

Version 2.0

Welcome to the world of Atelier Ryza, traveller. Centuries ago this land was ruled by the Klint Kingdom, a mighty nation built upon the power of alchemy. But for all their power and glory somehow the kingdom fell, and today all that remains of it is ruins and what few scattered remnants are left of their alchemy.

To the south of the old kingdom is a vast lake, and in the middle of that lake is Kurken Island and the town of Rasenboden, a sleepy little village where nothing interesting ever happens. And local tomboy Reisalin Stout, Ryza to her friends and family, is *sick to death* of it. Ryza and her friends long for adventure outside their backwater village, and they're determined to get out there and find it no matter how many times their antics get them in trouble with their parents and the village watch.

One day Ryza sneaks away to the mainland in search of excitement, only to have an untimely encounter with a vicious monster and a much more timely encounter with a travelling alchemist, Empel Vollmer, who saves her life. Ryza, who has never even *heard* of alchemy, is awestruck by Empel's abilities and asks to become his apprentice, setting her on a course that will lead her and her friends to discover the mysteries of the Klint Kingdom and the truth behind its tragic demise.

You'll begin your journey in this world about a week before Ryza and her friends first meet Empel and Lila and you'll be staying here for ten years. Take this **+1000 CP** and enjoy your stay!

Origins

Alchemist (300 CP)

Alchemists are those who are gifted with the power to perform alchemy, the art and science of combining different objects together and creating something totally new using their physical and magical properties. Whether you're an experienced alchemist like Empel or a total newbie like Ryza, being an alchemist puts the power of creation at your fingertips.

Adventurer

How could you possibly stay cooped up in a tiny village when the world is so vast and beautiful and full of new things to see? Whether you're the outdoorsy type like Ryza or the bookish type like Tao you'll find no end of excitement to sate your appetite for knowledge and discovery as an adventurer.

Villager

Maybe a life of adventure just isn't for you, or maybe the adventures you do have only take you from town to town. You might be a farmer, a travelling merchant, or even a small-town noble like the Brunnen family. Either way there's something to be said for a quiet village life, whether as a humble farmer or as a pillar of the community.

Warrior

So long as monsters roam the land there will always be a need for brave men and women devoted to the way of the warrior. From humble village guardians to wandering heroes hunting monsters for coin there's always a demand for a man or woman with your skill set.

Age & Gender

You may freely choose any age and gender for yourself.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Thicc Thighs Save Lives! (Free)

For a rural village way out in the middle of nowhere Rasenboden has no shortage of handsome guys and cute girls, even if a few of them keep trying to leave town. Maybe it's something in the water, because you're quite the looker yourself. Whether you're a chiseled and brawny guy with a handsome face or a cute and curvy tomboy with just the right amount of *squish* in your curves you're exceptionally attractive and stay that way regardless of your lifestyle.

Magical Talent (Free)

Apart from alchemy the power of magic is quite widespread in this land. Even children like Tao and Ryza can defend themselves with very basic spells like fireballs and bursts of destructive light, and well-trained warriors like Lent and Lila can push their bodies to perform feats of strength and speed far beyond those of an ordinary human. That potential dwells within you as well: with practice you can learn to harness your inner magic, whether by casting simple spells like orbs of explosive light or using it to strengthen your body. Given enough training you can eventually become as strong as any of the monsters in this world.

Alchemist

Alchemic Power (Free, Alchemist Only)
Alchemy is a wondrous power upon which entire kingdoms have been built, but only those with a natural talent for it can conjure up even the most basic of creations. Lucky you then, because you've got talent in spades! With a cauldron of magically-enriched water and a bit of applied magical power you can draw out the magical qualities of various ingredients, breaking them down into their base components and blending them together to create almost anything you can imagine. The greatest creations will require high-quality ingredients and an advanced understanding of the world, but even amateur alchemists can make simple tools like bombs, potions, weapons, and much more.

An Eye for Quality (100 CP)
Miraculous as they may be, an alchemist's creations are only as good as the ingredients they're made out of. Even rookie alchemists quickly learn how to appraise objects for quality and any alchemical properties they may have, from common household objects to ancient magical artifacts and beyond. At a glance you can evaluate an object's quality, such as a plant that's healthy or sick, chunks of ore that have high or low purity, or a weapon that was forged with great skill and care. With practice your judgement can be refined further, allowing you to also determine any alchemical or magical properties an object may possess.

Voice of Reason (100 CP)
Country folk often have strange ideas about how the world works and it doesn't take a lot for an alchemist to get accused of witchcraft, but ignorance and superstition cower before the lights of science and reason. You're an excellent teacher who can educate others and turn them to your point of view just by presenting them with facts and rational explanations, especially if you back up your claims with hard evidence. Doing so allows you to cleave through ignorance, superstition, and plain old stubbornness which might normally see your arguments dismissed or ignored. When you speak people *will* listen, though it's still down to your own efforts to disprove their primitive superstitions and baseless accusations.

Steady Hands (200 CP)
An alchemist in battle is a walking arsenal whose weapons of choice tend towards high explosives, so it's a good thing clumsiness is uncommon in this line of work. You have steady hands and a careful eye when working with bombs, magical spells, and other kinds of explosives. Not only do they never misfire or cook off accidentally while you're making or using them but you never deal unwanted collateral damage to your allies or your surroundings. You can set a bomb off underground without causing any cave-ins or in town without breaking windows (though your neighbors will probably complain about the noise), and in combat only your intended targets will feel your explosive wrath. At worst your warrior friend might get knocked on his butt if you drop a bomb right at his feet but getting covered in soot never hurt anybody, right?

Visions of Antiquity (200 CP)
Nothing can be done for the lost souls of the Klint Kingdom but the knowledge they gathered need not die with them. You have a rare gift which allows you to turn back time for a few brief moments. Some call this talent psychometry, the ability to read memories or spiritual impressions from objects as if they were your own. An ancient sword might show you the thoughts of the alchemist who forged it or the dying wish of its former master, and a piece of rubble from a ruined home might show you the disaster that once destroyed it. Depending on the age and condition of the item you might be able to pull out a great deal of information or only a few fragmented visions devoid of context, so uncovering ancient mysteries will still require some detective work on your part, but you do have some control over what sorts of visions you have depending on what sort of information you're looking for.

Outside the Box (400 CP)
Alchemy demands a flexible way of thinking, a willingness to treat rules more like guidelines and stray off the beaten path from time to time. When a recipe demands specific ingredients and you only have half of what's on the list, you don't give up, you get *creative*. Whether you're baking a cake or trying to repair an ancient artifact you're a genius at improvising and jury-rigging unconventional solutions. You could bake a cake with mushroom powder instead of flour without impacting the taste at all, or repair an ancient artifact using scavenged parts and a jury-rigged power supply. With alchemy on your side you can synthesize just about anything, turning high-quality common ingredients into substitutes for rare ones. There's no need to use the blood from an extinct dragon as a fuel source when you can make magical liquids with exactly the same properties out of household ingredients!

Reduce, Reuse, Recycle (400 CP)
Even in alchemy destruction is much easier than creation and disposing of trash or destroying dangerous artifacts is as easy as tossing them in the pot and giving it a stir. But it's a shame to let things go to waste when they have useful properties, so why not make good use of them? You're able to break down objects into their raw alchemical essence, manifesting as tiny crystals of alchemical power or elemental energy in liquid form. This magical essence can be used in your alchemy to supercharge your creations or transfer magical qualities from one item to another. You could melt down a magic sword into soup, save its power in crystal form, and transfer those powers to another creation at a later date. Or you could just destroy the object in question, leaving no trace of it. Some things are better off not existing at all.

Miracles of Ancient Wonder (600 CP)
Any alchemist worth their salt can make bombs and potions and magical swords but the alchemists of the ancient Klint Kingdom constructed wonders like prosthetic limbs, portals to other worlds, and even more fantastical things. Most alchemists can scarcely comprehend the lost secrets of these devices, much less reproduce them… but most of them aren't a genius like you are. Your talent for alchemy is astonishing, matched only by Ryza herself: not only do you have an obscene learning curve, able to master in months fields of knowledge that require years of study from others, but you can reverse-engineer any device that you lay eyes on, whether it was made with alchemy or not. As long as you understand the theory behind what a device is supposed to do you can puzzle out what it's made of, how its components contribute to it, and how to reproduce it with comparatively very little work. With time you'll even become able to create wonders on par with the Klint Kingdom's ancient relics.

Master of Mana (600 CP)
Alchemy's foundations are built on the magical knowledge of ancient civilizations who once made cities fly through the sky, battled demons from hell, and even unlocked the secrets of immortality with their mastery of magic. By comparison the simple battle magics known to modern humans are like children smashing rocks together, a pale imitation of what came before them, but in you the capacity for such things remains if only the knowledge can be rediscovered. You are a genius at manipulating raw magical forces, so much so that anything you can accomplish with alchemy you'll quickly learn to replicate as magical spells. From hurling powerful fireballs and supporting your allies with healing magic to enchanting objects with magical properties, you can conjure these effects out of thin air as easily as you could in your atelier using magical power rather than raw ingredients. The energy required may be comparatively enormous but with training even this limitation can be overcome.

Adventurer

Wilderness Survival (100 CP)
You can't have much of an adventure if you don't travel off the beaten path every now and then. Villagers might be intimidated by the wilderness and all the monsters inhabiting it but little things like getting lost only happen to amateur adventurers, not the likes of you. You've got good instincts for navigating the wild places of the world, not only allowing you to find the quickest paths through a forest and the safest places to camp but also identifying dangerous plants and animals, especially monsters. You're also a pretty good cook and can whip up tasty meals out of anything you might find in the wild, though that may mean eating bugs and herbs. At least you won't starve even when you're totally broke, right?

Sure-Footed (100 CP)
Ancient ruins aren't the easiest places to get around in. Even when you aren't being harassed by the local monsters the very ground itself can give way beneath you if you aren't careful, and that's when you have a clear path to use at all. You have fewer problems than most when spelunking through ancient ruins and similar locales, as you have a good instinct for finding safe footholds and stable terrain. If an ancient path is about to crumble or a bridge can't support your weight you'll know the instant you see them, and you're nimble and athletic enough to shimmy along cliffsides and leap between platforms as easily as if you were taking a leisurely stroll down an empty street.

Taoist Scholar (200 CP)
So much knowledge was lost with the fall of the Klint Kingdom, not least of which was the writing system. Tomes and alchemical recipes written in Klint Kingdom script are all but unreadable to those not already familiar with this dead language. Thankfully you happen to be one such scholar: you're well-versed in the art of decrypting both spoken and written components of foreign languages, allowing you to gain fluency in new languages in a fraction of the time it would take others to do the same. With only a few scraps of knowledge it might take you some time to figure things out but with a few books or a native speaker on hand you could become fluent in a dead language with just a few hours of research.

Romantic Entanglements (200 CP)
What better way to add a little spice to your adventures than a romantic entanglement or two? You're not likely to find a more precious treasure than someone worth spending the rest of your life with, and in this you're especially lucky, because these sorts of treasures seem to come your way all on their own. You're tremendously lucky in love and without so much as raising a finger you'll find yourself crossing paths with many potential love interests. If you have your eye on someone in particular you'll find that any obstacles to being in a relationship with them seem to resolve themselves all on their own, leaving the way clear for you to try your hand at the game of romance.

Treasure Hunter (400 CP)
There's a lot more to discover in this world than pretty sunrises and fabulous geography. Ancient ruins and fabulous treasure await the explorer brave enough to go searching for them and savvy enough to spot the signs of a hidden cache. You have a leg up on other treasure hunters, having a keen sense for signs of buried treasure and hidden ruins as well as exceptionally good luck when it comes to hunting down clues that point you in the right direction to find these hidden treasures. Whether it's the switch that opens a hidden door or a chest of gold buried just underground, these kinds of hidden secrets stand out vividly to your senses, making them as easy to see as the proverbial X that marks the spot.

One with Nature (400 CP)
The oren are devout naturalists, living in harmony with nature to the best of their abilities. Perhaps that's where this unusual gift came from: you are naturally sensitive to the presence of living creatures, animals and plants alike, as well as characteristics such as their health and any magical abilities they possess. An alchemist may be able to judge such things with training but you can do so at a great distance, almost like living radar that maps the terrain around you and tracks monsters, people, and plants without meaningful effort on your part. Should you be looking for a particular kind of plant or monster you can locate them up to a mile away and with training your senses can expand even further afield.

Crunch Time (600 CP)
Research and investigation are demanding activities requiring long hours of concentration, which is a nice way of saying that being a student at the royal academy is a *lot* of hard work. Whether you're an attendee or not though you have the work ethic of a graduate down pat. You're able to force yourself into a state of absolute focus on a task at hand, ignoring boredom, discomfort, and even your physical needs like meals and sleep, though you remain peripherally aware of them and can "snap out of it" any time you like. This trance-like state allows you to study like a madman or work yourself to the bone training for hours or even days on end, absorbing vast amounts of skill and knowledge in a fraction of the time you'd normally need and without allowing anything to disrupt your focus while you're at it. Just make sure you don't study so hard that you keel over from lack of sleep, your grades aren't *that* important!

Chase the Horizon (600 CP)
Adventurers are more than vagabonds and travellers, they're people possessed by the spirit of adventure. It's never enough for them to rest on their laurels, not when there's things to do, places to go, and dreams to accomplish. Your dreams and ambitions motivate you more than most, driving you to break those limits and accomplish extraordinary things. This perk allows you to pick a single concrete objective for yourself, such as travelling to a distant landmark, translating a specific book, or destroying some vile foe of yours. While you pursue this objective you'll frequently encounter unique opportunities to advance towards your goals, such as meeting a skilled teacher who will help you develop your skills, or uncovering clues that lead you to important discoveries. This perk won't accomplish your goals for you but it will arrange for coincidences that ensure you always have a clear path towards your objective, whatever it might be. You can change your chosen objective to something else once you've accomplished whatever your goal was: even when one adventure ends it won't be long before another one begins.

Villager

Quest Giver (100 CP)
A villager's life might be humble and boring to some but it's rarely lacking for activity. There's fields to tend to, goods to sell, long winters to prepare for and simply not enough time in the day for one person to do everything that needs to be done. Fortunately you have no problems finding an extra pair of hands to help out with any tasks you might need assistance with, as eager assistants seem to pop out of the woodwork whenever there's work to be done. You will have to pay these hired hands to secure their assistance but you're able to secure those services for a fraction of the price they'd normally be worth. You can also be certain that the help you get will always be competent and well worth the price you paid them.

Best Friends Forever (100 CP)
Friendship is always a precious thing but especially so in worlds like this one, where communication over long distances is difficult and letters may take weeks to reach distant companions. Some may fear that a long absence will make their relationships decay as their friends forget them or even become completely different people, but for you that's not the case. Once you've forged friendships or other positive relations very little can degrade them, certainly not time or distance. Friends you haven't seen in many years may change but the relationships you made with them stand strong no matter what may happen.

Travelling Merchant (200 CP)
Not all villagers spend their lives in one place. Travelling merchants roam the land in search of the next big score, cutting deals and forging new trade routes along the way. You're potentially one of the more successful members of this profession, talented in the sort of negotiations and wheeling and dealing that a merchant's job demands of them. More than just cutting deals, you've mastered the art of supply and demand and can turn goods of even a minimal value into a pile of gold with just a bit of work reselling them in the right places. One man's trash is another man's treasure as the saying goes, and it's not hard for you to figure out whose trash will be the most valuable and net you the largest profit for the least effort.

Magical Musician (200 CP)
Talented musicians are always welcome anywhere that people can be found. In a world full of magic and alchemy music still has a power all its own, soothing the soul and making long winters just a little bit more bearable. You're an exceptionally-skilled musician with at least one instrument such as a flute or violin, and you're even able to create beautiful compositions of your own musical talent. When combined with an existing magical talent your music can take on magical effects, allowing you to weave songs into spells. In this form the effects of a spell can reach anyone who can hear your music, allowing you to heal your allies and lift their spirits even from very great distances away.

Mercantile Development (400 CP)
Merchants and alchemists go together like tea and cake, each complementing the strengths of the other. For every successful alchemist there's a trader who brings her inventions to the masses and turns one-off creations into the next big craze. Whenever you introduce new goods into a market demand for them will spread like wildfire (provided they aren't just useless junk of course) and adoption happens far faster than normal. You might sell an alchemist friend's medicine one day and by week's end you'll have local doctors and other interested parties practically beating down your door trying to procure a steady supply. In short, by selling new and innovative products you not only stir up a large demand and make an enormous profit but you also accelerate the adoption of those products into the market. With enough inventions you could almost single-handedly start an industrial revolution wherever you do business.

Merchant Princess (400 CP)
Not just anyone has the entrepreneurial spirit needed to run their own business, and fewer still have what it takes to manage vast country-spanning trade networks like the Valentz family. You're one of those who do, in fact saying you have a decent head for business is a lot like saying Ryza is decent at alchemy. You have a mind like a steel trap, memorizing reports at a glance and keeping vast quantities of information in your mind, the sort of thing one needs to be able to do to single-handedly manage a vast organization in an age long before computers existed. Beyond simply absorbing information and memorizing facts you'll find that putting that information to good use is also much easier, from crunching numbers to reading the flow of an economy and predicting shifts in supply and demand across vast regions.

Pillar of the Community (600 CP)
Even tiny villages like Rasenboden have what passes for nobility, like the Brunnen family and their control over the water supply. This influence makes them vital to the continued health of the community, and with that power comes influence an ordinary commoner could never attain. You'll find that the more essential you are to a community the more influence you gain over the members of that community, allowing you to subtly manipulate and control entire towns or even larger regions from behind the scenes. You could get a few meddling travellers thrown out of town by spreading nasty rumors about them, or pressure the locals into passing laws that are advantageous to you. You can even get away with being kind of a snobbish jerk to people without any real complaints as long as you're good at whatever your job is, though if you screw up majorly you'll find that such tolerance dries up very quickly.

Rags to Riches (600 CP)
The Abelheim family is very new money among the nobility, having only been landed nobles since Volker Abelheim worked his way up from knighthood a mere generation ago. Such accomplishments deserve to be properly recognized and not simply forgotten every ten years, which is why whenever you earn major positions of power and prestige through your own hard work you'll find that they stick to you as your chain continues. A peasant who becomes a royal knight in this world will find himself able to begin again as one in the next world regardless of the details of his chosen origin, or gain a similar position such as being the bodyguard of a president. On the other hand, a knight who becomes a noble or a merchant who becomes a trade prince can be born into wealth and status again and again, even replacing men of similar stations like the CEOs of powerful companies or the rulers of nations. However this only works with positions that you earned through your own efforts: purchasing a kingdom with your CP allotment doesn't count.

Warrior

Heart of Steel (100 CP)
True warriors are men and women of great courage, putting themselves between innocent people and the many monsters that roam the land. You count yourself among them and have prepared yourself for battle by hardening your heart against the blind fear that consumes less able men and women. You never flinch in battle and can always act coolly and decisively even when the odds are severely stacked against you. Even the most terrifying monster will never cloud your mind with fear.

Survival of the Fittest (100 CP)
Even the common puni has enough self-preservation to sense danger in the presence of mighty warriors. Alas, the same isn't true of many creatures who insist on getting in your way even when they haven't the slightest chance of besting you, but perhaps now you'll find that less of an issue. You have a subtle aura of strength relative to your capacity as a warrior. Powerful beasts and fearsome foes will barely notice this aura, but if your strength greatly eclipses your enemies it weighs them down like portents of certain doom. Any weaklings who mean to do harm to you or your allies will turn tail and run the other way, sensing that attacking would be most unwise of them, though you can also hide your strength if you wish to do so.

Know Your Enemy (200 CP)
Warriors don't just swing their weapons around wildly and hope for the best. Intelligence and tactics are essential tools in every fighter's arsenal, and knowing a foe's weaknesses will often spell the difference between victory and defeat. You have an analytical mind that can read your opponents even in the chaos of battle, scanning your foes constantly to determine their strengths and weaknesses, such as elemental vulnerabilities or old injuries that hamper their movements or create gaps in their swordplay. While the act of exploiting such weaknesses is still down to your own efforts, you'll never fail to recognize a weakness so long as one exists.

Elemental Warrior (200 CP)
The Oren are a spiritual people who live as one with the world around them. When it comes time for battle their warriors wield the elements as much as their own weapons, infusing their attacks with the strength of fire, lightning, wind and ice and turning battle into a deadly dance of elemental magic. You've learned this art, perhaps from an Oren teacher, and have mastered skills that allow you to infuse your own blows with the strength of fire, lightning, and other magical elements, allowing you to strike at any weaknesses your foes may possess. You may even weave these elements together, striking with many different elements as well as the force of your blows all in the same attack.

Shieldbearer (400 CP)
A warrior's sacred duty is to protect those who cannot protect themselves, but monsters and brigands are rarely cooperative enough to abandon an easy meal so they can be slain properly. However they'll have little choice in the matter once you arrive on the scene: your mere presence forcefully grabs the attention of your enemies, forcing them to prioritize fighting you rather than attacking your allies or nearby innocent bystanders. Moreover you're more than tough enough to withstand having so much attention focused on you: you're not even slightly hampered by any injuries you suffer, allowing you to continue fighting at your full strength even when you should be half dead from wounds and blood loss.

Chain Attacks (400 CP)
Few warriors fight alone unless they have no other choice. Having friends on your side makes everything easier, especially combat. You're a natural leader with a sharp mind for tactics and coordination, allowing you to take a small band of allies and turn them into a well-oiled machine. The attacks and movements of your allies naturally fall into step with your own, allowing you to easily set them up for combo attacks and opportunities to strike weak points that hit with devastating effect. With you leading them your teammates perform far more effectively than they would on their own.

Veteran's Wisdom (600 CP)
The duty of old warriors is to impart their hard-earned wisdom to the young even if it means beating it into them until it sticks. As someone who's seen your fair share of battle you have a knack for teaching others to fight as well as you do. Your talent as a combat instructor is top-notch, and you can bring your students up to nearly your own skill level through practical lessons and training drills. Wisdom may only come from age but you can teach pretty much everything else and do it in a fraction of the time it would take another instructor to do the same. Moreover the more you teach your students the more receptive they become to your lessons; you might start out only teaching them to wield a sword, but if you have a mind to do so you can also teach them important life lessons which they'll take to heart unfailingly, allowing you to train their principles and strength of character as well as the strength of their sword arm.

Fatal Drive (600 CP)
A warrior is much more than a brute with a sword, he is a man of courage and willpower, and the strength of his heart is just as important as the strength of his body. When battle comes and you face monsters far stronger than any mere human, your drive to win and will to live will be what turns the tide of battle in your favor. When faced with enemies of impossible strength you become capable of superhuman feats driven by raw willpower. An alchemist might be able to call upon arcane powers beyond the limits of her abilities while a warrior's spirit empowers his blows with the strength to slay dragons and tear the earth asunder. Once per battle at a climactic moment you can unleash all of that strength at once in a tumultuous blaze of power. With a strong will and a heart full of courage even the mightiest enemies will fall before you.

Items

Similar items can be imported into these items for no extra charge.

General

Barrel! (Free)
It's a barrel! There's nothing special about it, and yet there's something *very* special about it because you can't help but announce its existence to the world whenever you examine it too closely.

Alchemist

Core Crystal (100 CP)
One of the more common artifacts found in the Klint Kingdom ruins, core crystals are alchemic items that contain and reproduce the effects of other alchemic items with limited uses, such as potions, bombs, and so on. Syncing an item to a core crystal allows the crystal to use a built-in supply of magical energy to replicate the item's effects, turning a single bomb or potion or other items into a reusable supply of them so long as the crystal's energy supply holds out, though more powerful items will take much more energy and some may even be too powerful to be replicated. The crystals will recharge their energy supplies on their own whenever they're not in use. Up to four items can be linked to a single crystal and you may purchase this item multiple times, though Alchemists only receive their discount on the first purchase.

Big Book of Alchemy (100 CP)
With all the crafting you're likely to get up to it wouldn't do for you to start forgetting your favorite recipes or getting your ingredients all mixed up. This recipe book is a handy convenience for any alchemist, as it automatically writes down the recipes for any alchemical creations you discover as well as any possible variations on those recipes and any effects they have on the end result. There's also a number of handy appendixes that note important information such as the best places to find various ingredients. An extra 100 CP will fill out the pages with information on an assortment of creations and ingredients, giving you a jump start on your crafting game.

Quest Board (200 CP)
Alchemists have bills to pay just like anyone else, so you'll need a way to put your alchemy to use making bank. This ought to help with that: you're now the owner of a cozy little cafe with some excellent food and drink. The cafe makes enough to cover its own expenses and maybe a bit more, but more importantly it's also home to a quest board where locals will stop by and post requests for passing adventurers. Jobs like these are well-paying contract jobs which usually involve making things with alchemy, slaying monsters, hunting down specific ingredients, and so on. Doing these quests will not only pay you well for your efforts but also spread your reputation throughout the local community. Don't be surprised if you start out doing odd jobs and end up taking requests from nobles and other powerful people.

Home Away From Home (200 CP)
The problem with adventure is how often it carries you far away from the comfort of home and all the stuff an alchemist needs to do her job, and the rent on a temporary place to stay can be *astronomical* in places like the big city. Thankfully wherever your journeys might take you you'll always find a place to stay ready and waiting for you. Like Ryza's second home in Ashra-am Baird these temporary homes are not entirely yours, rather they're convenient places to stay that someone or another will loan to you for as long as you reside in any particular town. You can easily move in belongings from any single residence you own, such as the **Secret Hideout**, allowing you to effectively carry your home with you from town to town.

Secret Hideout (400 CP)
No alchemist is complete without their atelier, a lab where they can perform their experiments in comfort and privacy. This one is yours: it might be a secret hideout on the mainland or a rented home in town but it's fully-equipped with everything you need to work your magic. There's a cauldron of alchemic water of course, along with other important gear like a forge you can use to improve weapons and armor and even someone's leftover Multiplicauldron, a device that lets you duplicate alchemic items in exchange for sums of magical power. It also has a nice comfy bed for you to crash on, a sitting area for any guests you might wish to entertain, and a seemingly-bottomless storage chest for alchemy materials which is enchanted to keep its contents perfectly preserved until they're needed for your experiments.

Mysterious Compass (400 CP)
An ancient artifact of mysterious origins, this compass is nearly identical to the one Ryza acquired during her adventures in Ashra-am Baird. However while that compass held a mystical link to Ryza's fairy friend, this one holds a similar link to you. Where an ordinary compass will always point north, this one points at things you desire; people, locations, artifacts, and so on. Ryza used her compass with Fi's assistance to track down items containing memory fragments and clues which helped her solve the mystery of the five seals, but yours can do that and more. A vague desire will make the compass spin in circles, but specific targets such as a certain location, a person, plants with specific qualities or other types of objects having mystical qualities will make the compass point unerringly towards the things you most desire.

Jumper Synthesizer (600 CP)
One of the problems with being a dimension-jumping alchemist is losing access to your materials every ten years. If you're lucky you'll just need to find new sources of them, but if you're not you might never find specific materials unique to a given universe ever again. Luckily alchemy has a solution: this material synthesizer is much like the similar artifacts that Ryza encounters on her journey, allowing you to create tiny pocket universes filled with monsters to fight and materials to collect. But this one is special in that it allows you to create worlds based on your previous jumps. These tiny worlds aren't truly your old jumps and you'll never encounter specific people or places within them but they can contain plants, animals, monsters, mineral deposits, and many other sources of alchemical reagents that would otherwise be unique to worlds you've left behind. You will receive one travel bottle containing the elements needed to make these worlds for each jump you've completed and will receive a new one for each jump you complete from this point onwards.

Fairy Friend (600 CP)
A mystical creature native to the Underworld, this magical fairy has a special bond with you that enhances magical and alchemical powers. In ancient times these creatures were the trusted friends and familiars of many wizards. They feed on mana and gain strength as they consume it, and the bond with their partner allows the mage to share in that power. Over the course of her second adventure Ryza gained many new powers which aided her alchemy thanks to her bond with Fi, and you'll find your own abilities flourishing in similar ways as your partner feeds and grows stronger. However it takes a substantial amount of mana to manifest new powers as Ryza does; while your partner is capable of subsisting off of your mana to keep itself healthy, feeding requires something on the order of a powerful magical artifact and will drain it of its power. If you wish, you may import your fairy partner as a companion in future worlds or impart this item's benefits to one of your companions rather than making a new friend with these powers.

Adventurer

Cozy Campfire (100 CP)
Camping in the wilderness is a lot of fun until someone gets attacked by a bear in the middle of the night. But instead of leaving someone up to stand watch all night you should just build a campfire instead. This item can be constructed out of any random bits of firewood you might find lying around, and while it only lasts for one night per use it's guaranteed to ward off unfriendly monsters, people, or obnoxious insects like mosquitoes from finding and bothering your campsite.

Adventure Diary (100 CP)
With all the incredible places you'll go and things you'll see on your adventures it'd be a terrible shame if you simply forgot about them. That's why it's always a good idea to keep a diary and record everything for posterity, and this adventure diary does all the work of recording your travels for you. This humble-looking tome automatically updates itself as your adventures continue, recording all the incredible sights and the things you did there with both written text seemingly penned by your own hand and exquisite artwork.

Spirit Beast Whistle (200 CP)
The ancient mages once commanded power enough to create life from nothing and bind it into the form of a creature made to serve. These spirit beasts are creatures of mana, called forth to serve as guardians or mounts for their masters and dismissed when their services are no longer required. You've acquired such a creature for yourself, bound to a spirit beast whistle which calls them forth from the ether when you blow it. They're fast and agile creatures, roughly equivalent to a horse and well-suited for overland travel. They also serve as decently powerful guardians, and if tasked to guard a person or location they can do so with no rest or sustenance virtually indefinitely, sustained by magical power as they are.

Adventurer's Tool Chest (200 CP)
Forging a path through the wilderness sometimes requires special tools: hammers and bombs to smash through rock, axes and sickles to chop through overgrown forests and plant life, and so on. This item is a giant knapsack full of essential adventuring gear, including not only the aforementioned items but other important gear like a compass, maps, food and water supplies, and so on. The knapsack also has a ton of extra space for any materials you might gather while out in the wilderness or other supplies you might want to carry with you, being able to hold many times more gear than its size would suggest.

Skeleton Keys (400 CP)
Finding treasure might be most of the job but it sure would be a huge disappointment if you tracked down an amazing find only to be stumped by the locks on the treasure chest right at the end. That's why a good set of lockpicking tools like these are a treasure hunter's best friend. Whether for treasure chests or rather more… *clandestine* uses, these tools will always be up for the job, greatly reducing the time you spend on cracking open an ancient safe or a hidden door. You'll also be perfectly safe against security measures and booby traps. Even ancient mechanisms and other non-standard locks will fall before these reliable tools, and in future jumps the kit will upgrade itself to include methods of bypassing other kinds of locks, like keycards in modern or sci-fi settings.

Wind Shoes (400 CP)
Normally only a very skilled alchemist with access to very high-quality materials could create something like this but luckily you seem to have found a pair of wind shoes just lying around. True to their name the wind shoes are a pair of comfortable shoes imbued with wind magic through alchemy, and any adventurer would be happy to get their hands on a pair. This footwear not only allows you to run several times faster than a normal person but also greatly increases your jumping ability, even allowing you to soar up into the air on an enormous updraft before safely drifting back to the ground. Even vast mountains become much easier (and much less deadly!) to climb with the assistance of these shoes.

Royal Academy (600 CP)
The royal academy of Ashra-am Baird is the kingdom's foremost center of learning and aspiring students come from far and wide to sharpen their minds and learn from the world's brightest scholars. As a college of academia it's an incredible resource for any aspiring scholar, capable of transforming country bumpkins and other simpletons into bright minds and brilliant experts in their chosen fields in just a few short years. The academy's resources and expert teachers cover every conceivable field, and you have free access to the school's resources for as long as you want to make use of them.

Pynnor Holy Tower (600 CP)
An ancient ruin of the Klint Kingdom, Pynnor is one of the largest remaining repositories of the kingdom's knowledge and alchemic discoveries as well as the site of the last battle against the Philuscha. Although it's in ruins and overrun with monsters at the moment much of the Klint Kingdom's knowledge is still here, buried in a massive library of books on the top floor of the tower. Most modern alchemists would consider this place a priceless discovery, akin to finding the Great Library of Alexandria almost fully intact. Given a scholar skilled enough to translate the ancient script these books could be used to begin reconstructing ancient artifacts of the Klint Kingdom, such as the gates that lead to the Underworld and many other relics of lost technology.

Villager

Home Sweet Home (100 CP)

It may not be much but it's still a home worth having. This little house is a humble dwelling fit for a small family to live in. It's comfortable enough and comes with a plot of land for farming, allowing you to support yourself or make a profit off of your crops. However this item becomes much more grandiose if you have either the **Kurken Island** item or the **Pillar of the Community** perk, becoming much larger and more akin to a mansion than a farmhouse and with all the associated upgrades and luxuries you might expect from such a shift in your living conditions.

Swimsuits (100 CP)

Kurken Island has long and hot summers and while it's not the first place one might think of for a tropical island getaway that doesn't make these swimsuits any less perfect for the weather! This item gives you an assortment of male and female swimsuits in a variety of cuts and styles, from swim trunks to bikinis and more. Aside from their comfort and durability you probably won't notice anything out of the ordinary about them, but your companions will prove strangely willing, even eager, to wear them *all the time* so long as the weather is right for it. Don't question it too much, just enjoy the view.

Bodyguard Contract (200 CP)

Life on the roads isn't always the safest and it never hurts to have a few guards keeping an eye on things for you. This contract is effectively a voucher to requisition the services of caravan guards or mercenaries to guard yourself and your goods whether you're travelling around or not. The more guards you request at any one time the lower their overall quality will be; you can get up to a dozen or so random goons, or one or two highly skilled adventurers roughly on par with Empel and Lila. Should you take a liking to your hires you can opt to take them as followers or companions and then use this item again to secure more guards in your next jump.

Magical Instrument (200 CP)

Well-made musical instruments are hard to come by but you've acquired this one for yourself. This item can be any sort of musical instrument, though I recommend something portable like a flute or a violin rather than something like a grand piano. It's of extremely good quality and never needs maintenance or tuning. If you needed to defend yourself you could even smack someone upside the head with it without worry, as it's extremely durable and appears to have been forged and upgraded by some very complex alchemy. Lastly it also augments the effects of any spells or magical effects that might be produced through the music it plays.

Lost Relic (400 CP)

Fresh clean water is one of those things you take for granted until you suddenly don't have any of it. This is something you're unlikely to ever worry about though, because you've acquired an old relic of the Klint Kingdom that produces water in endless quantities. This is no ordinary water either, but a special mineral water that brings great fertility and health to the land around it, turning barren soil into excellent farmland while also being perfectly safe for people and animals to drink or use in alchemy. Simply touching the artifact with the intent to use it is enough to stem the flow or bring it gushing back to life should you have some wish to do so.

Title of Nobility (400 CP)
The nobles of Ashra-am Baird are a highly-privileged lot who can get away with quite a bit if they put their minds to it and throw their weight around. You have a noble title which places you above many of the laws of the land, if not legally than by having enough power and influence to make people overlook most minor indiscretions. In any kingdom where you hold this title you can essentially ignore misdemeanors and other minor crimes as if those laws simply didn't apply to you. Minor felonies may require you to grease some palms to buy your forgiveness but you can get away with almost anything short of outright murder before the law starts to apply to you regardless of your status.

Kurken Island (600 CP)
The great secret of Kurken Island is that it's not actually an island at all, it's a floating construct built by the old Klint Kingdom as a refuge for its civilians when the philuschia invaded. But while the residents have forgotten their heritage it still slumbers beneath their feet, great engines of alchemy controlling the tides and desalinating the water and creating the ideal location for a lost people to live peacefully... so long as nothing breaks down, that is. The entire structure of Kurken Island is now under your control and can be imported as a land mass into future jumps. The citizens of Rasenboden will not accompany you to future jumps but any improvements made to the island will carry over and those who settle on the island in the future can be taken as followers.

Merchant Network (600 CP)
The Valentz family run one of the most successful networks of travelling merchants in the kingdom, with routes spreading from Kurken Island to the capital across the sea and beyond. Naturally such business is extremely lucrative, and you've gotten in on that mercantile action. You're the leader of your own trading network, making you the closest thing this medieval world has to the CEO of an international corporation. The business will more or less run itself on pure inertia if you can't spend time on it, but if you want your business to grow and flourish you'll have to put in a bit of legwork managing the business. Apart from the profits making you fabulously wealthy this also affords you a great deal of soft economic power over the areas you trade in, and in future jumps you can spread your trade routes even further afield to gain that sort of power in future jumps.

Warrior

Trusty Blade (100 CP)
If a warrior can't trust his own blade then he can't trust anything else either. This item is a mighty weapon of some variety, perhaps a greatsword or a warhammer or a fearsome set of claws. It's been substantially enhanced by alchemy and never needs sharpening or maintenance to keep its edge, nor will it ever break in battle. Should you lose it somehow it will find its way back to you within seconds.

Hollow Knight (100 CP)
A creation of Klint Kingdom alchemy, this automaton is a hollowed-out suit of knight's armor armed with sword and shield, though it can be equipped with many other weapons. It makes for an able combatant but is no stronger than a rather powerful monster under most battle conditions. Rather its true use is as a practice dummy to help young warriors hone their skills. The knight's own skill in battle rises to match that of its opponent when used this way, allowing it to remain a useful training tool even to powerful fighters.

Satchel of Food (200 CP)
There's no sense fighting battles on an empty stomach! Warriors need nourishment and with this satchel of food you'll never go hungry. It's full of delicious treats cooked up by a master alchemist, so they have healing and fortifying properties that can patch up your wounds and fix malignant status effects in a hurry. From astra donuts to restorative nectar to delicious box lunches there's something here for all occasions, and the satchel itself preserves and protects the food so it never goes bad.

Ancient Pendant (200 CP)
Warriors of the ancient tribes who fought against the philusha once carried magical pendants believed to protect their souls from being trapped in the Underworld. This pendant made of fairystone has much the same benefit; so long as you wear it your soul is protected against magical or spiritual effects which would trap or enslave your soul, such as dark magic and similar eldritch powers. It won't protect you from being killed, but it will protect your soul from being violated by your enemies.

Meteor Castle (400 CP)
One of the greatest fortresses of the Klint Kingdom, Meteor Castle was one of the last great castles to fall to the philuscha. Now it stands once more, restored to its former glory and ready to defend the realm against monsters and any other adversaries who may appear. The castle's walls are high and strong and it is equipped with a number of alchemic defenses, not least of which is the ancient dragon nesting in the highest tower. The dragon is friendly to the castle owner as well as any welcome visitors but will attack any hostile forces like a well trained guard dog. It would take an absolutely overwhelming force to bring down this hardened defensive position, to say nothing of whatever extra defenses you may choose to add to it in the future.

War Golem (400 CP)
An ancient weapon created by the fire clan, this mighty war golem was powerful enough to battle armies of philusha and keep the ancient mana workshop free from invasion by the "demons". You've somehow gained control of this mighty creation; it obeys your instructions without question and can remain active almost indefinitely thanks to its use of mana as a power supply. Were you to turn this creature loose on your enemies it could serve as a powerful siege weapon strong enough to batter down castle walls and scatter hundreds of human soldiers by itself, its stone and metal body turning aside all but the strongest blows and mightiest spells. Should it be destroyed it will return at the start of the next jump, good as new.

Ancient Mana Workshop (600 CP)
Alchemy isn't the only way to make weapons and armor. In ancient times a clan of mana users harnessed the power of magic to create powerful weapons and mighty golems to battle the demons that threatened their homes. The ancient mana workshop southeast of Ashra-am Baird is where they once performed the creation of their great works, and while that workshop was overrun by nature long ago this one remains in pristine condition and contains everything you need to forge incredibly powerful enchanted weapons and armor, along with many other things that can be made via blacksmithing or metalworking. While not equal by any means to the abilities of a skilled alchemist, a warrior with this workshop at his disposal can create immensely powerful weapons and armor endowed with all manner of magical powers.

Oren Clan (600 CP)
The Oren are a race of long-lived humans from the Underworld. Constant conflict with the Philuscha has forced them to become a warrior race to defend their home from the invasive horde, but by some means one of their clans has come under your… protection? Or perhaps it's you who is a guest of the clan, a trainee learning their ways perhaps? Either way you've somehow forged a bond with a team of elite warrior women who form a single group companion on your travels. Each of them is a veteran warrior with hundreds of years of combat experience (placing them on the same level as Lila or Kino), and they are capable of defeating most monsters in this world apart from the very strongest, such as the Philuscha queen. Each has a different combat specialty, from archery to swordplay to martial arts, and all are willing to teach you or your allies if you are willing to learn from them.

Companions

Companion Import (100 - 400 CP)

Feel like bringing a few friends along? For 100 CP you can import one of your existing companions into this jump, or for 400 CP you can import a whole crew of eight companions. Each import receives an origin of their choice as well as 600 CP to spend on perks and items. They may not take drawbacks to gain extra CP nor can they take additional companions.

New Friends (100 CP)

Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 600 CP to spend on perks and items, though as with imports they cannot take drawbacks or purchase additional companions. Alternatively you may choose to create new companions from scratch for the same price and benefits.

Drawbacks

Meddling Kid (+100 CP)
Being a teenager kinda sucks, and for a lot of reasons besides just puberty. For one thing nobody takes you seriously and it takes a lot of effort to prove yourself to people, like they expect you to screw around and contribute nothing of any value. This is an issue you'll be having for the next ten years even if you're not a kid, having a hard time getting others to take you seriously or listen to anything you have to say.

NERRRRRRRRD! (+100 CP)
Look at that little shrimp, with those huge glasses and twiggy arms. Don't you want to shove his face in the mud just for the hell of it? What a coincidence, that little nerd is you for the next ten years! Something about your appearance is imminently bulliable and attracts small-time thugs to cause problems for you, like breaking your stuff or roughing you up occasionally. Even if you can defend yourself they'll just find ways to do it behind your back, like going after your friends or your stuff when you're not around.

Ungrateful Bastards (+100 CP)
You'd think that doing heroic stuff would earn you a little gratitude but people are surprisingly cheap when you're involved. If you rush in to rescue someone they ask why you didn't show up earlier, if you provide good service you'll get no special thanks for it, and so on. People you become friends with are exempt but everyone else always expects more of you than you can reasonably give.

No Adventure For You! (+200 CP)
You can't go running off to do alchemy or explore ancient ruins whenever you want, you've got important responsibilities like a farm to maintain or a business to run. Whatever this job is you'll get no satisfaction out of it or any particular reward for it beyond maybe just enough money to live off of, it's purely a drain on the time you can spend doing things you actually want to do but you also can't give it up for one reason or another.

No Good Drunk (+200 CP)
Maybe you should lay off the spirits a bit, jumper. You've got a drinking problem and have a reputation as a no-good drunk who causes problems for everyone around you. You're a mean drunk too, prone to picking fights and abusing the people around you, and it's going to be really hard to make friends or even stay sober for the next ten years. Also any time you're not at least a little buzzed you'll be suffering from a perpetual hangover, so have fun with that.

Monster Bait (+200 CP)
Maybe you want to stay out of the wilderness for the rest of this jump. Something about you attracts monsters like a magnet, from the weakest puni to the most fearsome philusha, and any time you go out in the wilderness you're going to turn into an aggro magnet for every monster in a hundred yards of you. Even if you're in a group with other targets available they'll always come after you first. Have fun with that.

Barren World (+300 CP)
Normally this world would be full to bursting with resources, from food and water to alchemy reagents of all shapes and sizes. That's no longer the case: the Klint Kingdom stripped the land bare in their endless thirst for resources and those scars still color the land today. Rasenboden's farms and fishermen can barely support their own people and what few resources can be found on the mainland are of very low quality and unsuited for advanced alchemy. It's possible to begin reversing this ecological damage but it will take enormous effort to revitalize the area within the game map, perhaps more than the ten years you have to spend here.

Gotta Make Rent (+300 CP)
Much like older Atelier games, you're always on a time limit to get something done. Maybe your atelier is a space you're renting and you need to pay up every month or maybe it's something else entirely, but the due dates will constantly keep you on your toes for the duration of your stay. Should you fail to meet one of these deadlines not only will you get thrown out of wherever you're living but it'll be game over for your chain too!

Alchemic Dead Zone (+300 CP)
Now this is going to cause problems, not just for you but for everyone around you. Objects made with alchemy simply don't work for you at all. Not only do you have no talent as an alchemist but you actually have negative talent, causing alchemic objects near you to lose all of their power. Bombs fail to explode, potions are reduced to plain water, weapons and armor lose their strength and durability, and complex machinery fails to work whenever you're around it. This is an especially big problem considering what Kurken Island is, and you'll need to provide some other solution to the various problems the cast face if you want to help them resolve the plot.

The Adventure Begins! (+300 CP)
Much like Ryza and her friends you begin at an absolute beginner level for whatever origins you have, like a rookie alchemist who's just made her first supplement or a young warrior who still has a lot to learn about fighting. To reflect this, this drawback not only seals all access to perks and items from previous jumps but also forces you to unlock any purchases you took from this document, such as learning skills from teachers like Empel and Lila or obtaining items through alchemy or other means. The exceptions are the two free General perks, **Thicc Thighs Save Lives** and **Magical Talent**, as well as perks which cannot reasonably be earned and operate on jumpchain fiat, such as **Chase the Horizon**. Instead these begin operating at 1% effectiveness at purchase and become more effective as your magical power increases via **Magical Talent**. If you haven't unlocked all of your purchases by the end of the jump you receive anything you're still missing at the jump's conclusion.

Ten Years Later…

Move On - Take everything you gained from this jump onwards to the next world.

Stay Here - Remain in this world and end your chain.

Go Home - Take everything you've gained and go home to your world of origin.

Notes:

Changelog:
1.0 - Original release
2.0 - Updated to include content from Ryza 2.