

Sacred: Underworld Jumpchain

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V1.0

In the beginning, there was chaos! The world was darkness, fear and dread! But then the Gods arose from the blackness and slew the Demons of Darkness. They banished them to the dimension of evil and brought light and order where before there was none.

However, the Demons were furious with the Gods and sought ways into the plains that the Gods now created.

Life blossomed in a thousand worlds when the Gods sowed their seed. But soon afterwards, death consumed these crops when the Demons of the Underworld succeeded in breaking down these heavenly wonders.

Therefore, out of their own blood, the Gods created the **Heart of Ancaria** to unite all living things and seal off the plains. Fire, earth, water, air and space flowed into this Worldstone, the foundation of all existence. The Demons raged against the Gods who had banished them and they sought to possess this Worldstone.

However, the paths leading to the mortal world were barred, so they spread mistrust, poverty, hunger and pestilence among the creatures of the Gods and they filled the hearts of mortals with a lust for war, destruction and a craving for absolute power…

The struggle between the Gods and the Demons continued however. And as one solution was devised to keep away the Demon hordes, so did the Demons sought vulnerabilities in their defenses.

When the Demon Lords had thrown the heavenly creatures into chaos and the Sorcerers of Darkness had learned to use the blood of innocents to unlock the gates of hell, the demon spawn poured out over the worlds in their hordes.

In battles lasting eons, the Gods were steadily driven back and the Heart of Ancaria was in danger of falling into the hands of the Demon Lord Worganar.

Behold, Sophja the Goddess of War arose and sacrificed herself by confronting and falling at the hand of Worganar, the highest of the Demons. However, when Worganar rejoiced, believing the heart of the world to be within his grasp, from the blood of Sophja rose new warriors: the **Seraphim**.

The Seraphim used their heavenly powers to destroy Worganar and his followers and drove the Demons back to the hell from whence they came. Then, as peace finally appeared to be at hand, the Seraphim were charged with the protection of the Golden Heart.

They broke it into five pieces and hid the pieces in the furthest corners of the Kingdom. However, blessed with heavenly power and with their superiority in battle, the Seraphim became arrogant and conceited. In their aloofness and high spirits, they neglected to protect the five elements, and so they were discovered and stolen by a darker breed of power-hungry Elves, the Dark Elves…

The Elves, the proudest of the heavenly creatures, fought against their power-hungry brothers and sisters of darkness. However, the Dark Elves, now in possession of the magic elements, used blood, fire and disease to overcome this noble race.

One last time, the Gods sent their Seraphim army to stop the slaughter. However, strengthened by the magic of the elements that now flowed freely throughout the Ancarian world, the Priestesses of the Matriarchy of Dark Elves swept away huge swathes of the Seraphim and only a few survived.

The salvation of the mortals came in the form of the Dwarfs of Gnarlingen, later to become the Dwarf stronghold of Gnarlstat. Armed with their broad axes, these proud warriors hacked at the ranks of Dark Elves and drove them back. During these battles, the remaining three of the five elements were recovered and brought to safety. The Seraphim were annihilated, with no army and only a few custodians of the light, who had to return to their heavenly origins and dedicate themselves to the protection of good.....

Thousands of years have passed since then, the mortal races knowing both peace and terrible war in the meantime. But these are now legends long passed. A new shadow is rising to cover the world:

Already, bandits and mercenaries are pushing their way towards Ancaria, accompanied by slave catchers of the Sakkara cult. King Aarnum's kingdom is increasingly under threat and seems to teeter on the brink of collapse:

Goblins, slaves of the much feared Orcs from Khorad-Nur, are already attacking from the desert regions with a ferocity that seems to indicate more desperation than malice.

Prince Valor, the wise old ruler's heroic son, asks the King's Field Marshal Baron DeMordrey for assistance. But DeMordrey, a brilliant strategist and cold-hearted seeker of power, has long been devising plans of his own...

The Dark Elf Ilim Shaddar, Wanderer in the Realm of Shadows, has just finished his biggest feat of demonic summoning, bringing a mighty Sakkara Demon past the defences of the Worldstone. He is hoping to use its power to get revenge against those that exiled him into the frozen wasteland that has become Shaddar Nur.

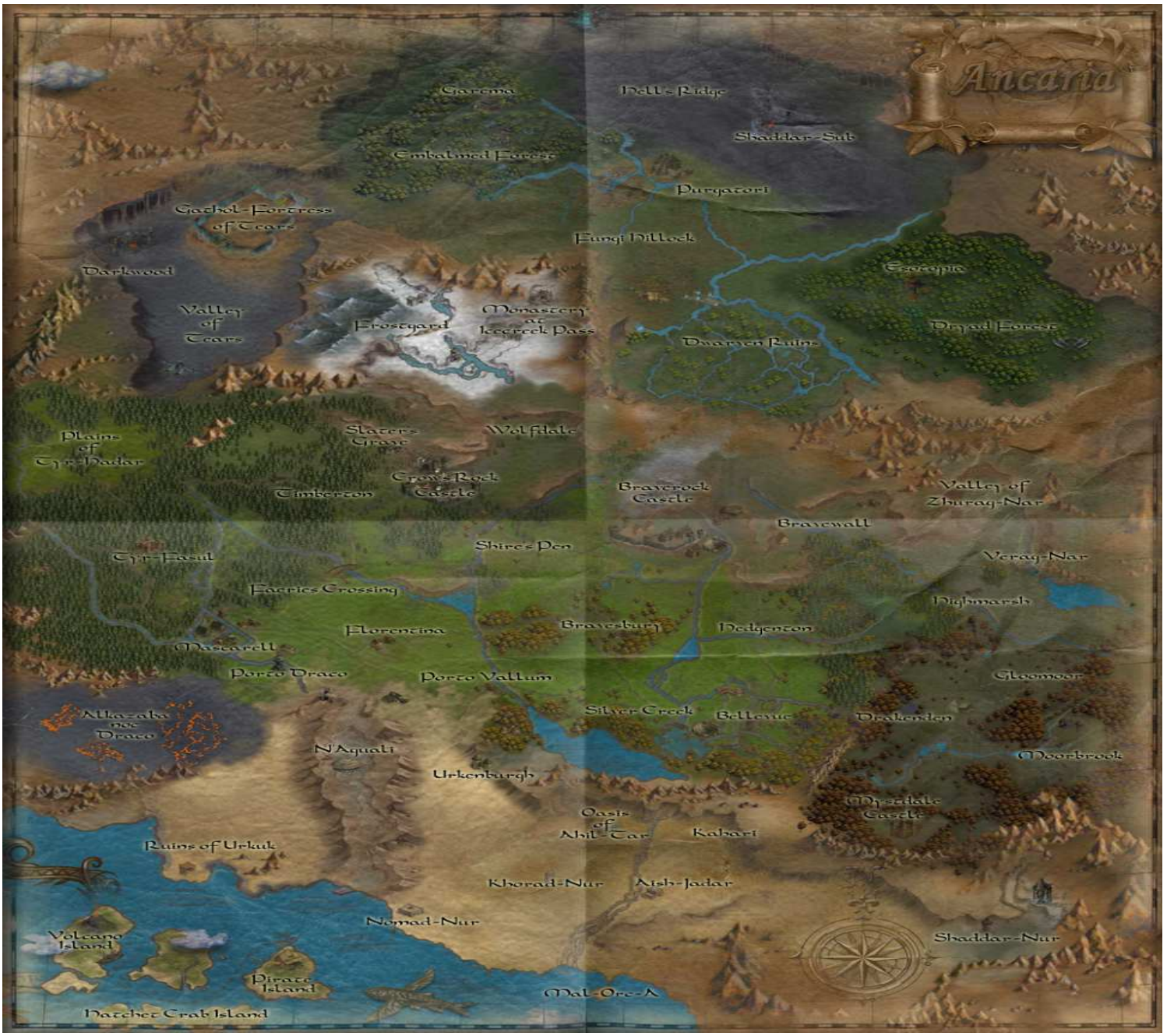
Welcome, Jumper! Welcome to the Kingdom of Ancaria! A place whose history is seeped in mighty deeds, both wondrous and terrible. Whose present is tethering on the edge of a blade, and whose future is yours to decide. Soon you will find yourself at the very center of this epic story of power, murder, political intrigue and demonic magic. Only your proficiency with your numerous skills and powers can save the blossoming Ancarian civilization from certain doom.

But even so, this world is extremely dangerous, from undead, goblins, orcs, and wiverns up to huge spiders, powerful sorcerers, and even great dragons, you will face great peril and danger here, Jumper.

Here, this should help you at least get started:

+1000 CP

Time and Location:



Your adventure in this world will start near the town of Bellevue, in a place that is determined by your Race/Class. As you speak with the Captain Romata of the small garrison there, he will give you a letter of recommendation for the frontlines. Prince Valor is fighting against the Orcs of Khorad-Nur in the south, the situation isn't going too well and he needs anyone willing to assist, especially valuable people such as yourself.

Age and Gender:

You start off as 2d8 years over the age of majority for your chosen race. You maintain your previous gender. For a mere 50 CP you unlock the option of changing both Age and Gender to anything that would make sense for you.

Origin:

Here you can choose the history of your persona before your insertion. All of them except Drop-In come with the normal amount of memories and baggage, as well as a history inside the world that some people know about and thus know about you.

Drop-In:
You appear out of thin air in the location indicated by your Race. You have no history or extra memories from having lived here before. Don't worry, the local army is desperate enough to hire anyone that even seems strong enough even without any proof of identity.

Leader:
You're no peasant, no. You are someone that has been trained since childhood to take on the mantle of a true leader. To speak with a voice that demands to be obeyed. You have knowledge of statecraft, political intrigue, and everything a good leader needs to know about running a war. Even one that pits normal people against a horde of Orcs or Undead

Villain:
You're no stupid Goody-Two-Shoes. You're not here to save the wretched weaklings. No! You're here to amass as much power and wealth as you can get your grubby mitts on. You have no problem actually helping the gullible good guys but that's only if it's in your best interest. Betraying them when the tip of that balance shifts the other way is just nature taking its course.

Hero: (100 CP)
The World is in danger, monsters are preying on the innocent, and there are those that are conspiring to overthrow the entire world's peace just so they can have just that bit more power or wealth than before. NO MORE! You say. They will be persuaded to stop their evil-doing ways by way of words or your swords. You are a HERO! When you march forth villains tremble and the good people cheer. You have a knack of tripping even the best laid plans of evil and you will continue doing so for as long as you draw breath.

Race/Class:
Choose the Race and Class that you wish to start as. Most Combat Arts in this world are strictly tied to one Class, and most Classes are tied to one Race. Since that's boring, you may choose to start off with any Race/Class combination, though please note that there's a reason a **Dwarf** doesn't normally go for the Shortbow or a **Human** for learning Hell Magic. The Combinations below indicate the optimum paths each Race has found for themselves

through the ages. You **can** have a **Daemon** practicing Celestial Magic and a **Seraphim** using Hell Magic but, unless you have a way to mitigate the Conceptual Dissonance between their bodies and the power you want to channel, you could face bigger problems than just a lack of Race-Class optimization. Choose one Race and Class. Might be possible to learn Class skills/spells not your own through enough effort. **Seraphim** needs to take **Celestial Magic User** as first Class and **Daemon** needs to take **Hell Magic User** as first class. This is because of their intrinsic nature.

Race:

Choose one:

Human: (Free)
You're a Human. You have no intrinsic racial advantages or disadvantages. This isn't mediocrity, however. Your race is the one that has a good compatibility with almost all Classes, though the Willpower that seems to be your greatest asset makes it very compatible with the Battle Mage and Gladiator Classes. Your Willpower is also what makes you the best fit to keep your control over the dark impulses that come from being a Vampire.

Wood Elf: (100 CP)
You are descended from the Elves of Old. You have a great affinity for Nature and places where it is most present. You gain a series of Racial Combat Arts that deal with fighting with small melee weapons as well as bows, and focus on speed and dexterity.

Dark Elf: (100 CP)
Once a member of a power-hungry death cult, you are a Dark Elf that has taken his destiny into their own hands. You are exceptionally skilled in stealth, finding poisoned blades and deadly martial arts to fit you very well. You gain a series of Combat Arts that are descended from ancient martial arts. Some of these, once brought to a good enough level, could be leveraged to create esoteric effects like the creation of short-lived energy barriers and taking advantage of the passing of your foes' souls to heal you.

Dwarf: (100 CP)
The Dwarves are an ancient Race that have walked Ancaria for millenia. You are proud to call yourself a member. Though your stature is on the short side, which makes wielding bows and short weapons difficult, you are more like a mountain when moving. You gain a series of Racial Combat Arts that improve on your ability to fight with heavy weapons and armor as well as a War Cry that energizes your allies.

Seraphim: (100 CP)
Born from the willing sacrifice of a Goddess of War, the Seraphim are the mightiest warriors this world has ever seen. You are a descendant of the actual angels birthed from the blood of the Goddess of War, but nonetheless you burn with inner Divine Light and the use of Celestial Magic is innate to you. You are Ageless and your link to the Divine allows you to wield special Focus-Weapons that channel the Divine Light as well as being able to infuse it into your physical attacks. Your kind is mostly known as a monastic order in these times, it is your role to make them remember the true potential of your Race

Daemon: (200 CP)
Born in the darkest pits of the Underworld, you are a Daemon, a creature made for violence and destruction. Your body can shift into several forms, each allowing a different style of attack, and your leathery wings allow for brief periods of true flight. You also have an innate aptitude for Hell Magic and its spells. You could assume the form of a Battle Daemon, improving all your physical attributes and doing more damage in melee, or that of a Fire

Daemon, Imbuing all your attacks with fire damage, making you more resistant to fire, and boosting all fire-based magic or powers, and so on...

Class:

Each class starts with all Combat Arts unlocked but you will need Runes or actual Training with them to improve their use. The better you become with a Combat Art the more often you can use it and the less it drains you, as well as becoming stronger and more effective in what it does. Choose one:

Battle Mage: (Most compatible with Human)
The Battle Mage masters weapon lore as well as magic. He skillfully uses his swords and staves when he is forced into close combat. However, his most powerful weapon is the magic of the elements with which he can command both the world around him as well as himself. You start near a stone circle glade on the outskirts of Bellevue. If not a Drop-In, your Master is here to give you your last test as an Apprentice. Don't disappoint!

Gladiator: (Most compatible with Human)
The Gladiator is an expert in close combat and he is trained to use all sorts of weapons. His preferred style of fighting is close combat. The hard hits and deadly attacks of the Gladiator will knock down opponents and send them crashing into the dirt. You start off in the Bloodworks area of the Bellevue Arena. If not a Drop-In you will be asked to fight in the Arena one last time to earn your Freedom. Maybe you might even impress the disguised spy that has infiltrated this seedy place.

Vampire: (100 CP, Most compatible with Human)
A monster with a soul. Once "living" only to prey on their former kind, now (in their own words) the "Enhanced Knight" may use these powers for good or evil. While only vaguely recognised as a Class, the Vampire is a former mortal that has succumbed to this dread curse. They can still assume their mortal form and walk into daylight but their Vampiric Form gains them extreme bonuses to all physical attributes at the cost of serious pain and damage when in direct Sunlight. Your Combat Arts allow you to control minds and blood, summon and control wolves and bats against your foes, use Necromantic powers, while the Vampiric Transformation allows you to use your teeth, claws and supernatural speed and strength to rend your foes into little pieces. You begin inside a dilapidated mansion on the outskirts of Bellevue. If not a Drop-In, a Novice Seraphim wakes you from your self-imposed exile and tries to recruit you against a pack of evil sorcerers that hound her.

Ranger: (Most compatible with Wood Elf)
You are a part of the nature surrounding you and your magic is a protective one. As a master of archery, you are proficient in unleashing single and multiple shots from your bows. Close combat is not your preference and you only engage in it if left with no other choice. You begin inside a cave in the forest near Bellevue. If not a Drop-In, you and a Dark Elf conspirator that freed you from slavery, are fleeing the wrath of the Dark Elves of Zurag-Nar, unfortunately they must return to safeguard the rest of their family against the matriarch's wrath at their treachery.

Trapper: (Most compatible with Dark Elf)
You are a master of tricks and traps. You know how to build and deploy a series of nasty contraptions that can have a wide range of effects upon those unlucky enough to trigger them. Traps that block vision, that burn your foes, that explode, or that confuse or poison. All are available to you. You also know a short but hard to learn meditation technique that can biologically increase your Adrenaline to improve either your Speed or your Strength for short bursts of power. You begin inside a cave in the forest near Bellevue. If not a Drop-In, a Wood Elf Ranger is escorting you to Bellevue after having rescued you from slavery at the hands of the Dark Elves of Zurag-Nar.

Walking Artillery: (100 CP, Free for and most compatible with Dwarf)
Ah, the long lost art of the fabled Dwarves. You are somehow proficient in their art of maintaining and using a wide array of different firearms and the Combat Arts that drastically improve upon that use. From Pistols to muskets, from Canons to Flamethrowers, you are a master of the modern warfare arts. You begin near your crash-landed Gyrocopter that is now more trash than anything. If not a Drop-In, you find yourself with a mighty hangover but also with a feeling of trouble in the air. Maybe that soldier that just came running into the clearing can explain what is going on.

Celestial Magic User: (100 CP, Free, Mandatory, and most compatible with Seraphim)
The art of channeling the Divine Forces to call down miracles of Light or smite your foes with terrible Lightning. You are a conduit for the God's benevolence, being able to smite evil with purifying bolts of Light, to burn nearby foes with pillars of Light, to heal and buff their pure allies, create blades or shields of light as well as force enemies to see the error of their ways and forcefully 'convert' them to fight at your side. You begin in the courtyard of the Seraphim Monastery near Bellevue. If not a Drop-In, a sister is begging you, face full of tears, to go and rescue one of the Novices that was kidnapped during an attack by evil sorcerers while you were in town.

Hell Magic User: (100 CP. Free, Mandatory, and most compatible with Daemon)
Oh my! This is magic most foul Jumper. This Class focuses on channeling the malignant Fires of the Underworld to make your foes bow down to your might. If they survive with their sanity that is. Hell Magic allows one to create Blazing Disks of concentrated fire that can seek out and attack foes, imbue your attacks with Hellfire that grows stronger the more foes you slay with it, summon a choir of sanity rending voices to confuse your enemies and push them past the brink of insanity, or even turn the corpses of those you kill into portals towards a tentacle dimension that reaches forward and helps you in combat. You begin inside the cemetery on the outskirts of Bellevue. If not a Drop-In, you have been betrayed by Anducar, your Hell Magic instructor and need to start training the Hell Magic Combat Arts from the beginning again. Fortunately, before it too vanished, your power of seeing the future gave you a glimpse of what needs to be done to get revenge on Anducar. Your first step is helping the Human armies kill Shaddar, from there the future is uncertain...



Perks:

General Perks are not discounted unless otherwise specified. Origin Perks are discounted to 50% of the cost only for that Origin with the 100 CP Perk becoming free. Same goes for Race and Class Perks.

General Perks:

Class Training: (100 CP, One Free for each Class you have taken.)
You have enough training to start using the basics of your class as well as a beginner's knowledge of your Class' most widespread Combat Art. (Fireball for Battle Mage. Blazing Disc for Hell Magic. Adrenaline for Trapper. Cannon Blast for Artillery. Hard Hit for Gladiator, Companion of the Woods for Ranger, Vampire Transformation for Vampire. Irritation for Celestial Magic.) The first class determines the starting location.

Multiclass: (200 CP, first Discounted for Seraphim and Daemon)
Oh? You think you're good enough to balance two or more sets of Classes and the Combat Arts that come with them? Maybe you are. You can choose another Class each time you buy this perk. You gain a beginners aptitude in it's Combat Arts as well as a bit of talent for its disciplines. This does nothing to mitigate problems that might come from taking two conflicting Races or Classes. If you want to be a Seraphim that also wields the powers of the netherworld, well… Good Luck! I really hope the conflicting natures of your powers don't make you explode. And yes, any class you take also grants you the relative Discounts.

Sweet Loot: (200/400 CP)
If you set out to follow the events of the game, you're going to be doing a lot of killing around here. Mostly monsters, but also Humans, Zombies, Dragons, Elves, and very scary Giant Spiders. Good thing you now have an incentive for doing so. With this perk, every monster or well, just about anything you kill now drops money or an item that is close in value to how powerful the thing you killed was. For the 200 CP base cost, that value can fluctuate randomly and is pretty resistant to your Luck-boosting perks, with a chance for a mini-boss to drop a Legendary Item and a God to drop a trash tier Item. For 400 CP, the Loot System makes certain that the loot dropped is capped to be at least as valuable as the being that dropped it with a small chance that it might be better. You also get a small Hammerspace inventory, around 4 cubic meters, to store this loot and anything you can get to fit inside, for either versions of this perk.

Mounted Combat: (200 CP)
Ah, the art of fighting while riding your loyal mount. You are now an expert on the art of fighting while riding or mounting a creature or vehicle, anything really. You have the capacity to fight at 100% efficiency while taking advantage of any means of locomotion while also taking advantage of being mounted. You no longer suffer from any drawback when mounted but continue enjoying the upsides.

Rune mixer: (200 CP)
You seem to have learned the ancient art of taking Runes that magically improve your Abilities and mixing them into new Runes. Normally there's quite a bit of randomness in the process but since you are paying with CP you can now take any two Runes that you don't need and mix them into a Rune related to any technique,Skill, Power, Combat Art, or Spell that you want.

Pervasive Reputation: (200 CP)
Don't you hate it when you work your ass off to be liked by the masses only to go to the next town and discover they don't even know who you are? That's a thing of the past now. Any reputation gains you acquire from now on will work to make you more known and liked/disliked everywhere else. Depending on what kind of reputation you make for yourself, people will welcome you with more or less warmth everywhere you go, but actual information about your deeds continues to travel at the same rate as before. This only changes how well disposed the perfect strangers you encounter are going to be towards you, they won't even know why. This can be toggled on, off, or in such a way so that only certain changes in reputation propagate and others do not.

Combo Master: (300 CP)
You found the weird book and you read it, didn't you? Good thing it wasn't cursed or something. Guess they can't all be like that. Good news, Jumper. You've learned a very useful technique that allows you to take Skills, Actions, Attacks, Spells, and Powers and mix them into a Combo. A Combo is a collection of up to four of those things that you can then activate and use independently from the spells or powers that went into making it. You could create a Forcefield + Buff + Slow Enemies + Fireball Combo, with Forcefield being a power, Buff being a martial technique, Slow Enemies being a psychic power, and Fireball a spell. Activating the Combo will have you activate those 4 in that order automatically and without the possibility that you might fumble or lose concentration and at

the maximum level of skill and power you possessed at the moment that Combo had been created. Doing so does not consume any of your energies or material reagents that are normally required for activating or casting the base parts of the Combo's components. Those are only needed during the initial creation of the Combo as the initial and only price. Except during the creation process of the Combo, each activation is free. Each Combo has a cooldown before it can be activated again, the more powerful the components that make up the combo the longer the cooldown duration, from a couple of minutes to a full day at maximum. Concentration Potions reduce this cooldown time in different percentages. This perk isn't restricted to yourself and you may help others to create Combos from things that they can do. You might find Combo Masters that can do this for you in-Jump but without this perk you won't be able to update your Combos in the future, even if you somehow take one of these Masters with you. You can have at most 4 Combos available and a Combo can only be made up of up to 4 Actions, Powers, Spells, etc…

The Hero's Journey (400 CP)
You are a hero Jumper and don't let anyone tell you otherwise. Unfortunately, just your good intentions aren't always enough. Sometimes you also need some strength behind your words, swords, or magic to punctuate how much you love the world and the people living in it. From now on, with this perk, every good deed, from the smallest coin given to a beggar or saving a multiversal population from unspeakable Horrors from Beyond, every evil that you vanquish, from stopping a robbery to preventing Eldritch machinations, you will be empowered. Everything about you will be improved in proportion to how much good you do or how much evil you prevent. This applies across the board to your physical, mental, and spiritual 'stats', and to all your powers and skills. It only works in proportion to how much good you've done, however. For an everyday human that never fought in his life to help an old lady cross the road? He will see the equivalent of around a week of workout or training across the board. For the same guy to somehow save the world from an extinction-level event? He would be empowered to the point he could take on the likes of Spider-Man or his Rogue Gallery with some planning. This will always scale with your own base power Jumper, because while doing Good is its own reward, you will always see worthwhile improvements for your help. You can alternatively turn this perk into '**The Villains Triumph**' which does the same thing but applies to Evil Deeds and Vanquishing Good.

Drop-In:

Quick on your Feet: (100 CP)
You have an easier time when confronted with new or unexpected circumstances. Get dropped in a new setting without any idea of the why, how, and what? You will be able to find clues and the right path in just a few minutes if you put your mind to it. An ambush? Maybe they were able to get you by surprise but you know exactly what to do to mitigate their advantage with as little headaches as possible.

Actor: (200 CP)
You're a really good actor and your Poker Face is almost unreadable. You can even craft entire personas that you can act as, never forgetting the lies you've told and which of your personas told them.

Spy: (400 CP)
Oh, the subtle arts. You are now an expert of subterfuge, intrigue, politics, and everything in between. You could easily disguise yourself as a doctor, present yourself as one and be convincing enough in your role that no one even bothers to check your credentials as you kill their employer with poisoned medicine and make a clear

getaway. You could then disguise as someone else and attend the funeral without anyone even making the connection between your personas. You're that good. Stacks with **Actor** for even better social skills.

Master Illusionist: (600 CP)
Let the brawny types fight with swords and kill each other in deadly battle. You prefer the subtle approach. A soft spell that makes an insecure Lord feel as if someone offended them? Maybe it's exactly that guy that you wanted dead? What a pity. You are a Master when it comes to Illusion Magic and can play the senses and emotions of anyone the same way a master Violinist plays the violin. You also have an uncanny intuition on how these powers can be leveraged to defeat even those much stronger than yourself. They won't even know what hit them. Or who. Or from where. Or that they have been hit at all.

Leader:

Voice of Command: (100 CP)
Don't you hate it when it's an emergency and you're the only one thinking of what needs to be done but no one listens? No more. With this perk you now know how to speak and give orders in a voice that brooks no opinions. When you order they will listen. And if you actually have the authority or what you say actually makes sense they might even obey.

Earned Loyalty: (200 CP)
What is a Ruler if the people that he rules over are not loyal to him. Anyone that has a role or job that is subservient to yours will, from now on, feel a strong urge to be loyal to you and those you assign above them in the hierarchy. This starts off as a small thing but can grow mighty the more you actually prove to have earned your place above them and the better you act as a leader.

Powerful Leader: (400 CP)
Well, we can't have someone of your political might be killed by a stray arrow or a lucky assassin, can we? From now on you can choose an attribute like your endurance/constitution, your strength, your speed, or your magical power, and the more political power you have the more that attribute will be reinforced. Running a small organization might double or triple a normal human's strength or speed at most, while being the king of a continent-spanning empire will see the same human's Endurance tanking bullets, with enough left over to let him crush enemies with pure strength. You can even split the bonus between more than one or just decide to have it apply to everything about you, though the more you split it the less each attribute is boosted. Your personal power will forevermore be at least as great as the Empire you have forged and brought to greatness.

The Great: (600 CP)
You aren't just a run of the mill King, Emperor, or Ruler. You are one who earned that title a hundredfold. You are among the best in the world at anything that a Ruler is even tangentially expected to be good at. Statecraft, Politics, crafting laws that only have the loopholes you wish them to have, able to almost single handedly run a continental Empire with an efficiency that has never been seen in history, and more. From passing Judgement and administering all parts under your rule to all aspects of Waging War, you are the superlative best at it, and can surpass even the best in the field. Your Charisma, ability to win over the hearts of the masses, and to recognize good talent also borders on the Supernatural. As an Extra, anything you are in charge of will experience from now on a sort of blanket protection against bad luck, natural disasters, corruption, laziness, and incompetence. It's not a perfect protection but it does heavily swing the scales but only to the point it starts infringing on your people's free will.

Villain:

The Villain Wears Prada: (100 CP)
Let the goody-two-shoes care about things like armor synergy and weapon DPS and foolish things like that! You wouldn't be caught dead going around like a clown with that horrible mismatch of different styles of armor pieces, and don't get me started at the clash of colours. No matter your actual crimes, those crimes against good taste are an order of magnitude more deserving of extermination. You now possess a very refined sense of fashion, to the point that you can design your outfits to not only be stunning but also evoke one or more carefully studied reactions from those seeing them. Design an armor that gives your minions a feeling of awe and your enemies one of fear. A suit that makes you more attractive to your desired gender and more relatable to the rest. Maybe a white Doctor's coat that makes people trust you just slightly more. The effect isn't particularly powerful, at most a small impression, though I am certain even that will be appreciated by a person of your refined tastes.

Intrigue: (200 CP)
The easiest way of getting rid of your enemies has always been finding a way to convince another enemy to defeat them for you. You might even be able to swoop in and take care of whoever's left while at a disadvantage. You are a natural when it comes to finding ways of setting people against each other. A word here, a bribe at the right place and time, some planted evidence there, and your enemies will tear each other apart without you needing to lift a finger. This just makes you uncannily good at coming up with 'how' to do this. You will still need to cultivate the skill to pull it off somewhere else.

Lawful Evil: (400 CP)
Those poor, stupid peasants. Can't they understand that they can call you Evil all they want and nothing's going to change? Because, you see… You haven't done anything that was actually *Illegal.* You now have a sixth sense of the laws of any place you are in that tells you if a deed, no matter how 'evil' it might be, is actually illegal or not. It doesn't grant actual knowledge just a hint. If you were to actually read each and every law, amendment, correction, and local proclamation of the land you are in, this sixth sense will awaken to its full potential: You would become an almost unbeatable lawyer, with an uncanny ability to spin most nefarious deeds as if inside the law, while also masterfully taking advantage of even the most obscure forgotten law or loophole.

Evil Always Finds a Way: (600 CP)
Did the Heroes just bust down the door to your Evil Castle? Did they take advantage of the waves of minions you sent against them only to make themselves stronger? You could fight it out and hope to defeat them at their strongest, but… Why would you? You now have an almost supernatural sixth sense that warns you when you're about to enter a fight that you have little chances of winning, and that is only the beginning. Your ability to plan for and escape any situation where you might lose your life borders on the ridiculous. Did they put poison in your food? That was your body double that fell for it. Did they try to nuke your evil castle? Good thing you had an errand that sent you far enough to be safe. Did they use outright ridiculous care for any minutia in order to see you dead? You had a contingency spell cast upon your soul for exactly that eventuality, that will allow you to possess a previously prepared clone of yourself in a safe place that only you know about. You can come up with a plan for every possibility but you still need to put in the work to actually set them up.

Hero:

Cosmetic Transfiguration: (100 CP)
We all know the struggle, Jumper. You find a new piece of equipment, one that is objectively better in every way than the one you used until now, and it should be an easy choice as to which gets used and which will get sold.

Except for the fact that the new one clashes terribly with the rest of your gear. Like, who would be insane enough to go around with a yellow chestplate, a purple helmet, and vomit green pauldrons while your boots are neon red? While that kind of outfit could be weaponized against the more fashion conscious villains, you're just not willing to pay that kind of price. You now have the power to change the shape and look of a piece of equipment into that of any other piece of equipment of the same kind that you have ever touched or seen while having all of its effects remain intact. The only limit is that you can only turn them to the same kind of item, so a pair of gauntlets into another pair of gauntlets or boots into boot, but not a necklace into a helmet. This change remains only for as long as you wish to use the item in a legitimate manner, trying to transmute an iron sword into a gold sword and then selling it will make the effect wear off really fast, same as for any other attempt at being a damn munchkin.

Villain's Blindspot: (200 CP)
It would be a serious problem for you if the Evil King had read the Evil Overlord's List. Fortunately, you have a very specific type of luck in your adventures. Evil Overlord types that you are going against will feel a really strong urge to follow all the stupid Villain Cliche's everyone is familiar with. They will try to stop you by sending waves of slowly increasing power and skill, have bases with wide ventilation ducts for you to crawl through, say stupid things like "Shooting you is too good an end." and then proceed to try and kill you through an overly-elaborate Rube-Goldberg contraption that gives you at least ten ways of escaping, while they leave to take care of other business. Extreme paragons of willpower or those that are very known for the fact that they avoid these kinds of chaotic-stupid behaviour will be affected a lot less but none of your enemies will be able to completely resist this. Let's be honest, gloating over the hero and shoving their evil plans in their face as a laser is about to slowly cut them in half is really too much fun for anyone to skip over, isn't it?

A Hero's Quest: (400 CP)
A hero isn't always strong enough to directly march to the Evil Wizard's castle and vanquish his foe while ignoring everything that tries to slow him down and then easily decapitate the bad guy. Most of the time a hero must face cruel odds, unfavorable circumstances, and they must both find that power and also find themselves on their quest from simple man to hero of legend. With this perk that journey is much more straightforward. Any enemy you defeat from now on will be another stone added to the foundation of your power. Almost like in a video game the more foes you defeat the stronger you become. You can even choose to focus this growth in one or more key aspects of your power, like strength, speed or constitution, or in everything at the same time but by splitting the individual gains. It even works to permanently boost your proficiency in a skill or power. This doesn't work with those that are too weak to be any danger to you, unless they attack in numbers that make them so, but, as long as you continue fighting even slightly worthy adversaries this 'leveling' will not see any diminishing returns. With this, Jumper, if you ever encounter a foe too strong for you, just start off with his mooks and move up the chain. By the time you reach the boss you will have grown to make the fight merely difficult instead of impossible.

Good Always Wins The Day: (600 CP)
At least it seems that way when it's you doing the Good. There's a weight to your good actions, Jumper. And not one that has to do with mass. Any good deed that you commit seems to have more far-reaching effects than you first anticipated, though still keeping with what you would consider Good. Save a farmer's sheep and come back to find out that the farmer donated some of that wool to keep poor people clothed, a gesture that is regarded as having saved their lives during the harsh winter just passed. Rescue a Noble from bandits and he might be inspired by your deeds to improve the roads and increase patrols for everyone's safety. The good you do feels outright contagious, Jumper, but that's not all: The weight of your good deeds must be bordering on the conceptual because any local, social, political, or even ethical changes that your good deeds lead to seems to become next to impossible for anyone to undo. Clear out a bandit camp or three and bandits will probably never be seen around those parts ever again. Teach a village to be more compassionate and even generations later they will remember your teachings. Root out a couple corrupt nobles in a small kingdom, and the others are

highly likely to have a change of mentality and either try their best to walk the straight and narrow or even repent to the point they admit to their wrongdoings. Either way, that small kingdom will not suffer from corruption from it's nobles for a few centuries, and with a bit more effort on your side, for as long as the kingdom survives. You have become a true force for good!

Human:

Ingenuity: (100 CP)
As a Human you know that no one is there to hand out power to you the same as they do to the other races. Thus Humanity learned to work hard and be ingenius with the little they have. Some call this the art of the Munchkin but you just call it common sense. You are really good at finding unintuitive ways in which to leverage weaker spells, powers, items, or more general advantages to create spectacular effects that are truly more than the sum of their parts.

Willpower: (200 CP)
You know hardship and you know pain. But you also know that you refuse to back down and admit defeat. You have an impressive amount of willpower in most situations that allows you to do things like more easily set your mind to dominate the forces of nature through magic or to work relentlessly in improving your body and your martial skills to the point you become a nightmare in the arena. Even cursed with Vampirism and beset by a relentless hunger for blood, you have the Willpower to take control of yourself and direct these urges and the powers that come with it against those that deserve it.

Mediocrity: (400 CP)
They say Humans are just average in all things. Ha! You'll show them. From now on you are at least mediocre in everything you do or try. This doesn't remove from what you are good at but makes it impossible that there is anything out there that you are bad at. Anything you try to do you will find you are at least mediocre at. Only counts for stuff that there is at least some chance for you to do. You can be average at than new Martial Arts technique from the first kata you try or having at least an average pool of energy for that new magical system you picked up and that you are at least average at casting with, but you can't be average at using the Sharingan if you don't have the Sharingan. But if you did...

Wood Elf:

Elven Ancestry: (100 CP)
You are a descendant of the original elves, Jumper, and the Old Blood flows strongly in your veins. your people must have noticed this for they have spent many resources to teach you in most of their arts. You are a very good marksman with a bow, know the ins and outs of finding and applying numerous plant-based concoctions, are an accomplished hunter and tracker, as well as possessing a grace that all other races can only envy you.

Nature's Sting: (200 CP)
You are not only the equal of Robin Hood with a bow but you can also do wonders with short blades. You have the knowledge and skill to create and use trick arrows. Arrows with exploding tips, arrows that split into three separate ones, arrows that knock back a target instead of penetrating its skin, arrows that are tailor made to go through armor and even a special kind of arrow that releases poisoned spiders and an explosion of webs that render escape very hard. Your arsenal is a nightmare to you enemies.

Beloved by Nature: (400 CP)

For whatever reason, you have a sort of connection with nature. You find yourself more at home inside a forest and living off the land has never felt as a burden to you. This also gives a substantial boost to any magic or powers that are aligned with Nature in, well… nature. Spells and powers that manipulate plants and animals cost less and have increased potency and even attempting to cultivate the land the mundane way will see you getting almost miraculous results. Non-Feral animals won't attack you as long as you also don't come with nefarious plans, and you always seem to find useful things in the underbrush. Almost like the forest itself is trying to help you anyway it can.

Dark Elf:

Murder Arts: (100 CP)
Your people have redefined the art of mureder and killing from the shadows with a poisoned blade. You have received basic training in all of the Dark Elven Combat Arts. From how to move with the shadows unseen by your enemies, to the use of poisons on your weapons and the perfect integration of Martial Arts with the use of weapons, you are well on your way to becoming an accomplished assassin.

Martial Arts: (200 CP)
You turned out to be a lot more compatible with your people's Martial Arts than most. You learned the more profound truths hidden inside their teachings and have become capable of using your Ki to give some of your moves outright impossible effects for just being combat techniques. A move that mimics a cobra's gaze, that actually hypnotizes enemies, leaving them unable to move or act for a short duration, moulding Ki to create a barrier that deflects projectiles or magic, and even taking advantage of the power souls release when they leave for the next world to heal your wounds, you are well on your way to becoming a true Martial Artist.

Beloved by the Shadows: (400 CP)
Ah they think the shadows are their ally? They merely adopted the shadows. You were born in them, molded by them. Your affinity to the dark and shadows is off the charts. When sneaking, it seems like shadows wrap around you and help keep you away from the sight of your enemies. For now this affinity is still in its infancy but with effort and training you might learn to control this to the point you could actually melt your physical body into a pool of shadows or use them to teleport short distances, treating pools of shadows as interconnected portals. This is just the beginning, though it will take more effort and training the more complex or useful you Shadow Manipulation takes form, you can probably invent hundreds of different uses for it.

Dwarf:

Dwarven Genius: (100 CP)
People normally only see your stature the first time looking at a dwarf, but you know that under that diminutive height stands a mountain of muscles. You are strong and sturdy as all of the members of your race and are innately proficient at wielding axes and hammers. Even a normal dwarf has strength and endurance comparable to a human gladiator right off the bat. You also know Some of the Combat Arts that your race developed to take advantage of this, mostly dealing with correctly using heavy two-handed weapons against races that are taller but oh-so-much more fragile than yourself.

Fighting Giants: (200 CP)
All these tall races think that just having a couple feet of extra height somehow makes them better. Don't they know there's less oxygen the higher they stand? You know the basics of the Dwarven Race that were developed to make you among the strongest races in Ancaria. You are a good Blacksmith and can forge weapons and armor

as well as to insert magical runes or small magical accessories into specific equipment, granting them powerful bonuses. Hower that is just a small part of what makes Dwarves such a strong race: The Combat Arts designed to use the Dwarves' ultimate weapon: the Secret of Gunpowder and firearms, a great invention of the Dwarven people, are now yours and you can build, repair, and maintain these weapons as well as use them proficiently against those that are taller than you. Any weapon you wield does a bit more damage the larger the opponent you are using it against is.

Mountain on Legs: (400 CP)
Your stocky feet might be too short for you to even dream of riding a horse but that's not a problem, you've adapted. When you run it seems like a mountain just sprouted feet and started moving. You can run indefinitely at your maximum speed without ever getting tired or needing to rest just from doing so. You can channel a bit of your energy when doing this to make yourself count as being more dense than you really are, able to charge through people and obstacles even in defiance of physical laws. In theory, with enough training and energy spent in this, there is nothing that can stand in your way and not be sent flying by your charge.

Seraphim:

Descendant of the War Goddess: (100 CP)
Divine blood flows through your veins. Your connection to the Goddess of War has made you into a savant of the art of fighting. You can fight extremely well with almost any kind of weapon and the speed at which you learn new Combat Arts that deal with physical combat is almost supernatural. You gain expertise with one weapon of your choice that makes you a terror in battle but that can also be trained to wholy new heights.

Revered Technologist: (200 CP)
The Seraphim were created by the Gods thousands of years ago to protect the world and the mortals living there. To do this they have given your race several advantages. Chief among them is the knowledge to build and utilize very powerful magitech devices that utilize your connection to the divine to channel Divine Light and create powerful effects. You too are now an expert in creating, maintaining and using such magitech devices. From Focuses that channel Divine Light into a scorching hot sabre of light to technomagical wings that you can wear to make your moves faster and more agile, this is only the beginning of what can be achieved using the technology of the Gods.

Beloved by the Gods: (400 CP)
Your nature and connection to the Gods is clear for Them to see. Even in future worlds, Gods, Deities, and God-Like beings will feel a deep connection towards you and be more predisposed to seeing you in a good light even if they just met you. Getting Divine blessings and Boons is a lot easier for you than it is for most and even being granted forgiveness for past slights comes much more easily. Any kind of power or magic that somehow 'comes from the Gods' is easier to use, drains you much less, and is more powerful in your hands.The better the relation between you and the God that granted you a power or access to his magic system the more this perk increases in boosting that last effect.

Daemon:

Malleable Form: (Mandatory and Exclusive to Daemon)
A Daemon's body isn't bound into a completely physical form. You learned to take advantage of this and can now shift into several different forms, each designed to maximise your power in one specific way, to its extreme. You have a Battle Daemon Form that specializes in physical resistance and combat, a Fire Daemon Form that allows for the manipulation of flames, resisting their damage, and making all your attacks burn your targets in addition to the normal damage, a Poison Daemon Form that makes you resistant to poisons, toxins, and contaminants while making any wound you inflict fester with poison and rot, and an Energy Daemon Form that brings your ability to manipulate magic to the point where it does a lot less damage to yourself while every attack you make also counts as magical, dealing more damage. These forms are in their infancy for now, you will need to train them relentlessly if you want them to deal much more damage or to render you completely immune to their element. A true genius might even be able to, with enough dedication, come up with more elemental transformations like an Ice Daemon Form, a Spike Daemon one, or almost anything, like a Speed Daemon or Disintegration Daemon. The more esoteric the element the harder you will need to train to create a new form and improve it to a good level.

Succubus/Incubus: (200 CP)
Your demonic nature is shifted towards the Sin of Lust. You are a master at using your charms as well as subtle mental and emotional magic to insinuate yourself in almost anyone's good graces. Your raw charisma causes weak-willed people of your prefered gender to swoon when you focus it on them. This also leads to almost god-like skills in bed. You can absorb some of the energy released during very passionate acts of intimacy to both empower yourself as well as weakening restrictions on yourself or your powers for a few hours.

Tyrant of the Underworld: (400 CP)
Most Daemons are more beast than people. Letting their more basic instincts take over their decision-making and indulging in the chaos and sins that so easily can empower their very being. You are more than that. You refuse to let yourself be controlled by instinct and your Willpower reflects this like an oppressive pressure that brooks no disagreement. You can now use this relentless willpower to bend the weak wills of those of demonic origin or those that have the potential for sentience but choose to indulge in their beastly nature. Your Will forces them to bend the knee and it's only a matter of time before the entire Underworld is moving according to the whims of your desires.

Battle Mage:

Novice Mage: (100 CP)
You have been inducted into the Combat Arts of the Battle Mages and you took to them like a fish to water. You are capable of a large range of spells and effects. Offensive spells like Fireball, Whirlwind, or Lightning Strike. Defensive spells that render skin strong as stone or create a magic shield, Healing, short-distance teleport, and more are just a few examples of what you are now capable of unleashing. These Combat Arts are still in their infancy and require you to work on them if you want to use them effortlessly, as well as improving them.

War Mage: (200 CP)
You are no longer just a Battle Mage. You're a War Mage, Jumper. Your ability to fight alone against several if not dozens of enemies at the same time is the stuff of legends. Your efficiency in casting spells that only deal the exact amount of damage to take down opponents allows you to cast more spells and more often. You leverage this by learning to chain cast several spells together and are starting to understand how to cast one spell and split its effects on more than one target. Your spells are more efficient and use less power to cast. You can cast spells

faster and even change a spell like Fireball to shoot multiple balls of fire at the cost of a linear increase in power required.

Beloved by Magic: (400 CP)
Magic must truly love you, Jumper. You seem to be compatible with almost any system of magic. Even the more esoteric ones or those that have a certain spiritual or biological requirement are somehow possible for you after coming into contact with an example of it. It's even possible for you to feed Mana into spells that require Magicka, or spend MP to cast spells that need the external energy of your surroundings. You just don't seem as limited as other people when it comes to practicing magic, and the rate at which you recover these energies is also abnormally high, as is the rate with which you learn new spells and are able to improve on those you already know. Magic just suits you, Jumper.

Gladiator:

Arena Fighter: (100 CP)
Two men enter, one man leaves. You're a seasoned warrior of the Arena, Jumper. Using the strength of your body, you've learned to skillfully fight with all manner of weapons and have trained your body to the peak of Human potential. But it's the experience of constantly fighting for your life that saved you from dying. You know a series of melee-oriented Combat arts that are going to serve you well in the fighting to come. From hits meant to stun, to dirty tricks, intimidation, throwing weapons, an aura of courage, or how to bodily throw yourself at your opponents without fear, these Combat arts will serve you well in the future.

Physical Dominance: (200 CP)
You are a master of close-quarters combat, sure. But what happens when your enemies aren't physical. Not everyone has a magical weapon handy for when a ghost or any other insubstantial enemy attacks. You have learned that you have an unique knack of being able to infuse your fighting spirit into any weapon that you use. This allows your attacks to deal damage even to those things that are usually immune to physical damage. Basically, you can have your physical attacks count as another type of attack, like magic, or fire or poison. This only works against things that are completely immune to physical damage, though you might be able to train away this little limit with enough work.

Armoured Tank: (400 CP)
You know how important good armor is in keeping you alive, don't you, Jumper? But even an indestructible armor will have its weak points and the biggest one will always be you. With this perk, your defenses will see a huge increase as your body now shares the same properties of your armor. Steel Armor will make your skin and internal organs at least as strong as steel without impeding their natural function. An armor that regenerates dents and scratches will give you a similar regenerative factor. You need to have your armor cover at least a good 25% of your body for this effect to trigger, so at least a breastplate's worth. If your body is already stronger than the increase in defence a certain armor would give you this doesn't provide any advantage as it only makes sure you are at least as durable as your armor. Extra effects like the regeneration or an enchantment that removes weight, will still work but only in those situations where it would be beneficial for them to work. You are now one with your Armor Jumper. (This perk has Jump-chan's patented Recursion Loop Protection/Curse ®TM, however.)

Vampire:

Lifesteal: (100 CP)
Your Vampiric Nature has taught you well. Now, any melee attack with which you successfully bleed a foe also drains some of the spilled blood and absorbs it to fuel a short boost of supercharged Healing. In practice, your close-range attacks now have a Lifesteal effect that cures you. The amount cured depends on how strong your opponent is compared to you, and how much damage you inflicted. Much weaker foes don't heal as much and a severed artery heals a lot more than a prick on a finger.

Sun-Walker: (200 CP)
Ah, the ugly curse that comes packaged with all this power, but not for long. From now on, through your efforts, sweat, and tears you are able to slowly train away anything about you that you consider an unwanted weakness. Now you can train yourself to become immune to the burning effects of sunlight on your skin by slowly exposing yourself to that weakness until you gain resistance to it and ultimately an actual immunity if you put in years of effort. This only works on things that count as an intrinsic weakness. It can train away a Vampire burning from sunlight and the damage or debuffs that came with it but won't train away being set aflame by Gasoline or the damage done by it, as that isn't a weakness to gasoline or fire, merely a lack of resistance to it's effects.

Power of Blood: (400 CP)
You're a Vampire, Jumper. Kicking ass and sucking blood isn't the only way there is to reach new unholy heights of power. For there is great power in the blood. You can now acquire the power of those you drain the blood of. The conversion rate is terrible so completely draining one person in one sitting might at most give you around ten percent of their physical power and a very much weaker version of any kind of supernatural power they might have possessed. But if you were to slowly sip on your victim time and time again, there is a good chance you could gain even more than they possess at the height of their power. But blood is blood, and it flows in your veins as well. You could in theory do the same thing and give your blood to anyone you wanted and with it a measure of your power. You would temporarily lose some while your intended recipient permanently gained it. But remember: Stolen blood might be free attached strings but freely given blood comes with enforced loyalty to the donor. Both for you and everyone else.

Ranger:

Scout: (100 CP)
Your job is reconnaissance and gathering information as well as mapping the untamed wilds and the dangers within. As a ranger you will be mostly on the move and doing your best to not be seen, heard, or smelt. You have a good amount of experience in survival tactics, staying hidden in almost any kind of terrain as well as weapon expertise with bows, crossbows, knives, and anything needed to live, survice, fight, and even prosper in the wilds.

Nature Magic: (200 CP)
You're not just a regular Ranger anymore. Your experience has taught you a very rare form of magic that is mostly reserved for the Wood Elves, though there have been examples of some of them not having access to it. You have an instinctive knowledge of the basics of several Nature-oriented Combat Arts. Arts that control plants, call onto the spirits of the Forest, onto woodland animals to come to your aid, to heal you, to empower you, and maybe even polymorph enemies into harmless critters for just enough time for you to make a quick getaway. As with all combat Arts, you can train these to any height if you put in the work, or you spend the appropriate runes.

Long-Range Punch: (400 CP)

Sometimes an enemy knows you well enough to make preparations against the arrow-shots that you might be famous for. Sometimes you might just want to punch a guy from a hundred yards away. This is the solution for you. From now on, any of your ranged attacks can count as melee range hits for anything that only triggers for things like ‘projectile immunity’ or stuff like that. No more can an enemy remove your long-range capabilities by just activating a barrier that defends only against ranged attacks. Because they no longer count as ‘ranged’ in those cases. Defence against bullets now means nothing when it comes to stopping your shots. A barrier that defends against everything will still work as it will defend against them even if they don’t count as ranged. The second effect of this perk is that you can now prepare arrows or any kind of physical projectile so that instead of its effect being ‘transfer all kinetic energy into the enemy’ it now has the effect of one of your short ranged attacks. An arrow with the effect of ‘hitting with your fist’ will now hit as if you were in melee range and just hit the obstacle with your fist. This only works with things that cannot be used as range so no energy waves or super lasers, but a sword’s slash or a hammer’s blow is ok, and you still have to expend the same resources to make the attack as if you were there yourself. Anything that would have applied to your melee hit also applies to the hit infused into the long-range attack.

Trapper:

Trap enthusiast: (100 CP)
You really like letting your enemies kill themselves. By unknowingly walking into one of your traps mostly. You are really good at a series of Combat Arts that deal with creating dangerous floor traps. Traps that explode, that hinder movement, that poison, that block line of sight, that weaken, and especially traps that kill. You know how to make them and how to make them next to invisible. You don’t need materials to create traps as you are actually creating them through magic. You are immune to the damage done by traps you set up and can assign ‘allies’ that can also ignore it. You and your ‘allies’ do not trigger traps by walking through them as your enemies.

Surprise: (200 CP)
You are a master of it. You know the best places to set your traps for the best results. Not even someone with supernatural methods of trap detection will ever find your traps before they find themselves triggering them. Your traps are now completely invisible and immune to any form of detection or scrying. You hide them so well that there is at least a moment after someone triggers a trap, no matter how much or little damage it does to them, that they are too surprised to do anything but be surprised by the fact that there was a trap they just fell into. You can always see and feel where your traps are located. You also become really good at making your opponents drop their equipped weapons.

Ultimate Traps: (400 CP)
The power curve is unforgiving, isn’t it? Well, not for you anymore, Jumper. You like using traps so much that you figured out a way of keeping your trap-making skills relevant no matter the power level of your opponents. As long as you are also at that power level, with this your traps will continue being a serious threat even to primordial gods. You can now seal the use of a power, a magic, or an effect that you are capable of inside a small bead. The cost to you is the same as if you had activated that sealed power yourself. The only way to release that effect from the bead is by combining it with one of your traps. Once you do, and the trap is triggered, other than the normal effect of the trap, it will also unleash the effect you sealed inside the bead. You can seal a planet-busting strike inside a bead and only have it unleashed when someone activates your trap card… erm.. your trap. You are also no longer limited to floor traps. You can now fix traps in mid air and with some practice might actually be able to give them a slow route that they move through space.

Walking Artillery:

Modern Warfare: (100 CP)
Maybe you learned under some old Dwarven Master, maybe you just figured it out on your own, but you have now learned the basics of all Combat Arts that deal with wielding and using firearms of any kind. From muskets to mortars to flamethrowers, you bring a new way of waging war against your foes.

Sniper: (200 CP)
Take aim, Fire! Headshot! You are now a prodigy in all forms of marksmanship. From calculating trajectory arcs to anticipating the enemy's movements you are a true master marksman. No matter the weapon you use, if the shot is possible you will hit it dead center, or wherever you desire. Did anybody say Aimbot?

Hitscan: (400 CP)
Don't you hate it that you poured so much time and effort into becoming the best firearm wielder in the Multiverse but you then realise that the higher the level of power being traded in fights the less useful ranged weapons become? When gods can move faster than the speed of light to outrun your bullets and bend Space itself to make your shots miss, one is forced to use closer range techniques if they want to stay on top. Not anymore Jumper. With this purchase, any and all ranged attacks, be them from a bow, gun, magic, or power no longer suffer from travel-time. That bullet you shot will impact your target instantly, not giving them even a planck unit of time to move out of the way or dodge. This doesn't actually make your bullets faster so they will still deal the same damage, it just skips the intervening time between the moment you shoot and the moment it hits. If a shot would have hit your target if they would not have deigned to dodge then they get hit. It also does not ignore obstacles, trajectory, and things like that. The shot still has traveled the intervening space, it just does so while ignoring Time. From a bullet's point of view, everything gets frozen in Time from when it gets shot until it encounters the first non-trivial obstacle.

Celestial Magic User:

Acolyte: (100 CP)
Through blood, sweat, and tears have you worked and trained. The basics of all Celestial Magic Combat Arts are yours now and you can theoretically improve them with use with almost no limit (though diminishing returns do apply). From smiting foes with lightning or calling down Divine Light to hurt foes and help allies, you have taken the mantle for all that is good and just. Be content knowing that the gods must be smiling at your efforts.

Paladin: (200 CP)
You are a paragon of good and the Gods agree. You can now infuse any of your attacks or powers with Divine Lightning, granting them a significant boost in effectiveness. It's an effect that adds not just more destructive power to your attacks but also makes it extremely effective against anything weak against the elements of Lightning and Light.

The Power of Love: (400 CP)
Look at the people down there, Jumper. Not all of them deserve your help or love. But you will fight to protect them anyway, aren't you? Do you love them that much? You are now capable of infusing any positive emotions you feel, like love, compassion, friendship, into your magic or powers to massively boost their effects. Boost a fireball with the compassion you feel for some poor villagers and see the bandits that have been tormenting them burn to ash. Boost a healing spell with the empathy you feel for the wounded and become capable of miracles.

Any combination of positive emotions and supernatural effect is valid as long as it makes sense in the context you try to use it. The stronger the emotion the larger the boost.

Hell Magic User:

Underworld Apprentice: (100 CP)
You have worked and toiled in the darkest of knowledge. You know the basics of all Hell Magic Combat Arts and can theoretically improve them with use with almost no limit (though diminishing returns do apply). From condensing the fires of hell into solid constructs that burn with poisonous fire under your control, to summoning dark tentacles to attack your foes, you are well on your way to become a feared contender to the throne of the Underworld.

Hellfire: (200 CP)
Do you ever think that you could use a bit more UMPH against those prissy assholes of the Divines? Well then, from now on you can channel an extra part of your energy into any attack and infuse it with the power of Hellfire. It's a very evil-oriented type of fire but you can be sure that any attack you apply this to will do quite a bit more damage and even more so to anyone or anything that is weak against the elements of Fire and Darkness.

Hateful Power: (400 CP)
What's with all this edge, Jumper? You could cut someone with that. Oh, you actually want to use it that way? With this perk you can now infuse strong negative emotions like hate, envy, anger, and more into your magic or powers to massively boost their effects. Boost a fireball with the disgust you feel for your enemy and it will burn stronger and deal more damage. Infuse your hate for the overwhelming army coming against you into a shield and see their attacks much more easily defended. Any combination of dark emotions and supernatural effect is valid as long as it makes sense in the context you try to use it. The stronger the emotion the larger the boost.

Items:

General Items are not discounted unless otherwise specified. Origin Items are discounted to 50% of the cost only for that Origin with the 100 CP Item becoming free.

General:

Starting Gear: (One Free for All)
A basic weapon and armor set made of mundane materials and unenchanted. It is fit for your body and designed for your Class. It might easily save your life but expect to find better gear on even the weakest monster around here. Each class you have gets one of these.

Set of Potions: (100/200/400/600 CP)
Don't think that the road ahead is going to be easy, Jumper. You risk bodily harm, poison, fatigue and more. But there are also ways to deal with them. This Item buys you a small wooden box that you can strap to your belt and access in a pinch. Inside are a five types of potions: Health Potions for when you are hurt, Antidote potions for when you are Poisoned, Concentration potions that allow you to use your Combat arts more often without getting tired, Mentor Potions that improve your ability to improve your skills, and Undeath Death potions that create an aura around you that makes it impossible for defeated undead to come back to life. For 100 CP you get the basic version of these potions, useful for mortals but useless for those more powerful. For 200 CP the potions are of

Medium Potency and can even show good results when taken by a demi-god. For 400 CP the potions bring powerful benefits even to those that are already at the level of Living Gods.

The 600 CP version of these potions actually breaches the barrier between Alchemy and Conceptual Effects. You might call them Superpotions Health SuperPotions can cure absolutely anyone no matter the damage as long as they still live, Antidote SuperPotions can remove even conceptual poisons or magical curses and anything that does damage over time, Concentration SuperPotions render all your inner sources of power capable of instantly refilling for a couple of minutes, allowing you to spam your strongest attacks without a problem and making Combos recover instantly. Mentor SuperPotions at this level allow for learning one specific skill in a couple of minutes and bringing it at least to the level of a master. Undeath Death SuperPotions at this level render anyone you kill/destroy during its effect impossible to resurrect in any shape or form. All levels of this Item give unlimited supply of their level of potions except the last which gives the same as the 400CP option and one SuperPotion of each type every 10 years or once a Jump, whichever comes first.

Rune Collection: (50/100/200 CP each)
This is a really precious find. In your possession is a small chest that seems to generate five small runes each week. Runes are a miraculous Item, both rare and extremely useful. Each Rune is tied to a Combat Art and by consuming it you improve everything you can do with that Combat Art. In more basic terms, it levels up any Ability you possess as long as the thing the Rune is meant to affect is something you already have. You could use a Rune of Fireball only to improve your ability to cast Fireball, the damage it does, the area it affects, and the efficiency with which you cast it, making it cost slightly less. You wouldn't be able to use it if you couldn't first cast Fireball. For 50 CP the 5 Runes are truly random with around a 1 in 10 chance that a Rune related to something you can do appears. For 100 CP the runes that appear are still random but each of them will be related to something that you can already do and will always provide at least a small benefit by using them. For 200 CP you can choose exactly what kind of Runes you wish to have the chest generate. The runes can apply small improvements to anything that can be considered an Ability. Improve your Anything Goes Martial Arts, your Kriptonian Laser eyes, your Shehai Shen She Ru mastery, your casting of a certain spell, or even your ability to create devious traps or political plans. The increases are on the level of a 1 or 2 percent improvement across the board, but that will continue to be the case at any power level so you will never have diminishing returns.

Unique Set: (400, first discounted for All)
This is a pretty high level set of Armor, complete with accessories and a weapon of your choice. While the actual defence of the pieces that comprise the set are probably going to soon become obsolete as you outgrow them in power, the enchantments on it aren't fixed but are a percentage increase to the core 'stats' of one of your classes. By taking this or importing it into your own set you ensure that these enchantments will continue providing advantages for a long time to come. The boost is around 20% to your 'core stats' with another 20% to your effectiveness in using the weapons, Combat Arts, and Spells of the Class that you buy this for.

Drop-In:

Revealing Map: (100 CP)
Damn the Fog of War! Yes, I agree. You now possess a small map that shows around a quarter of the planet you are on, where all the terrain, caves, ruins, passes, and cities are clearly marked in an intuitive manner. Somehow, the Map changes to always keep your surrounding area in the center, revealing more places as you travel. You can zoom in and out and even make notes on it that are saved under pins you decide where to put. It can change

to other forms, like a PDA, a stone tablet, or a large Table Map, or any other device that can view a map but can do nothing else other than that.

Quest-dar: (200 CP)
This is a nifty little gadget! It has the form of a small smartphone, and can be imported into any Item that has some form of user interface. It can scan and detect anyone that needs something done that they are willing to reward others for. It's basically a radar for quest-givers. As an extra feature it tells you more or less what any quest you are about to accept will reward you with. This is dependent on what you would actually receive if you don't change that person's opinion of you in the future and if you only do the bare minimum to complete the quest.

Portable Library: (400 CP)
A chest, small and portable. But the chest isn't the true treasure. The Books inside it are. The chest seems to be tied to you somehow because any book that you come within less than two meters of distance will have a perfectly identical copy available inside this chest. Touching the chest will give you an index of all books that you have already collected, and thinking of one or more of them allows you to find them inside the chest when you open it. After the first copy you will need to provide the raw materials if you want the chest to produce more of them but you can place checked-out books back inside. Books that have their own magic or are enchanted are also only copied once but can be done so again after paying the raw materials and energies to create more.

Gate Network Construction Plans: (600 CP)
While this might look like an Ikea step by step instruction manual for building your couch, it's actually exactly that but for something a lot more useful. This guide, if correctly followed, will allow you to create Teleportation Gates. All you need is enough stone and some blue paint. Stack the stones as indicated here, then apply the right symbols on them and it's done. Anyone can do it. And yes, you can teach this to anyone you want but anyone trying to glean the secret of this process without your permission will never be able to make it work. Even if you hire someone else to build you a series of these across a continent, you will always be the only one with administrative access to this Network. With that level of control you can decide who can use this Teleportation network, Who can't, which destinations can be accessed publicly, and even give personalized access control to specific people. The Gates are very resistant to damage but not indestructible. The Gate works in a similar manner to a stargate, in that it opens a stable wormhole between two Gates. There are a lot of protections baked into them so there won't be any incidents, at most the wormholes won't appear perfectly inside the arch. If you thought roads were a great way of moving around, these will knock that idea out of the water.

Leader:

Crown: (100 CP)
Any Leader needs something that tells anyone seeing them who they are. This Crown does exactly that. No matter what kind of Leader, King, Emperor, or whatever you are, it will always take on the best possible form for your station. Anyone seeing you wearing it will instinctively know who you are and what your position is without a shadow of a doubt. You may omit some things if you want.

Business: (200 CP)
You are now the proud owner of a middle-sized business venture. You can choose what it deals with but it can't be anything that would give you more money than one of the Nobles from this setting. Not at first at least. Any improvement and development you give it will remain in future jumps as well, so you can, if you are a good

enough Leader, make it grow to the level of a mega corporation and more. You are the sole owner of it, and you may choose if you want to import this Business in a Jump or not every time before you start a new jump. There might be some limits to how powerful a Business you can import in future Jumps depending on local circumstances. Fanwank responsibly.

Army: (400 CP)
What is a ruler without an Army to consolidate power. You now have under your command, a small army of around 2000 people. Not all of them are warriors, some are support or logistical staff, but all of them are perfectly loyal to you and your cause and each has gone through at least boot camp. Their training and equipment is what you would expect to find on a Medieval-era army but any improvement you give them will persist in future jumps, as does training. If one of them is killed a new recruit will appear that will have a much easier time to train to the level of the one you lost. Any expenses needed for equipment maintenance, food, and other such, will always be provided so you don't need to worry about them starving if you forget to feed them. You may recruit more people and have this army grow to any size as long as you find people willing to join, but they will need someplace to stay, and morale is a thing so no crowding them inside a dusty warehouse. People that willingly and without being conned enter your service, also benefit from the advantages of the rest of your Army, like loyalty to you and needs provided. Assigning them to any territory that travels with you through Jumps is heavily encouraged as these are people that also have social needs, even if they are loyal enough to kill themselves on your orders.

Empire: (600 CP)
Rise, Emperor Jumper! You have been crowned and an entire country bows to your will. At present it is around as big as Prince Valor's territory: around 100,000 square kilometers of land, at most a couple cities, a dozen towns, and a few hundred villages. Anything that you would expect from an European country of this size to have had during the middle ages your Empire will also possess, and you are its unquestioned Ruler. The people of your Empire are perfectly loyal to you and you may share some of your skills and abilities with them in order to improve their lives and the work they do. A peasant can receive your ability to make plants grow fast and strong to make farming easier and better, and some of your endurance to work better, but not pyrokinesis. A soldier might get some of your constitution to not get hurt as much and some of your ability with the sword, while a detective might get some of your intelligence, intuition or even some telepathic mind reading powers. You are not diminished by this sharing. Any upgrades and improvements you make to the land, people, and systems of your Empire will persist in future Jumps and you can choose to have this land attached to your Warehouse or inserted in the settings of your future Jumps.

Villain:

Magical Disguise: (100 CP)
This little trinket is very useful in the right hands. When worn it allows you to assume the form, voice, smell, magical signature, etc. of anyone you have seen at least once. Attuning it to another form isn't instantaneous so you wont jump from form to form, but the disguise this necklace magically layers over your true form is perfect and impossible to be seen through. You can still get caught in a lie or make mistakes that get you caught but it will be because of something you lack, not because the disguise wasn't good enough. The disguise only works if your body is at least somewhat similar to what you're disguising as. At the end of the day this is an illusion. Physically you're the same, it's just that this can fool all sensory abilities from the Mk.1 eyeball to the rest.

Evil Tower: (200 CP)
Look at those insignificant insects. Seen from up here they actually look like ants. As they should! You now have what any dark wizard worth their salt needs. A big and menacing tower. ist around thirty stories high and has at

least another thirty levels underground with plenty of space for all your evil needs. The Tower is built with strong materials and enchanted to resist direct cannon fire. It also seems to have a boosting effect to any kind of ritual magic performed inside. Any upgrades or improvements you apply to it will persist in future Jumps and you have the option of choosing either to attach it to your Warehouse or to insert it someplace appropriate in your future Jumps.

The Black Book of Sakkara: (400 CP)
This is a foul thing you now possess. This large book has a golden scarab on the cover and is the best implement any Demonic Summoner might ever desire. Inside the pages of this book are detailed instructions for you to ritual Summon and Bind a large number of different Demons directly from the Underworld. The strongest Demon you can Summon and Bind with this is the Sakkara Demon, a twelve foot tall fire demon that could probably be able to lay ruin to an entire continent with just its personal power and the ability to create undead soldiers. The rituals in the original Book were prone to unintended consequences in cases where the ritual wasn't performed correctly, but since you paid CP for this, all of these rituals have protections that ensure they always fail safely. The more powerful a Demon you want to summon the more power you need to spend in the Summoning and Binding ritual, with a Sakkara Demon ritual even draining a hundreds-of-years-old Archmage that was prepared for the ritual almost to exhaustion. For every Demon you successfully Summon and Bind you have a Telepathic connection that you can use to issue orders or share their senses, and you can even place these connections in a sort of hierarchy if you don't want to micromanage everything. The Binding ensures perfect loyalty to your orders but don't be surprised by the extreme levels of rules-lawyering you'll get if you order them to do things that are anathema to their nature. In future Jumps, the book will populate with new rituals for you to Summon and Bind the local flavour of Demons, if they exist there.

Ancaria's Impure Heart: (600 CP)
What's this? Oh my! This seems to be the conceptual Heart of this world or maybe of another World, it now floats freely upon a pedestal inside your Warehouse. But it seems to have been tainted by the essence of a very strong Demon. This is a very powerful Item Jumper. The barrier-reinforcing nature of the original Heart has been twisted to do the opposite. You can use this to infuse any ritual, power, spell, skill, or ability you have with a conceptual barrier-breaking effect. Even an attack that would be normally useless, when infused with **Ancaria's Impure Heart**'s effect, will be able to take down even very powerful non-physical barriers and shields. Even physical barriers are a lot less effective when this comes into play. Up to ten people can take advantage of this ability by leaving **Ancaria's Impure Heart** on the pedestal it comes with and performing the provided bonding ritual. But if you decide to instead take it and infuse it inside your very soul. a procedure that the pedestal can easily perform, only you can take advantage of its effects, but those effects are strengthened by an order of magnitude, and you will slowly start to develop the ability to even ignore interdimensional barriers, allowing you, with a bit of time and training, to freely move through the Multiverse. This is restricted to the local Multiverse until you get your Spark.

Hero:

Hero's Rest: (100 CP)
Going around slaying monsters, vanquishing Evil, and saving damsels is a heroic pursuit. What isn't, is sleeping in the muck, on hard-packed ground, under the rain or in the cold. From now on that is something you will never need to experience. This small credit card-looking piece of plastic can summon a small building that you can rest in and relax whenever you want. It has 10 bedrooms that each has its own bathroom, a kitchen stocked with simple ingredients to make food, a storage room, a dining room, and four more rooms that you can decorate as you wish. Changes done to the interior are persistent but the walls are strangely resistant to things that might make them too strong, so using this place as a refuge against active attackers is not going to work forever.

Damages sustained disappear once the building is unsummoned and summoned back, even the improvements you added in the past.

Mount: (200 CP)
A great Hero like you shouldn't have to do such mundane things like 'walking'. For that reason you can buy this. A very healthy and powerful (for a horse) War Horse. What makes it special, and worth the CP, is the fact that this might be the last mount Item you will ever need. This is because the War Horse is only the first form this Item has. By touching it to any other form of personal transportation, up to the size of a private jet, you can then have your Mount assume that form and capabilities. It has a pretty good auto pilot system that it will retain in all forms and will update with any form of transportation you add to it but it will not be able to use anything other than the navigational systems. Weapons will be present but you will need to provide targeting and firing systems if the copied transportation vehicle didn't have them.

Legendary Weapon: (400 CP)
A Legendary Hero needs a **Legendary Weapon**. Behold, for I now give you… this rusty sword. Oh, don't be fooled by the shabby appearance. The real power of the **Legendary Weapon** is in its ability to upgrade itself. See, you only need to touch it to anything that is a standard weapon and the **Legendary Weapon** will copy anything that weapon has that is an improvement over its current level, updating itself and slowly growing in power the more you let it copy. Touch it to a spear and it will copy its form, touch it to a gun and it will be able turn into one and shoot bullets(bullets not included outside the first clip after it transforms) , or touch it to a bomb and you will be able to cause it to explode(might hurt you too if it's in your hand at the time). If the material of a copied weapon is better it will become made of that material in all forms that might benefit from it, if the edge is sharper it will now have a similar edge, if it has an enchantment that the **Legendary Weapon** does not or is more powerful than the one that it does, it will update that enchantment with the stronger version. This only works for stuff that you find advantageous but it will also remember the downsides in case you ever decide that you want it to have some of those too.

The Golden Heart of Ancaria: (600 CP)
In order to protect the world from the depredations of Demons, the Gods took the Heart of elements and created the Heart of Ancaria. What you now have in your possession is a pedestal in your Warehouse where **The Golden Heart of Ancaria** floats freely. Similarly to the in-jump counterpart this item has an almost conceptual ability to reinforce barriers of all kinds, but mostly non-physical ones. Syphoning some of these energies into a ritual, power, skill, spell, or what have you, that creates or strengthens a barrier of any kind will give results that are an order of magnitude stronger than you would normally. The pedestal also allows for **The Golden Heart of Ancaria** to be split into its base Elements: Air, Fire, Earth, Water, and Void. Anyone can, by accepting one of these elements inside their soul, gain a superlative amount of power and control over that particular element while also taking advantage of some of its original power and seeing the barrier between the real world and their soul extremely improved. Attacks that need to reach their Soul in order to work will find an impenetrable barrier protecting it. They might be able to hurt your body or even maybe your mind, but your Soul will forevermore be safe. Accepting **The Golden Heart of Ancaria** unsplit inside your soul will have even better results but that will only be able to empower one person instead of five, though it will give the recipient a much improved mastery over the five Elements, as well as over strengthening any barrier they wish in range to almost absurd levels. This effect is diminished on physical barriers.

Companions:

Band of Old Friends: (50/100/200 CP)
Come one, come all, to the great adventure of your lifetimes. You can Import your old Companions or design new ones to join and help in your quest in Ancaria. 50 CP for 1, 100 Cp for 4, and 200 CP for 8, each has 800 CP to spend as they wish but cannot Buy more Companions themselves. They can take Drawbacks only if they apply to them personally.

New Party Members(50 CP Each)
With this you can recruit anyone you meet and are able to convince them to join you.

Drawbacks:

Difficulty Level: (100/200/400/600 CP)
Instead of starting your adventures in a world where the weakest mob is at most as powerful as a human child and meeting stronger and stronger foes, you will meet enemies that start off four times as strong and get stronger at the same pace. If this was a videogame mobs would start at level 4 instead of level 1 and the strongest would be level 100 instead of level 50. For 100 CP this increase in difficulty is one step over the default, if that were the Bronze level of difficulty this would be Silver. For 200 CP you instead start off on the Gold level of difficulty, for 400 CP you start on DIamond, and for 600 CP you will face the Niobium level of difficulty. Each increase in difficulty is designed to challenge those that faced the previous one and that have grown enough to defeat it. As a bonus, the higher level of the enemies will give you more experience or help improve you through combat, and drop rarer and more powerful items, if you have a way of accumulating those things.

Inventory Management: (100/200 CP)
Any of your Hamerspaces, folded spaces, or inventory systems are now going to be severely limited for the duration of this Jump. When safe in Town this won't do anything but once outside of them, you will only have around 1 cubic meter of space available to store your loot and equipment. At most it will be able to store around 20 cuirass or 30-40 weapons depending on their size. For an additional 100 CP, you will also find that any stacking system your Inventory might have no longer works and that potions tend to take a lot more space than they used to, around 4 potions being the equivalent of a helmet.

Disarming Enemies: (100/300 CP)
I hope you're really good at punching people because you'll need to do it often. Enemies fighting you in melee range now have a fixed probability that they might disarm you and leave you without a weapon to fight with. You can't pick up the weapon for at least 3 seconds after this happens and even trying to take out a different one will take you at least 3 seconds, no matter how fast you are. For an additional 200 CP you are also barred from using ranged attacks of any kind if not in melee range and the enemies will also be able to trigger the 'disarming' on anything that aren't your bare fists. They will be able to disarm you temporarily even of your energy beams, or stuff like that.

No-Fly Zone: (100 CP)
Any of your abilities that might let you levitate or fly now only work for a couple dozen seconds at a time and you need to wait at least a minute before doing so again. Getting around is going to be a lot more annoying from now on.

Untrusted Outsider: (200/400 CP)
People just straight up seem to not like you. No matter where you go, every time someone meets you for the first time they will feel suspicious of you and will find it harder to trust you. You can work to change this sentiment but only actual deeds seem to work as everyone seems strangely resistant to all your mind-control perks or powers. You could eventually become loved by a town or city if you work hard, complete quests, defeat monsters and dangers in the area but going to the next town over you will have to start it all again from the start. Because they don't trust you, people will need a lot more convincing to continue giving you quests or information, and they'll be really cold and untrusting about your results. You will have to pay almost 10 times more for an item at Merchants as well as for services, and the things you sell will go for pennies. For an extra 200 CP, you will no longer be able to improve the initial impression people have of you no matter what you do.

Undead Repetition: (200 CP)
For some strange reason Undeath Death Potions or effects like it just don't work around you. You will kill tons of skeletons and undead over and over again, sometimes even five times the same one, as they often seem to easily put themselves back together and back in the fight. Any undead you kill will somehow be able to come back to unlife after being defeated around you. This can happen up to five times per Undead and no matter what you will do this will be the rule instead of the exception. Taking down the same Undead multiple times will be something that you will soon learn to hate.

Elemental Defence-less: (200 CP Each)
You are now unable to stack a defence against one type of damage that you will meet in this Jump. Maybe you're really defenceless against physical or magical damage, maybe poison is especially effective against you or you just can't put up protections against Fire. Choose one and any defences you have against that Element will not work to protect you anymore. You will still have a peak human's resistance to it.

New Game: (300 CP)
You start in this world with only your Body Mod and whatever you were able to buy from this JumpDoc. Anything you might have gained in previous Jumps is locked away be it Powers, Items or Perks. The same is true for your Companions and the Warehouse is locked in One-Way Mode: you can throw non-animated objects into it but can't take anything out. You keep all of your knowledge, skills, and any mental improvements needed for a human to still possess it but nothing that is supernatural. I hope you can still be the protagonist this world needs even without all those crutches.

Dragon Chow: (400 CP)
I don't know what you did or didn't do, but you seem to be often targeted by the powerful Dragons of Ancaria. Maybe you insulted their race or you just smell particularly tasty, get ready for some vicious fights. Dragons here are sentient creatures near the very top of the food chain, with only the Sakkara Demons being more powerful across the board. They are intelligent creatures, capable of speech, and much higher levels of thinking than humans, with a lifespan that stretches millenia making them cunning and also knowledgeable opponents. These are no mere beasts, Jumper. Take care they don't take you by surprise.

Demonic Troubles: (400 CP)
You thought there was only one Sakkara Demon that Shaddar was able to summon? Fool! He knew one of them wouldn't be enough so he instead created a tunnel underneath his tower that reaches down straight into the Underworld. Hordes of Demons have already escaped and have only one purpose: killing you. They have spread over the mountains and are massing and plotting in the underground caves scattered ner Shaddar-Nur trying to find a way to end you. They will send increasingly powerful waves of Demons against you, always choosing to

strike when it least favours you, and doing their best to learn from their failures. They are devious and if they cannot hurt you directly they will attempt to do so indirectly by striking at things you care about. You will need to go on a grand quest to find both their current base of operations as well as a way to close the access point in Shaddar's Tower if you want to get rid of them.

Quest Maniac: (400 CP)
You just seem incapable of saying no to these people. During this jump you will feel an extremely strong urge to accept and complete most any request made to you. From fetching a lost sheep before it gets devoured by wolves, to retrieving escaped laboratory animals, killing them, and bringing back their brains, you will probably not have much time for yourself during your stay here. Quests that ask you to act too outside of your morality can be resisted but will impose a need to do something about it as a sort of counter-quest so even those will keep you busy. The rewards will be below-average for the difficulty of the quest you complete.

End of the World: (600 CP)
Did you think that Shaddar's little ploy would be the only thing you will need to resolve in order to save the world? People like him seem to be a dime a dozen. During your stay here there will be at least two such attempts every year, if not more, that you will need to work your ass off to stop. From Megalomaniacs, to Evil Demons to sanity-breaking Eldritch Abominations to plain old natural disasters, each will lead to a world ending scenario if you don't somehow stop them. None will come out of the blue and you will always have a *chance* to interfere and save the day, but that doesn't mean it will be easy. I don't have to explain that if the world of Ancaria ends, so does your Chain.

Scale of Suffering: (600 CP)
Oops! Seems like something went wrong and you've been sent more than 2000 years in the past respective to the time you were meant to appear. You start at the time and place where the story of Sacred 2: Fallen Angel begins. Everything is the same though you will need to live the intervening time period up to the original time you would have finished this jump. You will see peace, wars, unrest, gods be born and die and a lot more in this time. Unfortunately, the same problem that has seen you sent back in time also made all other Drawbacks function for the full duration of your stay here as well as disabling all your Boredom Immunities. I hope you've already found some way of living for the intervening millenia. (Hint: Seraphim are ageless)

Scenarios:
???
Accepting suggestions :D

Notes:

I might be persuaded to make a Sacred 2 supplement for this Jump or link to one if someone is willing to make it. Let me know.

Changelog
0.1 - 1st draft
1.0 - 1st Jumpable