Elf-San Wa Yaserarenai

By Valeria

Introduction

We are not alone in this universe. Humanity is just one of many intelligent species. They walk amongst us. Hidden, waiting, watching. Observing our race as they come from another world, waiting for the time to strike to take what is precious from us. Beings of great magical power, terrible demons, monstrous dragons. The fiends that lurk in our midst want for only one thing of ours and it is something most precious.

Food. They desire our chips. They want our ice cream. They need our sweets. Can we truly allow them to take all our high calorie food away from us? Unless you want to end up fat, maybe we should consider it.

As intimidating and menacing as it all sounds, these magical beings don't actually mean any harm. They come from another world that sometimes opens portals into this one. While their world is often more violent and primitive than ours, they're not bad people. They just really get lost in modern day luxuries and don't know how to handle the tidal wave of calories they encounter in this world.

Thankfully, good humans are happy to help them. There's a certain massage clinic that ends up encounter quite a few of these fantasy creatures, the masseuse there taking care of their fitness needs and teaching them how to live healthy lives, even as they heap more and more chaos onto his life instead.

You'll be spending a few years in this human world, ten to be more exact, and so we're giving you a 1000 Calorie Points (CP) to get you started. You'll have to buy quite a lot to get all those Calories out of your system, so get shopping!

Locations

The place you start off in this world. Roll a 1d8 to check it out. You can also pay 50CP to choose if you really, really want to.

1/2- Clinic

The clinic that so many fantasy beings appear to end up at. The owner's very friendly and the main masseuse is just as welcoming, both quickly coming to be aware of the other world and seeking to aid it's inhabitants as if they were any other friend or customer. If you're ever feeling overwhelmed by the world, this place can make you feel relaxed, destressed and healthy for a very cheap price.

3/4- Shops

A strip of shops along a quiet street, not all that far from the above clinic. A surprising number of fantasy beings have set up shop here, such as the flower shop run by the Alraune lady or the Mermaid girl selling fish around the corner or the Harpy Cafe. More and more fantasy beings get drawn here when they want to set up a life and, as usual, they're very friendly. Just a little silly. If you ever wanted to meet a specific kind of magical being, this is the place.

5/6- Island

A small private island held by the clinic's owner. It's quite the luxurious place. There might not be any resorts around but with sand this golden, seas and skies this blue and a jungle this green, why would you even need one? It looks like there's a spare boat a the docks if you want to get off the island yourself but waiting a few weeks here will see you meet up with the rest of the story's characters.

7/8- Gate

The dingy, rusty, graffiti'd underpass gate that is actually the passage to and from the fantasy world and the modern world, at least here in Japan. Perhaps you just came through or you're trying to get back? You'd have to be pretty fit as the doorway doesn't allow anyone too unfit to pass through. The surrounding area on both sides is surprisingly nice, gentle forests and quiet public park space. Gives you time to get your bearings but if you stay too long, you might get bowled over by some strange new creature coming out of the gate. What kind of fantasy being wears just a knight helmet and some shirts and slacks?

Race

It's important to choose what race you are. Some are better than others, don't you know? This jump won't feature origins so instead, what species you'll be matters quite a lot.

By default, you're just a human that was born and raised in the human world. You'll probably have a small but supporting job and a relatively happy history in this world. Optionally, you can choose to be a human from the fantasy world, perhaps a farmer or adventurer of some sort, or even choose to have no memories or history here at all.

Otherwise, you'll have to pick one of the following fantasy races. All the following have either come from the fantasy world or are 'drop ins' to this world with no history or memories here. Some even cost points if they come with notable advantages but otherwise, if unmarked, you may choose one for free.

Forest Elf

The mainstay of fantasy, the Forest Elf is one of the most common races in the Fantasy World. With light skin and sensitive, pointy ears, these humanoids fit the elven stereotype to a T. They live in forests and have a close connection with nature, can live for centuries while retaining their youth and hold great natural talent and some training for both archery and herbalism. They also have a rivalry with their main counterparts, the dark elves.

Dark Elf

Another classic sight, the Dark Elf appears very similar to the Forest Elf, albeit they have dark skin from chocolate to obsidian and often very pale hair colours. Unlike the Forest living Forest Elves, the Dark Elves make their homes in built up areas or underground, suited places for their dark skin. They have a great talent for the darker kinds of magic such as black magic or necromancy but lack the physical talents Forest Elves have.

Orc

Big, plump bodies. Very gifted ones too. Quite strong but with pig features, like pig ears and tail
In this world, Orcs are actually another kind of elf. They resemble larger than normal humanoids, with very plump bodies and porcine features, such as having the ears and tail of a pig and sometimes even the nose of one. They're quite a bit stronger than normal Elves or Humans, especially when they put on weight, but are poor when it comes to agile movements. Some say they're also incredibly 'gifted' in certain physical aspects.

Fish Person

Under the sea, all kinda of strange wonders exist. There's as many new species of Fish People as there are fish, perhaps even more if you think about all the crab girls out there. This option covers just about anything that might be called a Fish Person, from the classic Mermaid to brutish Shark Girls to Kraken and other towering creatures. Whatever you pick, it's likely to require regular drinks of water to rehydrate and may have traits such as a dislike of chlorine. More powerful species may cost 200CP to take, such as massive Whales or strange Krakens or Squids.

Alraune

The Alraune are the vastly varied plant people from this other world, some say that there are one kind for every plant in the world. Perhaps there is only the potential for such. Much like with Fish

People, an Alraune's appearance and traits vary wildly depending on what plant you choose to be embodying. Plants are almost always quite friendly however and can eat and even grow their plant parts in size by absorbing nutrients from the sun or from the ground. Alraune usually display significant plant parts on their body, depending on what they are. As before, extremely strong or large plant species may cost 200CP to take, like if you wanted to be a giant Redwood man.

Ogre- 200
One of the Giant Tribe, Ogres are huge, powerful beings. Easily 7 or 8 feet tall and naturally built with extraordinary muscle tone, an Ogre can rip apart most other races with their bare hands. They have horns of varying shapes or sizes, some small and some large and ornate, along with feral looking eyes and teeth. They love alcohol, love the heat and love kids, having strong natural parental urges. These combine nicely, or unpleasantly depending which side you're on, with their tendency for terrifying rages when angered.

Cyclops- 200
Another Giant Tribe race, the Cyclops are even larger than Ogres but replace some of that incredible muscle with chubby fat, though they are no less strong than an Ogre. They have a single massive eye on their face and exceptional talent with their hands, making them natural craftsmen or blacksmiths. Cyclops made tools are world famous in the other world and any Cyclops would have at least a little know how in this area.

Lycanthrope
The half canine warrior race, able to take the form of a beast, a human and something in between. Lycanthropes are the classic were-beast, though whether they're a dog or wolf can vary. They're known for having high physical abilities and great senses but also being naturally prideful. Despite that, they're quite easy to train and naturally respond to dog commands. Lycanthropes can transform between their animal form, a human form or a half human, half beast form. They sometimes do this on accident when feeling intense emotions.

Bird Person
Pretty and soft in nearly every form, the Bird People cover the many and varied creatures based after the birds in the skies. Simple harpies to bewitching sirens, they all have wings and some can even fly. Most look quite stunning and some have special traits depending on what sort of bird they are based after, such as a songbird's beautiful voice. Bird People tend to be bird brained however, so they're quite forgetful. Powerful bird types will cost 200CP to take, such as Phoenixes with healing properties.

Hobbit
The little people. Tiny folk. Short and stupid. Midgets. You get the gist. The hobbits are among the smallest of the races, having great speed and a natural talent for both sneaking and stealing. They're pretty weak though as they never grow beyond the size of a human child, resembling those adorable children even long after reaching adulthood. They can still get fat, especially with how much they love good food.

Satyr- 200
A race quite close to the demon side, the Satyrs are horned goat people, with black eyes and goat horns and cloven feet to go with it. They're great at curses and hexes, which doesn't help their demonic reputation, and they can feed on the energy made by other people fulfilling their desires.

Wait, aren't they just demons? Maybe they just use their natural hypnosis skills to get people to forget about how obviously they're just demons.

Skeleton- 200
The spookiest of magical beings. They'll rattle and roll and clatter all night, these animated skeletons powered by the blazing spirits of their once-life. Not that they get so dramatic, all Skeletons seem to have a rather oversized 'funny bone' and take endless joy in tormenting everyone around them with puns and jokes. Apparently they're rather powerful magically and quite hard to hurt, given they have no vitals or biological needs and are animated as long as their bones remain relatively intact. Sometimes you even see a talking skull being carried around in someone's purse! They're all human skeletons though. Weird. Skeletons do have a special trick that lets them project a partially see through human form around their bodies, looking as they did when they were alive.

Dragon- 300
The legendary beasts of legend. Legends tells that they are quite legendary indeed. They don't quite seem to live up to the scaly beasts of legend in reality but that doesn't mean a Dragon isn't powerful. Incredibly long lived, to levels no other race can match, and with great horns, claws, forked tongues and very thick scaly tails, the Dragon is a hard sight to miss even as an otherwise human shaped being. They have extreme talent and power when it comes to magic, naturally possessing abilities such as telekinesis and telepathy, with the potential to learn even more just through experimentation with their own power.

You'll be beginning as a young adult of your species. For a human, this would be like rolling 18+1d8 to find out your age but as many fantasy beings live far longer, it's hard to judge. Your gender is the same as it was previously but given the overwhelmingly female cast of fantasy beings, it may be changed to female for free. Either of those can be changed for 50CP each.

Perks

One 100CP perk is free and one 200 and one 400 point perk is discounted.

New World Lives- 100

The fantasy world bears just about no resemblance to the human world. Not unless you're looking at the human world from around a thousand years ago. But despite the culture changes, the language differences, the vast gap in technological progress, people from the fantasy world mostly get on pretty well here. Apparently they, and now you, are just naturally inclined to adjust to sudden changes in the cultural environment like that. Even going to a near totally different world or time won't see you having trouble quickly picking up the local language, customs and basic technologies. Some of this will be through natural learning that seems to progress incredibly quickly but a lot of it will be from your tendency to meet friendly members of whatever culture you find yourself in that are happy to teach you about the land you find yourself in and the ways of it's people. Often, these foreigners have a job or way of life that gives them contact with a wide slice of their culture.

Familial Bonds- 100

Many races depend strongly on their familial units, relying on them for protection, for companionship, even to fulfill their basic instincts. Your connections to family are much stronger than most and it draws those related to you far closer. You find yourself easily spending time with anyone relating to you, becoming friends and getting to work together often even when coming into contact so regularly or becoming such close friends might strain the boundaries of logic. Should you have a desire to have more family or even a new one, you'll often wander into opportunities for that, from meeting new romantic partners, encountering lost family members you never knew you had or even finding lost children in need of parental support.

I Am Hyu Man- 100

Most 'monsters' aren't really scary, once you get to know them. Werewolves are surprisingly cuddly, ogres just feel like a big, beefy mom or dad, even something as scary as a dragon will be adorable here. But people's perceptions are often coloured only by what is immediately visible at first and monsters can still be pretty scary from the outside. To get around that bad impression, you learnt how to easily hide any normally scary or aggressive aspects of yourself and project a normal, harmless or even outright cute appearance and personality to those around you. Even should you not be hiding your race through other means, you can get people that normally dislike your species or other belonging group to pass you off as that one that doesn't share the negative traits they associate with others of your kind. If anything, you find meeting that sort of person, the guy or gal that hates your kind but can't help but treat you differently, to be more common than you think.

The Fat Lady- 100

Exercise, dietary restraint, healthy living. It's all so hard. Why make effort when you can cheat and pay to win? Not the whole way of course but…maybe that can be good too. Unlike most unlucky souls, you can direct where the fat in your body goes. You can't stop it from gathering but you can make sure that the bits you want to get plump do just that and the bits you want to stay thin will remain lithe and lovely, though be careful at how far this goes, because clothes may not fit if your butt gets too big and eventually, you're going to have to hold back on the chips no matter what.

My Friend The Monster- 200
The first step to growing is to confront what prevents you from developing. For many, it's their fears. You're pretty good at this first step, knowing how to manage the things you're scared of. Sure, you're not immune to being scared and you'll still be frightened of something you were before but now you're much better at forcing yourself to function despite the fear, explaining to yourself why you have the terror and slowly getting yourself over those scary feelings for good. You're even as good at helping out other people with this too. If you're on the look for them, you'll also find yourself getting the chance to be exposed to your fears and, should you manage to confront them head on, may find that what was once scary to you is a lot friendlier than you might have expected.

Genuine Good Guy- 200
Treating someone's health is rarely just a matter of solving one problem, not if you want to provide the best service. Health is a whole some thing and so is your methods of treating people's ailments. By helping someone in one area, such as medicating their cold or aiding them with their financial problems, you'll often end up either getting the chance to help them or outright helping them in other areas too. Those debts you helped your friend pay off also ended up with him meeting a special someone to break his long dry spell. Once you alleviated that poor girl's cold, it inspired her to seek a healthy lifestyle. The more you help someone, the more effective this will be and the more their life will improve. Plus, they're usually rather thankful towards you and know just how good you are for them.

Not a Doctor- 200
As a fully trained massage therapist, you know every way in the book to drive a lady into eye rolling, spit drooling ecstasy on your bed. Probably don't advertise it that way though. It's true you are a masseuse or Saitei expert beyond compare, enough that your treatments can remove almost any ache or pain from a body, even chronic things, and even count as a form of fairly strenuous exercise. The earlier descriptions of the pleasure you can give your clients wasn't lying either, so you may find some cuties come back to you over and over long after their bodies heal up. This comes with a professional licence for practicing your work and should you choose to pursue that work, you'll often get a chance to give massages to particularly attractive clients that offer ways to get to know them outside of work.

Living On Little- 200
The lessons learnt in a much less advanced world don't lose their usefulness in this age of plenty, they just need a bit more creativity. You're an expert survivalist, able to make a life in most terrains found on Earth and you're exceptional at turning natural materials into useful objects, particularly in quickly crafting useful weapons such as bows, arrows and swords. Making shelter and hunting is no big thing at all. You've also gotten pretty good at coming up with makeshift solutions to other problems, your nature survival learning giving you a good instinct for how to make do with few materials.

Fat Witch- 400
Not that it has a very high degree of focus here but magic is still present and quite impressive when it appears. At least for a normal person! You've got a bit of magical training, enough to at least call yourself an accomplished witch, and things like simple telekinesis, minor curses and blessings, cures for small ills and ailments are all in your wheelhouse. What you actually specialise in depends on your species in this jump. A human gains a bit of skill in a wide variety of things, mostly enhancing their fundamentals, as they are the eternal generalists. A dark elf could have extra skill with curses

and animating the inanimate. An Oni Mage may feel great power with fire and alcohol based magic. Don't expect to do much more than blow up a truck though, you're no army slaying demon king. Your magical training does make you draw similar magical beings towards you, resulting in you often encountering other students of the arcane arts or even teachers of such, though they might have some weird tasks in mind to get them to teach you.

Soldier of Fantasy- 400
Neither world is truly peaceful, despite what the happy days spent bumming around an ordinary town or city might seem to say. War is present in each world and so are soldiers, of which you're quite an accomplished one. A battle hardened veteran of several conflicts, you have all the military skill and knowledge that would be attributed to a expert soldier of your race, along with the rugged, well toned body one would expect. You've even got quite the reputation for your accomplishments in battle, which might see you find yourself with friends and rivals alike to those that may have heard of you.

Ritual Gone Right- 400
As every little witch comes to know, testing out every magical idea you have inevitably results in a mess up somewhere. Some are just lucky enough that they don't accidentally turn themselves into toads. When you mess up with magic or weird supernatural creations or rituals, the results are almost always comedic or goofy instead of lethal or horrific. They can still be dangerous, especially if you're messing with really dark stuff, but messing up weight loss potions just means people turn into kids instead of dying from losing all their weight. Plus, since you're so low on the danger scale, you find yourself meeting 'volunteers' to be test subjects a lot more easily. Even if they seem to mostly think you're cute and don't believe you're actually feeding them a magical potion.

Legendary Dragon Slender- 400
Tales are spoken of your legendary figure. The one man who can lead you to healthy living, no matter who you are. The guy that knows how to get an orc to be thin, to make a good diet for a vampire or even care for a werewolf's coat. Somehow, you've got the knowledge and skill to maintain a healthy lifestyle for yourself and any sort of fantasy species you might encounter in the other world. From knowing how to live healthy life in general to just about every kind of effective exercise, diet and good practice possible. You're great at getting other people to stick to what you teach them as well, so there's few enough things you can't get into tip top shape. And if you happen to encounter something you don't know about, like from even more distant worlds, it won't take you more than a single examination and a few hours of thinking to help them out too. You'll usually encounter the supernatural in the worlds you go to, mostly including creatures that have heard of your reputation and would like your help to slim down, tone up or just be healthy again.

Items

There aren't any discounts in the following section but you do get one of the 50CP items as a freebie.

Human Disguise Kit- 50
It's a simple yet clever idea. The humans will never notice you walking amongst them if you put a bag over your inhuman features. Brilliant disguise, didn't take you more than a second to think up. You've got a few strips of cloth and cloth bags here, just chuck them over whatever inhuman features you can spot in the mirror. No human will be able to tell your true race now. Or at least, only the nice humans that don't mind and might be interested in helping you will notice. I guess that's a working disguise in some way. Comes with complementary sunglasses.

Healthy Living- 50
It's hard sticking to a diet when you're cooking and buying food for yourself. Especially on that dreaded walk home past the WcDonalds shop. A life time subscription to the local healthy food delivery service should solve at least some of your problems. Delivering breakfast, lunch and dinner for the next week in advance, they'll ensure that as long as you can keep to eating just their healthy, tasty and varied food deliveries, you'll have a good diet. Doesn't hurt anything that the delivery girl is a real cutie, though she's not too successful about hiding the wings behind her back.

Lifetime Chip Supply- 50
For the ones that just gave up entirely on a diet, there's no end of tasty foods to enjoy in this world of humans. From crispy, straight cut french fries to ice cold vanilla ice cream to the juiciest T-Bone steaks you can imagine. To help you indulge yourself, this option will allow you to pick one specific food to gain a endless, life time supply of. You'll always be able to have at least a few portions at hand whenever you wish, just by a thought even, and it'll be prepared to the highest quality normally possible here.

Sweat Pant Shop- 50
To both those generously gifted and to those who gift themselves generously, growing out of your clothe size range is a bit of an issue. While big and large stores aren't the most common in this country, neither is it very rare to find clothes that fit well when you have the proportions of a character more suited for late night cartoon broadcasts. Now, you've got a wardrobe that applies a nice alteration to any clothes you put in, ensuring that they become stretchy enough to always fit you well without tearing or looking too bad, though they can only do so much for some extreme bodies. The wardrobe also comes with a few sets of simple modern day clothing, in case you don't have any available.

Familiars- 100
A gift from a old, magically inclined friend from the other world, a set of small but adorable familiars to keep you company and somewhat help you out in various mundane tasks. These familiars, magically animated constructs, might range from half a dozen child sized golems to twenty metal snakes to a hundred flies made of jewels. They're stronger than they look for their size, though not as much as an adult human, and have a bit more intelligence than the average dog. They're very friendly and loyal to you, each with their own little personality quirks, and the familiars replenish themselves should some be damaged or broken.

Fitness Alchemy- 100
This box arrived at your door just a few days ago, covered in warning signs and chemical hazard risks. For some reason, you opened it anyway and found a neatly labelled set of water bottles filled with varying kinds of strange, glowing liquids. It's actually a set of expertly brewed potions meant to alter the weight, height and even age of those who take them. Make yourself fatter or thinner, a bit taller or shorter, even return yourself to childhood or become an elder. The potions are pretty strong and each bottle has three or four uses but will only replenish a week after being used up.

Comfy Home- 100
Much easier to enjoy the world and a new lifestyle if you've always got a comfy place to go back to for shelter. It's a cosy little apartment of your own, always big enough for you to feel snug and warm when you're here, instead of cramped and stressed. Not only is the place calming, especially with all the rent and bills indefinitely paid off, but you've also got a rather dashing young roommate there with you too. If you're a human, than it'll happen to be some sort of non-human that traveled from the other world to room with you and the opposite if you are non-human, giving you a friendly normie friend to help you out with the human stuff. They get on well with you and can often offer something fun for you to do if you're feeling bored and listless. Real go getter type.

Monster Mash Gym- 100
A little silver card that gives a lifetime membership to a local gym, known for serving all kinds of special clients. The gym is never far from you, provided you're in a civilised area, and the skilled attractive instructors have a range of training and equipment present that can provide almost any level of exercise even for someone as strong as an Ogre. Even if it doesn't fit where the gym is currently located, there'll also be plenty of other trainees present, working to get the best bodies they can, and they're always happy to help you stay in shape by working together, however that takes form.

Small Private Island- 200
Is it inheritance or bought from your own funds? It's not quite as impressive as the name might sound at first but you do in fact own a small island of your own just off the nearby coast. It's too far to swim to but most boats will only take an hour or two to get there. The weather appears nigh eternally at the best part of summer and the island itself is large enough for a small village of people to make their home within the lush vegetation and golden beaches. There's a few small beach houses to stay in, all stocked with supplies, but it's mostly vacation and holiday food and pleasures. There's even a small, relatively cheap but sturdy motor boat on the dock here.

Small Time Money- 200
A money earner in your hands now, at least if you put the time into it. You're a small business owner with this, in charge of something like a small massage clinic or florist's shop. The business is only one location but does make a pretty good profit, owing to it's surprising popularity. It might have to do with the multiple, highly attractive and skilled employees that are quite loyal to the business but maybe it's actually your presence that keeps people coming back? The shop does have a tendency to attract weirder fare of customers, from people that are just strange to the outright supernatural, but serving a wide range of clients is just part of the business.

Black Magic Clothes- 200
Dark elves commonly make use of specially enchanted clothes to boost their magical power, allowing them to achieve feats of supernatural might well beyond any ordinary peer. But since

they're dark elves, only the skimpiest and most showy of entire can suffice for this, reinforcing the lewd elf stereotype all the more. Some passing dark elf, apparently too embarrassed to wear these clothes in this world, gave you a few oddly well fitting outfits that were made for these purposes. Putting on one of the outfits, which entail everything from the hat to underwear to socks and shoes, can significant increase your magical power overall and make it much easier to use magic. But not only do they offer no defence, they're very chilly, and you can't wear anything over them if you want to benefit.

Maca Extract- 200
Some enterprising young monster-lady made up this special potion and found out the astonishing properties it has. Maca Extract, coming in a small and pretty bottle, enables any being to take on an ordinary human form for up to 5 hours with a single gulp of the liquid. The bottle you have never seems to run out of this liquid either and it'll work on any being you might come across in the future. However, monsters turned into human form can swap back as they please, the Extract simply gives beings the ability to change temporarily in the first place.

Other World Door- 300
An isolated, somewhat creepy entrance way that appears to be just a normal maintenance hatch. Only you know where it is right now and it's quite hard to find. That's because it's far more than just a hatch but is in fact, a door to the other world. This is one of the entrance ways to the fantasy world, one that can only be entered by healthy enough beings, limiting those that put on large amounts of weight from getting through. In this world, it's just a private gateway between the two planes but in future worlds, you can find fantastical versions of whatever current world you are on by going through, similar to how the fantasy world is filled with magic compared to the ordinary human world here.

Companions

Import- 50CP per

Each amount of 50CP spent on this option, will allow you to import a companion or create a new companion in this jump. They may have a history or be a Drop In in this world and gain 600CP to spend on perks and items. They may take a free race and spend some of their points on their race if they wish.

Additionally, any character described in a perk or item that you possess, such as the roommate in the comfy home item, may be taken for free as a companion but only one per perk or item.

Canon- 50CP per

If you wanted to take any of the characters from this story, a single purchase of this option will allow you the potential to convince any single character to come with you on your journey. They must agree to the offer of their own will but will otherwise become a companion at the end of the jump when they do.

Drawbacks

You may take up to 600CP in drawbacks from the following list and any further beyond grant no points.

Curse of Fanservice- +100
So long as you wear it, it'll be flimsy. A magical curse of a particularly petty nature was laid on you, forcing you to be a walking titillation for all those around you. Clothes will tear apart from a stiff breeze to show off your body in public, you'll trip and somehow fall till you sit on someone's face by accident, you'll end up in all kinds of situations that not only disrupt your day, they seem to exist solely to objectify you sexually for the pleasure of those watching you.

Magic Magnet- +100
The other world is a smorgasbord of fantastic delights and dangers, one that you get the brunt of most of the time. Whatever your location or goals might be, you always get wrapped up in weird stuff that comes from this fantasy world. Sometimes fun, sometimes annoying, sometimes even a little dangerous, you'll rarely get a break from the magical world and somehow, everyone else around you won't notice anything out of the ordinary.

Chips, Burgers, Ice Cream!- +100
Food! Glorious Food! It's a wonder of the world, all eight of them at once, and how can anyone resist? You might just not be able to with the voracious, constant appetite you now have. It's not that your tastes are different from before, you just keep stumbling on cheap, plentiful food that is too delicious and suited to you to not take a little nibble here and there. If you're not careful with all this wondrous new food you keep finding, you might get pretty darn fat.

Straight Scary- +200
All it took was one poorly made weight potion and whoops, you turned into a little kid again. It doesn't look like there's any sort of cure for the effect, forcing you into the form of a very small humanoid child, making you rather physically inept. The potion will run out by the time you leave this world but until then, you'll see that you find yourself dealing with an inordinate amount of…predators that see you as prey. Of a sort.. Savage Ogres, trickster Alraune, mighty Cyclops, they all seem to be strangely obsessed with you, even to the point of fighting over you and potentially endangering you. At least they don't want to hurt you directly, you can't take much in this form.

Hell's Auntie- +200
Why do you never call home Jumper? Don't you know Auntie is always worrying about you? She had to come all the way out here and now she finds how far you are form living up to your potential. Look at her and how awesome she is. Like a better, older, sexier version of you. How could you not want to live up to her? She's going to help you out just this once and put you through a training regime from the hell that hell is scared of. Every part of your body, every skill or special trait, she'll push you until you're at her level and her methods aren't easy on the form either. Not living up to her expectations might cause you harm or even risk of death! A cruel taskmistress to be certain, even if her intentions are good. Matching her desired pace of growth would see you grow quite impressively but it'll be a miserable task to get there, if you can at all. Auntie might be willing to come with you if you can impress her though.

Curse of the Satyr- +200
You made a deal with the devil and now it's come to collect. No, I know you don't remember making the deal but it looks like this devil doesn't care. What awful money lending practices these are! A cruel, dastardly Satyr has latched onto you as a target, seeking to use you as a source for food no matter the trouble it causes you. It'll try to tempt you with all your desires so it can feed off that indulgence. All the food you could want, pretty ladies or men willing and waiting, anything you could want. That's within the power of this lovely young Satyr anyway. It's sadly not that powerful yet. It's determined as all of heck combined but it can't make a mountain of gold or mind control people into falling for you. Giving you the odd gold bar or making you unnaturally attractive to others or providing massive amounts of food? You betcha.

Invasion From Another World- +300
Isn't it weird that everyone that comes over from the other world is so nice? That is pretty weird. Wouldn't it be more 'realistic' if they were all awful, horrible, monstrous monsters? Probably not but guess who's the unlucky Jumper today? It's you. You're the unlucky Jumper. The doorways to the other world have appeared across the world, forcibly mixing in countless thousands on thousands of fantasy beings into the modern world, revealing their existence to all. While many of these beings are not innately hostile, the ones that end up around you are often dangerous, lethal monsters that are not at all fun and look to you as tasty prey. Proper dragons, minotaurs, demons and the like, instead of the cuddly girls and guys normally encountered.

Morbid Obesity- +300
Fat is no longer a laughing matter, not as fat as you've become. You're seriously, morbidly obese and weigh in the hundreds of kilos, along with all the health problems and hindrances that come with this. Limited mobility, serious strain on your organs, various sicknesses, they'll all pile up and you don't have any way to fix or alleviate them. At most, with a very healthy lifestyle, you could prevent them from getting worse but indulging at all could seriously endanger your life.

Ending

Ten years are up and fat or fit, you've got to decide where to go from here.

Do you want to Go Home to your original world?
Do you want to Stay Here in the world of Elf San Yaserarenai?
Do you want to Continue On to a new world you've not experienced before?

Notes

Special thanks to my NuBee for always being by my side.