



## Spice and Wolf jump

by PerfectlyNormalShard

Welcome, jumper, to the world of merchants and spirits, where humans and non-humans live side by side, often unknowingly. Here, merchants thrive, and one religion took dominance, leaving the many pagan gods to slowly fade away. Take these **1000 Choice Points** to survive this medieval era.

### Starting Location

Choose one or roll 1d8 for + 100CP :

1. **Pasloe** — The wheat-farming village where Lawrence first meets Holo. She served as its local harvest deity for centuries before leaving with him.
2. **Pazzio** — A thriving port town on the coast, it serves as a key commercial hub in the region.
3. **Kumersun** — A large town famous for its lively festival and marketplace.
4. **Ruvinheigen** — A massive, fortified commercial city often called the "city of churches." It's a major center of power and trade.
5. **Lamtra** — A mining town known for its salt and iron production. .
6. **Lenos** — A northern town built around the fur trade. The local merchant guild holds significant influence here.
7. **Nyohhira** — A remote hot springs town far in the north.
8. **Yoitsu** — Holo's legendary homeland in the far northern forests. many wolf-spirits reside there

# Origins

ALL Origins can be taken as a drop-in; age and gender are up to you.

## Spice

You are one of the many secular inhabitants of this world, while merchants and spirits are the focus of this story, they are not the only characters in this tale, from priests to alchemists and craftsmen of all kinds.

## Sheep

Not a sheep properly speaking, but you ARE one of the flock, a humble trader, merchant and peddler, ordinary in many ways yet fascinating in others, you go where money flow.

## Wolf-Spirit [600 CP]

Humans aren't the only dominant party; if they hold much control of the physical, they are often ignorant of the spiritual. You are an ageless wolf-spirit coming from the north, a pagan spirit that is both spirit and wolf, the strength of nature and the wisdom of civilization. Taking the form of a youthful human with wolf ears, a tail, and sharp canines. Possessing strength equal to a human of similar build, you possess the most acute version of the senses of a wolf, can detect lies, and see into perfect darkness

## Perks

*Origins get their 100CP perks for free, and the rest are discounted to 50%. All Perks are toggleable.*

### General [Undiscounted]

#### Knowledge of the Road [Free]

Leaving the modern age to live in the equivalent of the 14<sup>th</sup> century is bound to cause problems. With this, you have all the knowledge and expertise to live in such medieval settings and on the roads, from hygiene to fire making to cooking, enough to truly be independent. This also protects you from the more common illnesses and infections.

#### Preferences [Free]

This allows you to change the world in a manner, so long as it is not outright confirmed, you can make slight changes to the history of a handful of beings to better suit your taste.

#### Changes in linguistics [Free]

The language changes with time, and so the more nuances are lost, you may now speak with the same beats, mannerisms, and wits as someone born in this era, with appropriate turns of phrases. Also comes with a mental library of Spice and Wolf OST.

# Spice

## **Crafts [100 CP]**

You possess the equivalent of ten years of apprenticeship under a master craftsman. This applies to any craft, from shepherding to blacksmithing.

## **Trickeries and deceptions [200 CP]**

Honesty is a luxury most merchants cannot afford. You are a master of lies and deception, capable of hiding your true intentions even from moderately supernatural creatures.

## **Matters of Faith [400 CP]**

Unlike the pagan deities whose existence is certain, the god worshipped in this world may not be real at all. Thankfully, that is no longer your concern. You now carry a spark of holy faith within you. Even in the most spiritually barren places and without any divine favor, you can enact small miracles and put the practices of your faith into action—from exorcism and blessing to consecration. These rites will always be at least slightly effective against your enemies, whether they be evil or simply whatever you deem appropriate.

## **A true Alchemist [600 CP]**

Alchemy is a misunderstood art made even murkier by the legions of frauds and charlatans who practice it. Yours, however, is the genuine article. Given a single supernatural resource or material—and strangely enough, pyrite qualifies—you can perform material transmutation and craft small artifacts that grant minor enhancements to their owner, such as improved luck in love, fortune, or health. As an additional blessing, you have become a bird-spirit: an ageless being who can sprout wings from your back or transform into a bird many times larger than a man. Your feathers also serve as excellent reagents and materials for your alchemical work.

# Sheep

## **Currency expert[100 CP]**

As a merchant, knowing the value of your coin is critical. You know the exact purity and content of any coin through sound alone. You can even determine how much it was changed, the value of those coins, and the reasons for such changes through deduction alone.

## **Money Sense[200 CP]**

You know money. In fact, you almost seem to possess a sixth sense for detecting new opportunities to make money—perhaps you do. People are far more readily convinced to buy what you are selling, and you can sense the fairness of any deal. You also possess good business sense.

## **Good fortune [200 CP]**

Call it luck or call it a blessing: you enjoy more good fortune than normal, though it is far more powerful when money is involved. Bribes also seem more readily accepted and effective when you are involved. Somehow.

## **Worth of your words [400 CP]**

The true value of a merchant is trust, so let us give you some. Any deal made with you—especially when some manner of trade is involved—is mystically enforced. You can also turn any conversation into a business opportunity where the participant must at least hear you out. This does not work on the mindless or on those with too great a power gap.

## **The Growth of a Sheep [600 CP]**

The true power of Man, and indeed of peddlers, is the mind. You are a fast learner who can extract the correct lessons from any experience, becoming not merely more experienced but better and more talented: a better master of your craft. Moreover, your nature fascinates any divine creature or spirit. They are more indulgent and benevolent toward you, more forgiving of your transgressions, and treat you as a fellow being worthy of consideration and courtesy.

## **Wolf-Spirit**

### **Beastly Nature [Free and Exclusive to Wolf-Spirit]**

Stuck between man and wolf, you may call upon the full power of the wolf as an avatar of nature. You can transform into a giant wolf dozens of meters tall, capable of rending apart a small army. Your fur serves as excellent armor against iron and steel as well as claws, bone, and stone. In this form, your stamina is enhanced even for your size, and you possess the physical capabilities of a wolf decupled to match your immense stature. Any wounds sustained heal faster than normal, and even faster in your human form. However, you require a sacrifice of blood or fresh seeds to transform. This restriction is lifted in future jumps.

### **Natural Beauty [100 CP]**

Raised through the bounty of nature alone, you do not need clothes to protect yourself from the elements. You also possess a remarkable beauty that is clearly and entirely natural, enough to steal the breath of anyone. If I were more charitable, I would say you possess a beauty as pure as the Virgin Mary herself. The exact type is up to your tastes.

### **Howl of The Wolf [200 CP]**

You are a wolf in nature—an alpha, even—and your authority reflects that. You may release ear-rupturing howls that physically push back any human before you, penetrating obstacles to be heard from miles around. You may also command any wolf and canine creatures unless superseded by a greater authority. You are viewed as an apex predator by regular beasts.

### **Wise Wolf [400 CP]**

You are known as Wise, and indeed you are. You possess the wisdom of the wolf: a rarefied mind that can think, predict, and see the truth of matters, bolstered by a collection of learned experiences. This wisdom is bent toward natural tendencies, however. It uses the life and instinct of a wolf to interpret the rest of the world. An example: just as wolves seek higher ground to find prey, so too can you speculate on who the wolf is and find the bigger picture.

### **God of Harvest [600 CP]**

You are not just a wolf. You are a spirit—a pagan deity. You are the wolf who is the incarnation of good harvest, fertility and fortune, blessing fields, crops, and all beings of such. Your blessed fields can grow crops of excellent quality in a fraction of the time and effort, far more consistently than should be possible, though you must still let the land rest. You can bless sickles to cut cleanly and improve the quality of what is reaped. You can even bless your worshippers from a distance with good harvest and fortune in any manner you choose, such as love, no matter where they are. You possess a vague feeling of where, who, and how your worshippers are. The range, intensity, and power of your authority grow with worship: from the number, quality, and intensity of festivals and sacrifices to the number and devotion of your worshippers.

# Items

*Origins get their 100CP items for free, and the rest are discounted to 50%*

## Spice

### **Bag of coins [100 CP]**

A bag of coins of infinite capacity, containing 100 silver coins and generating another every week, the coins are always acceptable currency.

### **Relaxing inn [200 CP]**

An inn you can access through any door, with hot springs, excellent food, and beds, grows to accommodate more visitors, and never runs out, manned by followers, has a church on the side where prayers are more effective and the atmosphere more peaceful and serene.

### **Blessed Village [400 CP]**

You became the undisputed eternal leader of a village blessed and protected by a Wolf-spirit that blesses you with good harvest and fortune; the spirit cannot leave but is content to stay.

## Sheep

### **Wooden Cart [100 CP]**

As a merchant, you need to have some manner of transportation, which comes with a tireless horse, comes with some product like apples, and can conserve goods placed inside.

### **Connections [200 CP]**

A network of like-minded merchants and craftsmen, and a link to the local merchant guild.

### **Your shop [400 CP]**

Your very own shop, manned by a follower expert in trading and strategically placed.

## Wolf-Spirit

### **Bag of seeds [100 CP]**

A bag of eternal seeds that cannot be lost or stolen, returning to you when you look for it .

### **Noble clothes [200 CP]**

Clothes of excellent quality that regenerate and resist the elements and wear and tear.

### **Northen forest [400 CP]**

A pocket realm that is a forest in perpetual snow, where many lesser nature spirits take the form of regular, if cunning wolves under your command, and spawn more wolves at regular intervals up to maximum capacity.

# Companions

## Companion Import [100 CP]

Import a single companion into any origin for 100cp each; they gain 600 CP.

## Companion export [100 CP]

So, you want to bring your significant others? Had someone catch your heart, just this once its free.

## Holo the Young Wolf [Free]

This is Holo, the not-yet-wise wolf, having lived her entire life in the cold forest of the north, she has never seen intelligent company let alone a human. Having imprinted into you as her alpha, her mind is naïve and malleable; how she turns out is up to you. Do forgive her clingingness; every creature in the forest avoided her from birth and the other spirits ignored her.

# Drawbacks

*Take as many as you want*

## **adaptation[+0 CP]**

Be it the novel version, the anime version, the sequels, or the modern version, feel free to choose which version of the Tale of the Spice and the Wolf you live in.

## **Extended Stay [+100 CP]**

For each purchase of this, your time here is extended by 10 years. Only the first 10 give you points.

## **Dense [+200 CP]**

As Dense as a rock when it comes to matters of the heart.

## **Inexperienced [+200 CP]**

For whatever reason, whenever something steamy is going on, blood flow down your nose and you start to act like a pervert.

## **Walk With Greed [+400 CP]**

Greed is your sin, your morals weaken when money is involved and you often get overwhelmed by such possessive desire.

## **Cold hearted [+400 CP]**

You are not emotionless, far from it; however, you do have a hard time expressing such love and are far more ruthless than you should, no matter the effectiveness.

## **Loneliness [+600 CP]**

You suffer from deep loneliness and ache to have someone be with you, understand you, and accept you no matter what, a heavy type of love and aching need.

## **Lockdown [+600 CP]**

You have no **Out of Context** items, powers, or warehouse.

## **Tarnished Reputation [+600 CP]**

Through no fault of your own, you have gained a tarnished reputation, depending on your origin, an incompetent craftsman, a dishonest merchant prone to betrayal, a cruel, uncaring god who enjoys suffering. Safe to say no city of man will welcome you with open arms.

## **World of Spirits [+1000]**

Under normal circumstances, the world of spirits and men rarely interact save for the few hidden beings, not anymore, trolls under bridges, sylphs hidden in storms, and undine in the water, where nature dominates, spirits rule, and while none are calamity on leg, a few can equal or exceed the wolf-spirits in power and standing.

# Decisions

*You have three choices ...*

## **Go to next Jump**

Continue onto the new mysteries.

## **Stay**

Stay and enjoy your current life.

## **Go back**

Tired? Take this and go home.

# Change Log

v1.0

Initial Template Creation