Kingdom of Loathing Jump, by paradoxdragonpaci.

Welcome to Kingdom of Loathing, please hang up your serious hat by the door and come on into this world which pokes fun at everything and itself at all times. Whether you are a veteran of the Jumps or a newbie, you will be welcomed.

Well, here's where your tour guide, the Toot Oriole, will come in and take over.

"*Welcome, Adventurer! I'm the Toot Oriole, and I'm here to do a favor for that Bizzare Bounce Being or whatever their name is. So, here, take 1000 Meat Points and spend them whatever, You'll be here for 10 years or so, so just be on the lookout for the mimes. I'm sure you know what to do."*

Before the bird flies away, it gestures at a map and some tiny plastic figurines that are on the ground.

Origins:

There are 6 Standard Classes that you may choose, they are categorised by whether the way they fight leans towards is **Offensive** or **Defensive**, and whether they focus on sheer muscle and sturdiness, intellect and mysticality or nimbleness and moxie. These areas of focus are known as **Muscle**, **Mysticality** and **Moxie.** Your Age and Gender may be freely chosen.

(Offensive)(Muscle)The Seal Clubbers are a hardy, strong people hailing from the Frigid North(as they do). With their hefty clubs and Fury to purge the world of Seals, especially Infernal ones, they will Smack anything in their way and become ever more angry in doing so. Also fond of the art of smithing weapons.

(Defensive)(Muscle)The Turtle Tamers have a mystical connection to, well, turtles. As well as any other familiar that they bear with them. With their ability to find turtles for aid, their connection to the spirit world and their ability to offensively use their armour, they tend towards the long view of things. Also fond of smithing armour.

(Offensive)(Mysticality)The Pastamancers wield powerful magic; the art of summoning and binding a pasta thrall to their will which grants them powerful abilities. Indeed, their synergy with those thralls is beyond compare. In addition, they can tune their magics to any of the 5 Elements making up this world and have powerful healing magics besides. They have an affinity towards making noodles.

(Defensive)(Mysticality) The Saucerors wield a different kind of magic, one that manifests instead, in their potions. They can create and get more out of those potions than any other classes and their buffs,potion based or otherwise, are mighty indeed. In combat, they focus on using those buffs to their fullest effect with the aid of their curses and their ability to utilise the souls of the defeated.

(Offensive)(Moxie)The Disco Bandits are the smoothest players of the classes, who weaken their foes with their movements and build up an unstoppable momentum that empower their singular attacks whether it be knife stabs or setting the enemy on fire. Their smooth flow is so harmonious, it even allows them to get more out of their fights. They also manifest their natural sneakiness by being able to use items in combat much more ably and, like the Accordion Thieves, pickpocket. Have a fondness for creating good booze.

(Defensive)(Moxie) The Accordion Thieves are the bard of the group, whom gain the most out of their Accordions in Combat with their Cadenza and few attacks. What they are really most well known for is their ability to imbue a wide array of buffs onto themselves and others. Though, of course, there are only so many songs a person can keep in their head at once. They are also actually thieves and thus are able to sneak into the guilds of the other classes to purchase some useful aids.

After choosing, the tiny plastic figurines dissolve into stick ectoplasmic stuff and the Map lights up.

Starting Location: All Origins may choose to start at any location.

1.Campground: A Home and a place to rest, cook food and generally laze about.

2. Your Class Guild: A place for you to talk with some experts in your field to learn new skills and spells.

3.Spookyraven Manor: A place chock full of various ghosts and haunted objects. Just keep to the first 2 levels and you will be fine. Probably.

4. The Council Hall: The Hall which contains the Council, who is replacing management in lieu of the King being Imprismed. Not exactly nice people.

5.The Misspelled Cemetary: A place that is ranked second in “places with such horrible spelling, it can cause wounds.” Also a generally spooky place to be at.

6. The Nearby Plains: Your choice of either the Bat Hole, Cobb's Knob or Degrassi Knoll to enter this world. As stated in its name, a plain that is relatively near to Seaside Town, the most important town in the Kingdom.

7.The Big Mountains: A Mountain range. Do watch out for any suspicious caves as well as huge mountains. You might also note the various institutions that are based here, to avoid overcrowding Seaside Town.

8.Desert Beach: A somewhat distant location from Seaside Town that has a road between there and here. It has its own town and an entire mall, but it’s main attraction is the mysterious desert

that is there.

Perks: Perks that belong to their Class or section are discounted.

General:

(Free)Elemental Comprisment: This Kingdom, nay, this entire world, operates on different principles than most others. Everything here is composed of five elements; Hot, Cold, Stench, Sleaze and Spooky. With this Perk, you too are also made of these 5 elements. Normally this wouldn't mean much of anything as the elements usually exist in balance within you. But it does allow you to use this world's strange magics and the capability to resist attacks of these 5 elements if you take the correct precautions.

(100)Themed Clothing: It seems that, whenever you wear a complete set of clothes that follow a theme, their power is improved. This might seem logical(a full set of Armour is better than half a set), but the additional benefits can sometimes be greater or different than expected.

(200)Whiling away the days: Despite my earlier words about the speed of a typical rescue mission for the King, there is merit in being able to train and do stuff faster and better. Perhaps for defeating the Eldritch gods and goddesses of the Mer kin. This perk allows you to train and work twice again as effectively and quickly as you were previously for twice again the results.

(200)Truly Innate: Some skills and abilities are truly restricted to their Classes, unable to be used in a different class even if the soul remembers it due to the kind of upbringing that particular life has led. Of course, such restraints would not apply for a being who is as adaptive to different worlds and magic systems as you. You're able to use any spell, technique , technology or whatever you've learned before, ignoring whatever personal limitations may prevent you from using them such as "being unattuned to the cosmic sauce", "not being sturdy enough to contain Pure Fury" and whatnot.

(400)Courteous: While Monsters do roam the land, many of them have a strange kindness. Regardless of how many monsters you kill, they always end up sparing your life, instead beating you up until you straight up cannot fight any longer. With this perk, you can keep this courtesy to other lands.

(600)Adventurer of Loathing: You are the biggest badass since the three heroes that exemplified the 3 main stats. As in, things just line up for you to save the Kingdom through coincidence and through your never-ceasing training. This perk acts as an Uncapper for all your attributes and skills and abilities for what you have, grants you Plot Armour to and acts as a Capstone Booster.

Offensive:

(100)Nimble Fingers: While fighting, it would be a disaster if you were to, say, accidentally drop your weapon onto your feet, or miscast a spell to burn an animated boiler into a spell to burn

you. This perk allows you to make such clumsy fumbles a thing of the past as your grip on your weapon becomes like iron and your castings of spells become nigh-perfectly accurate.

(200)Last ditch effort: As a class that focuses on offensive strategies, a few good hits might be all that is needed to strike you down. You, however, turned this into a strength as the lower your health is, the better you are able to fight. This isn't exactly a perfect solution, and your stats do cap out at half again as powerful, but it does help address a common issue when an enemy simply cannot die for the first crucial minute or so.

(400)Receptive Health: When engaged in long battles after battles, it's important for you to keep your health high so as to prevent any single attack from laying you low. Keeping this in mind, You gain the ability to receive twice the benefits of healing from any source so as to maximise your ability to stay alive in combat.

(600)Strike first, strike last:In battle, who strikes first, strikes last. This saying means that the first alpha strike would usually be the only strike needed to determine the results of battle, You've internalised this message and becomes quite possibly, the fastest thing alive. Whenever you're in personal conflict with anything, you can always get the first blow in. Whether that be destroying a trap that just sprang on you before it can do harm, preemptively countering somebody's arguments before they can even begin to speak their first lines or just being the winner in all western stand-offs.
-Boosted: Scratch the personal part. Or the "thing" part of "anything". You can now notionally lead an army against the concept of "11" and still be able to somehow gain the first strike for the entire army in the theatre of war. Against "11". That's ridiculous. It's not even funny.

Defensive:

(100)Stunned Silence: The best way to not get hurt is to prevent your enemy from doing anything in the first place. With this perk, you can do something so ridiculous that your enemies will be stunned by your audacity. Like reusing an old bandage for the third time. What's wrong with you?!

(200)Receptive Mana: When casting spell after spell, technique after technique or 50-step dance moves to defeat the enemy, the most dangerous thing is to run out of juice when fighting against an enemy. In this regard, you've gained a boon beyond others, the ability to gain twice as much Mana/Ki/Energy from any source. I suppose that means that a 24-hour drink has become a 48-hour one.

(400)Buff Bonus: Usually, buffs, while greatly beneficial do come with a few caveats, such as their transient natures and the need to cast or consume them first before battle, and a few limits on the number of buffs you can have at a time for the Accordion Thieves. Researching forbidden lore regarding the intersection between sauce, music and spirits, you've gained the ability to extend the duration of buffs you cast by quadruple their normal duration and be able to cast them even in the heat of battle, though this will open you up for reprisal if you're not careful.

(600)2 Cool 4 Harm: You are too cool for this world, even if somebody were to try to hurt you, a certain something abut you seem to paralyse them and make their attacks feel like a gentle breeze. Essentially, you have an aura that reduces the harm you receive by a large amount. And this aura will also passively damage your enemies as it causes them to make mistakes.
-Boosted: Beyond having the two previous Aspects being vastly boosted, whenever an enemy(and this very vaguely defined) tries to attack you or your allies, the ensuing whirl of movements and charm weakens your foes as they become confused, their muscles slacken, their magics fail and your grace transcends the world, even without additional buffs to boost it.

Muscle:

(100)Vitality: Through Yoga, You have achieved a higher state of being…Just Kidding. But you are healthier than most other people and stronger than them as well. ‘Round half again I reckon.

(200)Animalistic Instinct:Whether it be the Seal Clubbers with their seals, or the Turtle Tamers with their turtles, the Muscle Classes have strange relationships with animals. You can imbibe some of this power into yourself, choosing an animal that you have an affinity towards that either supports you, or can be easily hunted and made into materials by you that aids you.

(400)Furious Patience: The Muscle classes are split by their emotional states, and this too is reflected in what they choose to specialise in crafting. With this Perk however, all Armour or weapons you craft reflect the balance of both fury and patience and are thus, empowered beyond the norm; say, a 50% increase in their attacking power and whatever enchantments lie on them.
-Boosted: Perhaps you’re the one who can reconcile both the pure anger and plodding patience of both classes in another way as well. Any power or skill you have that relies on equipping a weapon or armour can easily use the other to achieve the same effect. Don’t ask how you’re using a pair of pants to land a critical hit like a club. It just works.

Mysticality:

(100)Enriched: Through meditation on the Elements, the Sauce and the Pasta, you’ve gained insight into the world and all the elemental bits that make it up…Of course, you might have spent that time nodding off. Either way, your capacity to hold various mystical energies has increased by half again.

(200)Soul Thrall: what is a thrall, but a captured soul. And what is a soul, but sauce in one of its multitude of forms. Focusing on this, you’ve combined the Art of Soulsaucery and the Art of Past Summoning to create an entirely new kind of Magic. By reflecting on the Soul Sauce of an enemy you’ve beaten, you can summon a reflection of the enemy you’ve beaten as a Pasta Thrall with all of their abilities and sturdiness, abit, weakened.

(400)Gourmet Chef: The mysticality classes maintain that the world can be explained as a dish of Sauce and Pasta. Internalizing those teachings, you've gained the ability to craft saucy pasta delicacies that even royalty would greatly enjoy as well as being so healthy that it grants extra time for those who eat them along with the health benefits. Your general cooking skill is also generally boosted, even including your alchemy and potions.
-Boosted: Such is your skill at cooking that your combat spells, made out of Pasta and Sauces, are also similarly affected, having their effects greatly enhanced, perhaps doubling in potency.

Moxie:

(100)Smooth: Through dance practices and a certain amount of roguish charm, you've been infused with the power of smooth grooves to turn attacks into misses and hits into glances. Though that might be all the earworms and booze you've had.

(200)Disco Music: Music and Dance are the main bread and butter for the Moxie classes, of course, In fact, you are such an old hand at existing moves and songs that you can cast them twice in the space it takes for other people to ready a spell or smack a seal. You might even be able to do it 3 times instead if you're that dexterous to perform 3 moves in a single instant.

(400)Clubhouse Band: It's as they say, "Clubhouse, booze and the music band catastrophically playing piano and jazz while it's on fire". Ok, nobody says that, but with this Perk you are that metaphorical clubhouse on fire, with your ability to distill booze like nobody's business and somehow wrangling twice the booze from half the ingredients with just a regular still. And your ability to keep any number of songs(and associated Buffs) in your head.
-Boosted: And your secret to dance which allows you to perform any amount of rave combos and disco moves as long as you can keep the momentum up long enough for your opponent to forget you've already used. You also gain the ability to really turn up the length a song would stick in somebody's head like an earworm.

Seal Clubbers:

(200)Controlled Fury: Now, Fury without a direction is the kind of fury that leads to one being kicked out of a bar in short order. Or killed. However, with this perk, you've gained the clarity of thought to think in the deepest rages as though you're but meditating calmly in a tranquil glade. Essentially granting you the benefits of rage but without any of the negative side effects.

(400)Broken Seal: Opening up your animal crackers, you've discovered that the Seal Cracker is broken. You've greatly increased the amount and potency of your Fury, allowing you to gain much more benefits from it. In fact, all your other abilities gain new benefits from channeling your Fury.

Turtle Tamers:

(200)Familiar Familiar: It sounds so familiar…the noises your pet is making. Maybe you've met them before in a previous life and that's why they're in your cage…Nah, couldn't be. Either way, any familiar or pet that you own and bring into battle have their capabilities greatly enhanced. Around twice as much really, and they also grow much, much faster.

(400)Spiritual Favour: The Spirits really seem to like you, it takes less time for you to accrue their glorious blessings and even when you use their power wantonly, they don't seem to show any ill will towards you. This applies in future worlds when getting favours from spiritual entities are much, much easier and contracts with those kinds of entities are heavily biased in your favour. They are also generally much more pliable to doing what you asked of them.

Pastamancers:

(200)Thralldom: It seems that you have a particularly strange bond with your Pasta Thralls, being able to control multiple of them at once without issue and gain all of their benefits. This is quite advantageous when normally you can only control one of them at a time.

(400)Origin Pasta: Tracing back the roots of all pasta to their source, you've discovered the original pasta that predates all others and spawned all of them. Summoning them might be difficult and draining, but the reward of having a thrall that can perform all the functions of the other pastas(though at a weaker capacity) at once is nothing to sneeze at.

Saucerors:

(200)Potent Sauces: You've delved deep into the Cosmic Sauce, much deeper than others have dared and returned with the cosmic secret of the Universe. Sauce...is Sauce. The inherent power of good food is a thing that doesn't require justification and can be easily used. Your Potions and Saucespheres are improved in their potency and duration, and as your mastery over the basics of cooking and sauce-creation increases, so too will your ability in those mystical fields.

(400)Distilled Soul Fragments: After setting up a complex system of filters and distillers, you've finally obtained a sample of Purified Soul Sauce for experimentation and discovered something…special. You may, instead of taking the whole soulsauce of an enemy upon defeat, take unnoticeable fragments off of any person that you meet, and then later, distill them into full soul sauces for your magic. The souls thus extracted will heal quickly. Likely in less than an hour if it goes well.

Disco Bandits:

(200)Disco Disco: You can't stop the beat, and others cannot stop you from Dancing. When you have Disco Momentum, you cannot be bound, trapped or otherwise restricted in your movements. This technically would allow you to cross a dimension if you're trapped in there, but such a straining activity might temporarily knock you off your groove.

(400)Catch these Hands: The other skill that Disco Bandits are infamous for other than their disco moves is their ability to use items in combat twice as often and usually, better than other classes. They also are quite good with Knives. Both of those skills have combined in you to realise the ancient art of...throwing knives. It seems that despite the obvious gap between you and your enemy, your skill at knife throwing is such that any ability that requires you to be in melee combat or range with the enemy works just fine through those vectors.

Accordion Thieves:

(200)Cadenza Orchestral: Accordion Thieves have the ability to coax more strength from their beloved accordions, gaining more power from their enchantments and their capacity as weapons. You, of course, excel at this as well, but in other worlds, it might be more prudent to do this for a gun or perhaps a smartphone. With this, you've managed to translocate and decipher the hidden mysteries of accordions and how all things may be treated to reveal a new strength. Though of course, trying to do this on a house might take a long, long time to do.

(400)Share the Love: In this case, "love" means Perks. With this ability, you can now share innate powers, abilities and perks that you have to any ally who can hear your music. Make your bandmates become your marching army.

Items:You gain a stipend of 400 CP for this section only.

General:

(Free)Beginner Go-Pak: It is Not much,just a campsite, a drink mixer, a hotplate, and a Familiar-Gro™ Terrarium for any pets you find along the way. The bare minimum for an adventurer.

(100)Spleen and Candy: An endless bag full of minor stat-boosting spleen items and some candy that can be grabbed. Not exactly the most useful of materials except possibly at the very beginning, but perhaps you might have use for it?

(200)The Calendar of Mr A: A nice spiffy Calendar as a gift from Mr A that tells you what day it is, does nothing but the catalog it comes with detailing some choice items from the Mr Store does seem quite interesting, updating itself even in future worlds with new and powerful items in it's extensive collection which reaches back into ye olde past. Oh and the Calendar seems to give you a single Mr A Accessory if you check on it every 2 weeks or so.

(400)The Kingdom of Loathing Wiki: A hefty guidebook to the Kingdom, including everything you ever need to know about the Kingdom, potion recipes, tips to kill the Naughty Sorceress, those kinds of things. Also comes in an e-book format. In future worlds, this wiki will create new ones dedicated to these worlds.

Seal Clubbers:

(200)Furious Silver: This silver bracelet seems positively gleaming with anger. Equipping it allows for a greater sense of strength, and a penchant for vigorous destruction in excess of normal human anger.

(400)Smithy: With this smithy, you now have the perfect place for you to pulverise materials and create new armour and weapons out of those pulverised bits, along with some ores and Meat. Becomes a warehouse attachment in future worlds unless you want to place it down somewhere.

Turtle Tamers:

(200)Turtle Habitat: This habitat seems to be the perfect breeding, nesting , gathering or whatever grounds for turtles of all kinds, even virtual ones. Thus, one could certainly come here occasionally to get some turtles to use for various activities. In the future, this will become a warehouse attachment.

(400)Spirit World Hotel: It seems that you have a place on the other side. A hotel staffed by holiday ghosts attends to your every need and desire resides at that other side and which you know the location of in every world after this. Within, you will find yourself treated as a VIP with no cost incurred for you to stay and heal all your wounds and refresh your mental energies. Time is also slowed here to a certain extent so you won't somehow lose too much time here resting.

Pastamancers:

(200)Pasta Crown. This crown, made out of all the various kinds of Pasta and noodle dishes in the world, is meant to be worn on your head. Don't worry, it won't break or anything like that. Instead, it allows you to power up your familiars in excess from what they would normally provide, strengthening the effects that would provide.

(400)Fivefold Spice Rack: These spices correlate to each of the 5 elements that make up this world: Cayenne, Peppermint,Garlic, Wormwood and Bacon Grease. Ok, they aren't all spices but what they can be used for is to improve the dishes made with them, so long as those dishes actually would use those spices in their normal recipes or taste good. How do they improve the dishes? By making them supernaturally effective at providing energy and granting a few special skills.

Saucerors:

(200)Glassware: An infinite supply of glassware and cutlery is provided to you, free of

charge(well, beyond the points spent). Perfect for all the vials needed to contain all the ingredients and potions and sauces you'll produce as well as making for an eccentric eating style.

(400)Tea Tree Bonsai: Although tea isn't a sauce, it has certain properties that lead to a few radical Saucerors and other scientists to research them. This is the fruit of their experiments, being a tea tree that can be used to create tea that is so soothing and relaxing, it actually heals you and grants a tranquil state of mind that can think clearly, guaranteed.

Disco Bandits:

(200)Infinite Knife Works: You might just be a regular Disco Bandit, but nobody should underestimate you, especially with those Knives you've up your shelves that you can easily use in your combat dance. Never go anywhere unarmed again. Knives can be of whatever material you would like.

(400)Distillation Set-Up: All the tools and equipment for you to create the best drinks known to mankind and beyond. Comes with a free box of ingredients for the drinks that refills every day. In the future, is a warehouse attachment. In addition to creating supernaturally good booze, it can also transmute a few spirits and fruits into rarer versions that are more potent in potions or in booze.

Accordion Thieves:

(200)A Ticket to Anywhere: Sometimes, what you need to steal is behind some seriously beefy security, such that even all your skill cannot be bypassed. With this, however, you can circumvent at least some of those security checks. This is a piece of whatever identification you need to enter any given location. It will hold up to some background checks and scrutiny, but it might be wise to make your entry and exit quickly to avoid any weird effects that come from the identification chain-forging/rewriting history to further your disguise.

(400)Hi-Def Speakers: If you've got the tunes, why aren't you scouted by Hollywood to be the musical accompaniment to wow the entire world and become a celebrity that everyone loves. It's because you don't have this Boombox. With it, you may cast your Buffs to all allies within auditory range with but a single repetition of a Song and also create recordings of your music that contain enough magic to create that same buff...once.

Companions:

(50 per Companion, or 400 for any number)Foreign Import: When you enter this world and find your Campsite, you'll see that a crate labelled "foreign import" is nearby. If you open it, your Companion(or companions)will all spring out of the Crate without any idea how they got there.(PS:Don't worry they weren't actually in the crate)(PSPS:don't ask how we fit all of them in there)

(100): A [Class] has joined your party!: Another Adventurer has decided to come with you on your journeys across the Kingdom. Though they start off relatively weak, they can train up to be your equal in every way. Eventually. They gain the appropriate origin to their class and 400 CP to purchase perks and items.

(200) An Avatar: One of the Legendary Heroes of the past has taken note of you, and has sent their Avatar to accompany you and serve as their eyes, ears, mouth and whatever. The Avatar might seem weak at first as they have not properly attuned with the spirit of the legendary hero, but with enough Ascensions, they can become quite a formidable hero like the spirit who is possessing them. They gain no origin, but the appropriate stat perkline for them is doubly discounted. They gain 600 CP for their own deeds as well.

(50-200)Somebody Else?: There are quite a number of people here in the Kingdom whom a Jumper might want to bring along. The CP costs shown here scales to the amount of power the person you might want to companion has, capping out at the Naughty Sorceress for 200 CP. Regardless, they gain three times the number of CP you spent here for purchases.

Drawbacks: Take as many as you want.

(+100)Slow: While normally, you can easily just travel from place to place just on your feet(and maybe a bus pass), with this Drawback, you'll need to get a bicycle at the very least if you want to get anywhere in a timely manner. Maybe a car. It just seems to take twice the time it would normally take for you to travel anywhere otherwise.

(+100)Tasteless: For you, food and drink are much less satisfying, for without the ability to have the full experience due your lack of taste. This wouldn't stop them from being able to fill you up…just it wouldn't be as good.

(+100)Strange Memories: Sometimes, when you do things, you get a strange sense of Déjà Vu and a flash of a memory that isn't yours. Maybe it's the taste of macaroni and cheese that "reminds" you that you lived in a giant bowl of Mac and cheese. Or a monster triggering reminiscence of a past that never happened. This is…less of a problem and more of an annoyance than one would think since those flashes don't happen if you would be in serious danger while experiencing those sensations.

(+100)Annoying Friend: It seems that you have an additional Familiar slot…filled only with the most whiny and irritating Familiar known to Adventurerkind-a Blue Fairy. It may restore your MP every so often but is this really worth the price of having to hear "Hey Listen!!" every 3 seconds…even during your sleep?

(+200) Limited Time: For some reason, it takes longer for you to do things than you would have liked. Around 5 times as long. While this can be mitigated, it's really kind of annoying to just waste time to that extent.

(+200)Stronger Foes: Your enemies are stronger…In fact they are 11 levels stronger than they normally are. It's ridiculous, it's not even funny. It's up to 11.

(+200)Expensive Spells: Well, it seems you may have a bit of a problem with Mana. Your spells and techniques seem to cost half again, making using them a bit more inadvisable.

(+200/400/600) Taller Naughty Sorceress Tower: The Naughty Sorceress has seen to it to make her tower a bit…ok, a lot taller in order to make it more difficult for you to reach her. Each level of this Drawback adds 2 more levels to the Naughty Sorceress's Tower, each with their own gimicky obstacle to overcome. Though the extra levels would also mean a greater compensation on the last level before the sorceress in addition to the CP.

(+400)Metaphorgotten Knowledge: It seems any knowledge you had about the Kingdom of Loathing was actually just about the game. The real Kingdom of Loathing is quite different. Though the Wiki will adapt, it might come as quite a shock at the beginning and this is a game which rewards preparation.

(+400)From the Start: You begin all the way from the beginning of the Kingdom of Loathing. This wouldn't be so bad if it wasn't for the fact that means in your future, you would have to deal with the possible invasion of Mimes, an Eldritch Invasion, a Zombie Plague and other such fun things.

(+400/600) Bad Moon: It seems you've been unlucky, to be born under the sign of the Bad Moon. Your bad luck causes you to be…well, unlucky in all things. And in addition, your ten-leaf clovers will no longer work. And if you want to get 200 CP, you're cursed with a Black Cat Familiar which cannot be replaced by another Familiar and generally gets in your way. Even Ascension wouldn't help you here as it's a Drawback.

(+600)Ascension Amnesia: Well, it seems that you're going to be in for a rough time after this Jump. Every time you Ascend and reincarnate, you'll lose all your memories and start again as a regular Adventurer. You'll regain all of them after this Jump, but I do hope you are ok with this.

(+600)Hardcore: Well, it seems that your time here will be quite harder. Whenever you Ascend, you may not take anything out of your warehouse or any other means of holding items through Ascensions until you've defeated the Naughty Sorceress.

(+800)Power Lockout: You lose all powers that you may have gained through previous Jumps and are reduced to your body mod sans a few exceptions required to keep continuity of self. Your warehouse is also locked for the duration of the Jump

Scenario:

100% Completion: For this scenario, you must take From the Start for its points, for this challenge is one where you must get 100% completion in the Kingdom of Loathing. This entails collecting all items, including the event items. All possible skills must be learned by you and even all Mr A Items must be collected.Clan Dungeon items, even the Imaginary Hamster. If you manage to attain this status and maintain it for the 10 years of your stay, you'll gain another 600 CP for your troubles and may bring the entire Kingdom of Loathing as a Warehouse Attachment to future Worlds

Endings:

Party On: you may choose to stay here in the Kingdom of Loathing. Not sure why you would want to stay in such a place, but it's an option.

Game Over: If you lost your chain, this is the only option you may choose. In which you go back home with all your loot and abilities.

Ascend: Of course, this is the rather obvious answer. You may continue your Jumpchain journey.

Notes:

Ascension: It's basically New Game+, but death by Ascension doesn't count against your Chain. It's just an opportunity to become more powerful and to experience other lives.

Post Jump, you may create new spells and otherwise learn new techniques; it's just that the metaphysics of this World doesn't lend itself well to innovating entirely new magics here.