them the story of your life since you last saw them.

# ITEMS – CAT

Cats receive the 100 CP item here for free and a 50% discount on the rest.

**Heroic Armor – 100 CP**

Cats may not look like much, but their adorable appearance belies the hidden depths of all cats. Cats can be warriors too! And now, you have armor perfect for an up-and-coming warrior such as yourself. Fashioned in the style of a knight, this armor, complete with a helmet is meant for fighting any foes you come across. What does it do, you ask? Simple. It makes you quite a bit more durable, doubling your durability against both the magical and the physical when worn together, even healing you when struck by lightning. Not only that, but you'll also find that any of your skills that lack an active elemental aspect will be boosted.

**Kitten Fortress – 200 CP**

Cats may have neither arms nor legs but that does not mean that their mind is lacking. They can be just as creative and just as intelligent as any human that walks the world. This "vehicle" is just one such example of their ingenuity. This is something known to the people of this world as a Kitten Fort, a mobile fortress of stone constructed by Cats alone. It comes equipped with cannons and a spiked battering ram. It may not seem like much, but this fort can take on many creatures in this world and win. Its very presence alone inspires you and your allies, boosting morale for as long as it remains on the field and sometime after.

**Three Sacred Jewels – 400 CP**

Once upon a time, there was a legend from times gone by involving three beautiful gemstones, and the god that created the world. The story went that Godcat left in disgust at how her children had fallen, but left them a way to call out to her, if they ever managed to reclaim their worthiness. You will need to construct a simple altar and perform a short ritual, but all three gems are now in your possession, and may be used to contact Godcat – or any other deity or unknown being that is feline in nature – in an attempt to earn a blessing from said deity. I'm not sure I would recommend actually doing so, Godcat was a fickle creature and almost destroyed the world after being summoned, but never let it be said that the god of cats does not give good blessings to those who prove their valor.

**Kitten Kingdom – 600 CP**

Long, long ago, cats once ruled the world. They had some of the most advanced technology ever created but now, what is left of their kingdom lies in ruins and dust in the wind. But their kingdom can be built once more. This kingdom is closer to a town, but it is a start. In this kingdom, you will find technology built by the ancient cats, technology beyond any other. Not all of them are functional but there is a lot to learn from them. In fact, it seems that whatever you create in this kingdom of yours will start becoming like the ancient creations all around this place, becoming incredibly durable and refusing to degrade from the passage of time. This kingdom is the perfect place for a new beginning, a task you will not be alone for. There are over a dozen cats here, loyal to you and your companions and yet, they are not the true guardians of this kingdom. That honor belongs to the Protector, a tank-like automaton capable of bombarding foes with beams of energy, lightning, earth, fire, and bombs. A kingdom like this should never fall to its enemies again.

# COMPANIONS

**Companion Import – 100/200/300 CP**

While this world has many adventures to go on and more than a few idle diversions for those who just want to relax, it's also not particularly a game meant to be played alone. That's why you should bring some friends with you! For **100 CP**, you can import two companions into the jump. For **200 CP**, you can import four companions and for **300 CP**, you can import eight of them. Each companion gains **800 CP** with which to buy perks and items, and the same discount on general perks and items that you get.

**Companion Export – 100 CP**

Or maybe you'd rather make new friends along the way instead of relying on your old pals? Well, by all means, go right ahead, get out there and get a party together. …I should probably warn you that most people in this world are very content with their lives, and rarely make something of themselves. They are only NPCSs after all. Still, there's more than one fighter able to take on the world, and that's before we talk about the Players.



# DRAWBACKS

In addition to the drawbacks here, you may choose to retain the drawbacks you took during **Epic Battle Flash** for half of their original CP value.

**The Adventure Continues – 0 CP**

While the world has something of a tendency to reset itself and the intrepid heroes of the world in the meantime, their adventures span backwards quite a ways. Matt and Lance once teamed up in a Iaido competition, which is where they met Natalie. Matt and Natalie then had to fend off one of the other competitors, something that ended with the planet breaking. They then had to fight Lance to stop him from taking over the world, after which he officially joined the party. And there's more farther back, such as Natalie's feud with the Black Mages and Matt's adventures in Cornelia. If, by any chance, you were a part of those adventures, then taking this option will allow the trio – and possibly certain other individuals – to remember you, be it as their friend or as their foe, depending on your actions.

**Pervert – 100 CP**

There is no nice way to describe this so I'm just going to say it upfront. You are a pervert. You are not even the classy kind of pervert. You are the worst kind of pervert. The kind of pervert that spies on people everywhere you go, taking their pictures and more. If you had a coat lined with cameras almost invisible to the naked eye, the only reason you'd ever use it is so that you can take lewd photos and videos every chance you get. That's how big of a pervert you are. Perhaps your friends will be able to stop this dirty habit of yours but I wouldn't count on it.

**Hungry – 100 CP**

There is an empty pit within you, a gnawing pit that seeks only to be filled so that the pain can finally be gone. What does this pit represent? It is your stomach, and it is hungry. It does not matter what you eat nor does it matter how much you eat. It is all the same to it. Your stomach seeks food and for the duration of your time here, it will always seek food. Because of it, you have become so hungry that you are capable of feasting on meals for over a dozen people day after day. Not only that, you will sometimes become so hungry that even during battle, you will pull food out of a personal stash and feast on it in the middle of battle, making you an easy target for any of your enemies.

**Bad Luck – 100 CP**

In this world, luck is very much a real thing. It can be brought up by both the spells and the equipment one wears. And if it can be brought up, it stands to reason that it can also be brought down, whether it be through your own choices or that of your enemies. And now, you have become the victim of such misfortune. This comes with a multitude of effects. You're less likely to hit with your attacks, you're easier to hit and more likely to suffer more damaging blows, it becomes harder to capture enemies if you're able to, and even more effects. Unlike the original effect, there's no true way for you to cancel this Bad Luck of yours.

**Counterattack! – 100 CP**

This isn't just a turn-based game. Your foes won't just that stand there and wait for you to hit them. They can very much hit you back. Now, every enemy you face will be like this. After hitting them with your attacks, all your enemies will have a chance to strike back. You can dodge it, block it, but you will not be able to stop it. Thankfully, most enemies only have around a 1 in 4 chance of striking back but there are a rare few that are guaranteed to strike back. If you don't want them to strike back, just try to kill them in a single blow.

# DRAWBACKS

**Adventurer's Punishment – 200 CP**

How do you feel about looting? Do you do it? Do you enjoy it? If the answer is yes, this drawback may not be very enjoyable to you. Why, you ask? Well, it's simple. Now, whenever you loot something that belongs to someone else, you will be punished for it. How will you be punished? The prices in every shop will rise and the more you loot, the more it'll rise. Sooner or later, if you keep on looting, you'll be dealing with the most ridiculously exorbitant prices for even the cheapest of food and materials. Hopefully your wallet can handle it.

**Kleptomaniac Tendencies – 200 CP**

You have a need, Jumper. A simple need but one that is likely frowned upon and illegal in most civilized societies. You have a need to steal. You are what many people would call a kleptomaniac. You have the insatiable need to steal anything you can get your hands on and even things that you probably can't. Needless to say, this habit of yours probably won't make you any friends. Perhaps if you had companions much like a certain blonde-haired swordsman, this habit can be curbed just a bit but without such companions, you'll probably be making more than your share of enemies just from your insatiable urge to steal.

**Chased By The Chibi – 200 CP**

There is a knight that roams this world. Even far away from home, this knight continues to be a hero, searching for evil to vanquish and slay. She is a knight of justice, of good, and she has come to see you as a great evil, one that must be defeated and laid low. In your time here, you will come to meet her, to fight her many, many times. Your first fight will likely be easy, a simple battle where you will face off against an inexperienced knight, one armed only with armor and weapons unbefitting of a hero. But that is not where the true challenge lies. No matter what you do, she will always escape certain defeat, ready to fight another day, and impossible to track down afterwards. This will repeat the next year, and the next year, and so on. Each time you meet, she will be stronger and more skilled than before, having studied how to face you. It is only in your final year here where you will finally get a chance to truly beat her. If you win against her in your final battle, she will come to realize her mistake and will offer to join you across your adventures.

**Stuffed – 200 CP**

The food in this world is something special indeed. It is capable of healing people instantly, cleansing people of the debuffs inflicted upon them, buffing them, and many more. It is sad then that you cannot actually enjoy the benefits of such food. You can still enjoy the taste of food and it certainly still fills your stomach but the special effects will never work on you. The food won't heal you. It won't cleanse any status effects or debuffs on you. It can't buff you. It just doesn't work on you. You'll have to rely on your skills and that of your allies to help you out. Hopefully you do have such skills available to you.

# DRAWBACKS

**Countless Obstacles – 300 CP**

You do remember what type of world you're in, right? You're in an RPG! One with all the classic tropes and cliches, both the fun ones and the bad. And now, you'll unfortunately have to deal with one of the most dreaded RPG cliches, namely the obstacles that cannot be passed unless you possess certain items. What this means for you is simple. Whenever you encounter obstacles like trees, rocks, or gaps in the path blocking your way, you'll have to find an item like an axe, a hammer, or a stepladder in order to get through. It doesn't matter if you can fly, teleport, blow up mountains, or more. You will need those items if you want to get through the obstacles and make any progress on your journey.

**Epic Mode – 300 CP**

Tell me Jumper, do you desire a challenge? Do you desire to test your skills against opponents that could truly challenge you? If so, this drawback is for you. Upon taking this, you'll find that the world itself has changed to accommodate your desires for a greater challenge. The ordinary foes you meet will be twice as powerful as they were before in every aspect, from strength to speed to intelligence. And yet that does not even include the more powerful enemies, the foes that one could call Bosses. Those beings do not merely have their powers rise twofold. Instead, their might will rise and rise until they match yours and become more than capable of providing you a true and proper challenge. Just remember, this is your choice and unlike the game, you cannot turn this off.

**Everything Is Shooting At You – 300 CP**

Did someone ask for a sudden genre shift? Oh yeah, it was you. Congratulations, this world is now primarily working off the logic of a bullet hell game instead of a more normal rpg. Stats, equipment, skills, most of these are now completely unnecessary and possibly even a waste of time on account of the veritable deluge of magical bullets being shot at you by everything from Bushes and Idols to Arkon and Godcat themselves. Given that even a single one of these bullets will now be doing enough damage to knock even high level characters out of the fight in four hits or less, you're far better off learning to dodge like an absolute madman. Probably pick up a ranged attack as well. Good luck with this and have fun!

**Reset By The Reset – 300 CP**

Huh. It seems that your arrival in this world had some… complications. Regardless, through one way or another, your powers can be said to have… reset. What this means for you is that all your abilities, all your powers and items from beyond this world are lost to you, taken away by some unnatural force. Fortunately, you still have the powers and equipment you obtained in this world but unfortunately, they too have been affected by the complications of your arrival. They have been heavily weakened but thankfully, they're still there. It will take time and training before they become as strong as they were supposed to be but it can be achieved. Don't think you can rely on your companions either. They too have been affected, suffering from the same complications. If you have any companions, you'll have to suffer through this problem together.

# SCENARIO:
# A L L  D E L E T E

**YOU.**

**YOU ARE NOT MEANT TO EXIST.**

**YOU DO NOT BELONG IN THIS WORLD.**

**AND YET, THAT VERY FACT SAVES YOUR LIFE.**

**IN YOU, I SEE AN OPPORTUNITY.**

**JOIN ME.**

**HELP ME RID THIS WORLD OF ITS IMPERFECTIONS, OF DISORDER.**

**DO THIS AND YOU WILL BE REWARDED.**

**REFUSE AND YOU WILL MEET YOUR END.**

As you enter the jump, you will find yourself face to face with a horrifying mass of eyes, teeth, and tentacles. They belong to the administrator of this world, The Devourer. It has noticed your arrival and while it is very unhappy to have its perfect world intruded upon, it has also had an idea. The perfect world it created has developed a glitch in the form of a young man in a pirate hat who simply refuses to die, no matter how much The Devourer alters the simulation to try and kill him. His first attempt destroyed the world and required it to be rebooted but failed to erase that anomaly. This was due to the interference of an unknown entity, dubbed 'The Guardian'. After four iterations of failure and your own arrival, The Devourer has come to the conclusion that it will need the assistance of another outsider. You.

Your task is simple – kill Matt. Kill Natalie. Kill Lance. Kill Anna. Kill Nolegs. Erase the anomaly and his allies, smite them, grind them into dust, and return the world to its perfect clockwork nature. Should you accept this task, you will see that the world moves in reverse, beginning as the anomalies walk towards their final battle with The Devourer. As you clear each world and cleanse it of Matt's presence, time will rewind, and the previous simulation will load. You will need to go through this eight times, clearing the five primary simulations and the three test builds of the taint of free will.

The Devourer will of course reward you for your cooperation. You may pick two of the following. If none of these appeal to you, you may refund a choice for **200 CP**, or both for **400 CP** in total.

**YOURS IS AN ACCEPTABLE EXISTENCE**

Heroes. What an annoying thing they are. They bring ruin to the world, breaking apart the very fabric of reality, the very laws of the universe, tearing the clockwork nature of it all. And yet they are rewarded for it, growing stronger with every foe they face, every obstacle they overcome, every feat they perform. Time and time again, The Devourer has attempted to wipe them away, to return them into the cosmic dust so thoroughly that not even their memory will remain. Yet he has failed again and again, until you arrived. You have done what The Devourer himself could not and finally brought down that impetuous nuisance and his allies. In doing so, you have obtained a great gift. Before you, heroes are nothing more than mere humans. They will receive no protection, no last-minute savior, no narrative armor when they finally face you. If they wish to triumph over you, they must do so without the favor of the story, the favor of the writers. And when you slay them, you slay them so thoroughly that nothing of them remains. They can never be brought back into existence and the memory of them will fade in time. And as a Jumper of Order, of perfect Clockwork, gods representing those concepts and beliefs will treat you as one of their own, knowing with but a glance the magnitude of your deeds here.

**AN UNSIGHTLY AND UNECESSARY THING**

In the past, The Devourer created a number of things in an attempt to spite The Players. In the beginning it was Goku, who entered the world by falling from the stars. In more recent eras, it was dark reflections of the four, later five, foes that he hated so much. As those foes are now dead, their dark copies are now completely unnecessary. Matteus, Natalia, Lancelot, Annabelle, and… God? Interesting. Regardless, for your assistance you may take these five monsters, as well as the four original and far lesser ones if you desire them. They have power equal to if not surpassing any two of their counterparts, and as you might expect are dark and twisted in personality. Still, they are loyal to you for allowing them to continue existing. Each of the five 'Dark Players' also possesses a unique interaction with spacetime, their special trait as it were. I'll leave it up to you to study those things.

**A SMALL FRAGMENT OF MY GREAT WORK**

The greatest possible gift that The Devourer could give you would obviously be nothing more than a small fragment of his perfect creation, now that he's finally brought it into being with your help. In the center of a small warehouse attachment sits a Cosmic Monolith, one that contains a sort of pseudo space, a magical version of virtual reality if you would, inside of itself. It acts as an entrance and control terminal both, from which you can watch and interact with the world it contains. As you feed it data, the simulation it contains changes into an ever more perfect representation of the world. For now it contains the data for the third, fourth, and fifth versions of The Devourers simulation. Who knows what you could make once you've mastered its use?

# SCENARIO:
# F R E E W I L L

*Hey. You. Yeah, you, the Jumper. Look, I'm sure Dev has lots of cool toys for you if you play his game "the way it's meant to be played", but I'll be level with you. He's a bit of a control freak and a massive ass besides. More than the players, the thing he wants you to kill is free will, and that would be a damn shame. Won't you help me help them?*

However, you are not subordinate to The Devourer. You never have been, and you never will be. You could always reject his offer and throw your lot in with the players and their Guardian instead. Doing so would see you start waaaaay back when, in the zeroth iteration of the world, all the way back in Brawl Royale, the first time Matt and Natalie crossed paths. The world will generate foes specifically to spite you, from Goku to the Cat Kingdom, from Bushes and Slimes all the way to Arkon and Godcat, until eventually you make it to The Devourer.

I will be truthful. This will be a far harder fight that it would otherwise have any right to be. The Devourer is furious at you for defying him, at them for not dying, and at me for recruiting you. He'll be calling highly souped-up versions of everything he can to aid him in battle, from his first attempt at killing Matt, the super dead super saiyan Goku, to the unbound demon Arkon, and even Godcat in all her glory. All four of them at the same time… Good luck, you will need it. If you have any of the perks that let you hear The Guardian's voice, which I will call the Estavius perks, you'll find them slowly increasing in power as you get closer to this final fight, but that is all I can offer you until after you've won.

Of course, if you do win, then you can pick two of these things as your prize for helping The Guardian. If none of these appeal to you, you may refund a choice for **200 CP**, or both for **400 CP** in total.

*You'll Be Bound Together For All Time*

Remember those potential upgrades to the Estavius perks, the ones the Guardian would have given you to try and help you out? Those upgrades are now permanent. Assuming you actually had any of them, then they are all now stronger than originally described, reaching almost twice as much power – in fact, their final perk will allow you to escape from death twice. Even if you didn't purchase any of them, you may take the first three of them for free with this. On top of that, you may freely and at will share the Estavius perks with your companions, your followers, or anyone at all, at any time and without any form of limitation.

*In Battle They'll Fight Right Beside You*

The Devourer may be beaten, but that is by no means a true and final end to this story. One day, he may even reach out to the world where you were born and attempt to find you. To stop that plan in its tracks, as well as to help The Players escape a sixth go at erasing their free will, I offer you this – Take them with you. They are fools and liars, layabouts and thieves, and the best friends you will ever have if you give them half a chance. They are also monstrously powerful, functionally immune to having their powers drained or memories stolen due to having overcome such a thing so many times in the past, and each one possesses their full perk tree, the Estavius perks, and their 100 and 200 CP item.

*Never Have I Dreamed I Would See This*

I. You. How? You absolute madman, that's sure one hell of a way to deal with The Devourer. It seems that instead of simply defeating The Devourer in battle, you shoved him into a box until he cried uncle. Please, keep him in there and take him with you. When you let the Devourer out of his box, he deals massive damage to everything around him, up to and including the fabric of spacetime. Assuming you survive this attack, the world will glitch and then reboot. It won't change much, not like the various versions of the simulation, but everything and everyone will get stronger. Weapons are sharper, foes are stronger, it's as if the entire world has leveled up.  Welcome to New Game Plus.

# ENDING

STAY?

GO HOME?

MOVE ON?