

Generic otherworldly Korean invasion

Jumpchain v1.11

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Welcome to Korea! Whereas the Japanese glorify their children getting run over by trucks and sent to new worlds with cheat powers, the Koreans prefer to have the trouble come to them.

Magic has returned to the world, empowering rare individuals with suspiciously game-like powers neatly organized by class and type. Gateways have opened that lead to dungeons full of hostile magical beings that are highly resistant to mundane weaponry. The gates won't close until the boss of the dungeon is dead, and while the dungeon is a source of valuable magical materials leaving it alone for too long, tampering with it, or sometimes for seemingly no reason the gate will break and monsters will pour out to destroy everything in sight.

Things aren't all bad, though. Scientists have begun to mix magic and technology, creating new weapons to level the playing field and the world is on the cusp of a bright new future thanks to miraculous devices powered by arcane energy sources.

But with power comes corruption. Those who can use mana have organized themselves into guilds to pool their resources and control this new magic-based economy. The largest guilds wield international influence, and a very few individuals are powerful enough that they can dictate terms to the governments that they used to follow. Criminal groups wield abilities that completely invalidate any method of intervention by existing law-enforcement groups.

And no one knows how or why magic came back to the world, or what the future holds...

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Take +1000cp to prepare yourself. You may choose your age and sex for free.

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Background

Guild member

Being able to use mana at a respectable level, your power was recognized and you were accepted into a guild. Just like any other business guilds have certain fields of interest, salaries, benefits, and responsibilities for their members. You can climb the corporate ranks if you put in enough work, and competition between guilds is fierce. Open warfare doesn't happen, but be prepared for subterfuge, realpolitik, and always watch your back in mixed-guild dungeon raids.

Supporter

Your ability to use mana barely registers. On the upside, you can't become ill by exposure to the high mana levels inside dungeons, but you're ultimately only useful for odd jobs like being a porter or harvesting magical materials while more powerful people do all the fighting. Expect long hours, little pay, and no respect. Even the magical minority have their hierarchy.

Monster

You're not human at all, but a monster that slipped through a gate to enter Earth. Whether you're a monster on a mission or a minion that developed higher reasoning, humans won't hesitate to gut you if you're discovered. Other monsters will happily eat you as well, and depending on your origins you may have a superior seeking to drag you back under control. Though you're a small fry now, you have great potential for growth.

Inheritor

All things have an origin, and the magical phenomena Earth is now awash in is no exception. The dungeons, monsters and drops were clearly designed by an intelligence, though you can't say if it's still around or not. Unlike the rest of the awakened you've gained access to something unique, perhaps the only one of its kind within the system. It has changed you, only slightly now, but over time you may become something more than human. If this wasn't an accident or good fortune, there must have been a reason. One you'll likely be forced to deal with.

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Perks

Undiscounted

Free - Level system

You are one of the few people in this new age able to manipulate mana, allowing you to use magic and gain levels by defeating monsters. Level gain is extremely slow and offers few benefits, so most humans will rank-up by local standards only once or twice in their lives. As with all standard RPG systems, you have both HP and MP. HP only partially mitigates incoming attacks, allowing you to take more serious injuries without dying. MP is needed to use skills and spells. Keep in mind though that while this system is a convenient way to gain power it offers no real understanding of the powers you now wield or help in developing them.

Free/100cp - 'C-Rank'

You're not a bottom-of-the-barrel awakened one, though you're still far from the top. You're a 'C-Rank' being at least as strong as the strongest human for the melee types, and you have enough training to know the strengths, weaknesses, and limits of your mana-based abilities. For 100cp, you can instead begin at 'A-Rank.' Melee classes can toss grown men around like ragdolls while thieves can move faster than the human eye can follow. You've cleared dozens of mid-level dungeons and have a great deal of combat experience, gained several level-ups with the accompanying boosts under your belt, and you've learned the ins and outs with your powers along with a few little tricks that most people would never consider.

Free/100cp - Basic class

Every person who can use mana gets a class, and the vast majority gets one of these four. Fighter. Mage. Priest. Thief. Each class comes with a few random RPG-styled powers suited to it. Fighters might get taunts or shield charges, each mage gets different elemental blasts, etc. The first class is free, but unlike everyone else in the world you can take additional classes for 100cp each. Even if you have multiple classes getting enough xp to go up a level means all of your classes level up, and you'll receive the stat boosts and new skills from all of them.

200cp - Patching the system

In some settings you may find yourself constrained by some kind of RPG-like system that actively prevents anyone from taking certain actions or using items or powers not granted by the system. This perk allows you to override those rules, forcing it to recognize your out-of-jump abilities and setting your main class as 'Jumper.' Any existing skills, perks or powers are recognized as valid to use and considered fulfilling any needed prerequisites. If for example you wanted to take levels in an advanced spellcasting class that required mastering a basic 'mage' class first, your spellcasting skills gained in another jump would allow you to skip the effort of re-learning things you already knew. You don't gain any other benefits from having this perk, such as getting a big stock of perks or skill points (anything gained from your previous adventures are already included in your profile) and this perk only applies in settings strictly governed by RPG-style rulesets. In case the gods running the systems are dicks (and they probably are) the changes allowed by the Jumper class are hidden from administrative monitoring and system-granted appraisal methods.

200cp - Item drops

Taking this perk will result in defeated enemies continuing to drop items in future jumps. The most common rewards are magic crystals and monster parts. If you know how, magic crystals can be alloyed with other materials to make tougher equipment or power magical technology while mana-infused monster parts are used to make equipment with special qualities beyond a simple '+1.' The rarest drops are things like magical items, skill books, and one-use keys that open dungeons with special challenges and rewards.

600cp - Favored by the system

For most people, Increasing one's level is a slog and offers only minor benefits. But you need less xp to hit those thresholds, and at every level up you'll reliably gain good stat boosts. You gain more basic skills and you're more likely to receive multiple unique skills for your class over time when the majority of awakened won't see a single one. Spend your time here in constant fighting and you'll likely end up the most powerful hunter in the world by the end. Post-jump, any other kind of levelling system you gain will be boosted as well and give similar benefits.

Guild member

100cp - Media darling

The awakened fight to close gates and safeguard humanity, so in the modern world it's inevitable that they would attain celebrity status. You can always give a good first impression, and can be very personable and well-spoken, the better to give good interviews. People also seem to assume that you're a professional who knows your stuff as you've earned a place in a guild, and it takes more than a little jerkass behavior or incompetence to change this image.

200cp - Battle formations

Guild parties live and die by their teamwork. Part of officially becoming a member meant having dozens of formations drilled into your head in order to fight in a group effectively. There's one for almost every occasion and party composition. You know how to be a part of a formation and how to recognize when it's going to hold and when it's going to fail, and what to do in that case.

400cp - Advanced class

A few awakened individuals get classes that are a cut above the basic four archetypes. More than just a variation on the theme, these hybridized classes are more powerful and can easily defeat one of the basic classes unless there's a huge disparity in ranking. Swordsmen that enchant their weapons with different elements, summoners that can fuse with their creatures, and mages that can manipulate dungeon rules to a degree are all possibilities. Advanced classes need the same amount of xp as basic classes to level up, and give more stat boosts.

600cp - Guild Leader

Even if you aren't the leader of your guild, you have the qualifications. You have the skills to run both a business and an army thanks to the best educators money could buy, the kind that would make corporations want to hire you straight out of university. You have a grasp of finances, strategy, logistics, and management skills on both a large and small scale. You could confidently run a national-level corporation, and that is exactly what modern guilds are. With their own magical R&D departments, recruitment and training centers, producers, suppliers, and contractors, some guilds have enormous wealth and political capital. Nothing you can't handle.

Supporter

100cp - Asian work ethic

You're a stamina machine, able to push through exhaustion and tedium to get the job done. You'll eventually crash if you go too long without sleep, but working non-stop on a multi-day project isn't impossible. You'll be feeling it afterwards, though. You also have the uncanny ability to appear humble and apologetic to someone no matter how much you loathe them.

200cp - Easily overlooked

Supporters aren't expected to fight and most aren't trained to. Thankfully even mindless monsters will always pass you by as long as they aren't specifically directed to attack you or anything that seems even slightly more dangerous is nearby. Monsters will only give you their direct attention if you're the last one standing or do something obviously threatening.

400cp - Harvest king

Even with magic in the world there's still grunt work to be done. For a supporter that usually means mining magical crystals and dismantling monsters. You've stuck with such a boring job and gotten very, very good at it. What you collect always seems to be a little better on average. Materials are a higher grade and fragile monster parts come out in your hands intact even after a team of hunters blasted it to bits. You work with incredible quickness and efficiency, getting mundane jobs done maybe ten times as quickly as other supporters, and you're guaranteed never to fumble when working as long as something isn't actively interfering.

600cp - Magical craftsman

Considered supporters but given far more respect than miners or porters, some awakened work on crafting full-time. You don't need any kind of system-granted skill to create magical items, but it's a very difficult and demanding profession that's equally difficult to break into. You've managed to gain some respectable skill in the process on top of a world-class level of talent in any one sort of 'primitive' crafting skill such as blacksmithing or leatherworking. Working magical materials into an object during the crafting process allows you to create many kinds of magical items. Weapons and armor that are just better than mundane versions are the easiest to make and accessories that boost stats and skill effectiveness are only slightly more difficult. Items with built-in special effects, like a flaming sword or shield that lessens the force of impacts are the hardest, but you have the skill to attempt their creation. Making items that create persistent effects over a large area, manipulate dungeon entrances, or enchanting complex technology are the level of things that are currently still beyond you.

Monster

100cp - Preferred terrain

The inside of a dungeon can take the form of any number of environments and often have some kind of natural hazard. Like any predator you've adapted to those conditions and it bothers you little. Pick something, like deep snow, darkness, or dense jungle. You fit right in here, moving easily and quietly and having little trouble dealing with any inclement conditions.

200cp - Human skin

To not make it easier for humans to track you done outside of the dungeons, you can compress yourself into a human shape at the cost of most of your power. In this state, there may be something slight 'off' about you but mundane senses won't be able to tell you're a monster in disguise. Alternately, you can keep your monstrous power and appearance but shrink yourself down into a mostly-humanoid and human-sized form. Also great if you want to wait for a dramatic moment to grow huge and really start wrecking stuff.

400cp - Boss presence

Your magical power is a force that spills into your surroundings and tilts the odds in your favor. You can selectively exclude others from it or turn it off entirely. It can be a basic debuff, unnerving or slowing those in range, or it can be a little more complex like creating hallucinations or causing an enemy's buffs to time out faster. Straight-up damage effects like poisonous fog or extreme heat are possible, but the right spells can act as counters or a powerful enough hunter might be resistant enough to reduce your aura's effectiveness.

600cp - Unique monster

For now you're a common type of monster, but in the course of gaining levels you'll also gain mutations appropriate to your nature. A dragon might simply grow larger and stronger, his scales harder, and gain new types of breath weapons. A slime could produce different kinds of chemicals or gain the ability to split into multiple bodies. Whatever you are, the benefits are many and there'll be accompanying cosmetic improvements to let everyone know you're something special. Evolution is usually as slow and the benefits as minor as normal levelling, but you can speed up the process by exposing yourself to things that resonate with your nature. A fire-type monster could consume an item infused with powerful fire-type mana or survive a pitched battle in an area of extreme cold to immediately undergo evolution, for example. Gains are greatly diminished each time you try to repeat these circumstances, but all monsters have several different ways to quickly gain strength. Discovering your evolution triggers is up to you.

Inheritor

100cp - Protagonist FX

You can apply a new aesthetic to your powers. While in effect any powers you use will change in appearance to match the theme you've chosen. This doesn't affect how they work in any way. More than just a cosmetic change, it also tweaks the 'feel' of your mana when it's in effect. While not an impenetrable disguise, this will fuzz the results gained by anyone or anything that can sense mana and will make it very difficult to identify you by any sort of 'mana fingerprint.'

200cp - Stash space

A unique and handy skill that all awakened wished that they possessed, you have a 10x10 grid of storage slots in an extradimensional space. Each slot isn't that large, and can only hold things that the average human can wear or lift in one hand. Similar items can stack in a single slot up to nine-hundred and ninety-nine. Items gained from the system can go directly to this storage if you wish, and transferring items in and out is almost instantaneous.

400cp - Luck of the draw

In day-to-day life you're luckier than most but when working within a system of some sort it's obvious the game is rigged in your favor. Whenever working within some sort of defined 'system' whether that's playing a videogame or living in a setting that works by RPG rules you always enjoy the best possible outcome of any random event or draw. If there's a rare drop, you'll always get it. If you have to roll for your class, you'll get the best one possible.

600cp - Ancient Authority

You are the heir to an ancient power, one that ruled over a family of monsters and whose descendants must recognize your kingship. Choose one appropriate class of monster, from dragons to demons to the undead. No matter what they are, you will always be able to communicate with them if only on a basic level. Mindless and low-level varieties of your choice instinctively see you as their superior, while the more intelligent examples will still view you with a measure of respect. If you are extremely powerful, even the strongest of these monsters will be forced to acknowledge your authority over them. In addition to whatever class skills you have you are able to create these monsters. Simpler variants only need mana, but more powerful creations will require special materials. It will be a long time before you can create truly independent creatures with great personal power, but even at the very beginning you will be able to create a squad of minions equal to the lowest rank of dungeon monsters. You may choose for your creations to be temporary or permanent.

Items

Guild member

100cp - Smartphone

Ubiquitous in Korea and essential for keeping in constant contact with your guild, this model runs on magic and will never run out of power. It has all the apps and gadgets you'd expect for a top-line model, and an enchanted outer casing makes it very hard to damage.

200cp - Class gear

Solid, mid-range gear suited to your class. If you have multiple classes you'll get a set for each. This isn't the best stuff on the market, but it's standard for what a decent guild will ensure its members are equipped with. Upgrading it is possible, but diminishing returns quickly apply even as the cost in money, materials, and favors called in grows increasingly outrageous.

400cp - Blank skillbook

Skillbooks that can teach advanced or out-of-class skills are rare drops and auctioned at very high prices. Some are more useful to certain classes than others, but there is always a high demand for things that can increase one's odds of survival. This blank skillbook is reusable. Just concentrate on a skill you possess or tap it against any other sort of power-bestowing item and the book will be able to impart the basics of it to any reader. The book is consumed in the process like any normal skillbook, but this one will reappear in your possession, ready for reuse, in about an hour. Be careful. This is something that people would kill to possess, or destroy to prevent disruptions to the dungeon drop economy and balance of power between guilds.

600cp - Guild base

This is a building worthy of being the headquarters of a national-level organization. It has top-level amenities for both personal and professional functions, training rooms, secure storage areas, the best security systems money can buy (both mundane and magical) and pretty much whatever you'd need to run a business. This includes specialized facilities such as labs, machine shops, and even holding cells, but only on a very basic level. This is mainly a place of business, after all. In this jump, the base defaults to a multi-story office building, located in an affluent area with excellent parking. In future jumps, the base can be 're-skinned' to better fit in.

Supporter

100cp - Giant backpack

A tough backpack, reinforced to handle lots of weight and nearly impossible to be damaged by anything you're carrying around inside. It's not bigger on the inside, but it is impossibly stretchy and could balloon up to ten times its normal size if you think you could carry that much.

200cp - Apartment

A nice apartment. Rather small, so things will be cramped if there's more than one person living here. Utilities and internet access are all paid up, and if something happens to it you'll quickly find a similar place you can move into that becomes bill-free while you're living there.

400cp - Magic multitool

One of the many magical tools that exist here, this one-handed pick/knife/saw thing is designed to harvest a wide assortment of magical materials. It isn't great at collecting any one thing thanks to its awkward design, but it can harvest anything without fear of ruining it. The multitool is magically neutral towards anything you apply it to, so it won't taint or explode anything that would normally react in such ways to being handled with magic-treated carbon steel.

600cp - Mana-science workshop

A specialized facility for working with magical materials. It has tools and enough space for almost every kind of primitive craft you can imagine, from leatherworking to masonry, and the tools themselves are all of excellent quality and enchanted for maximum performance. A smaller area has stations for doing custom machining and electronics if you want to try your hand at making magical smartphones and such. The workshop is well-stocked with all the mundane little bits and bobs you'll need and these supplies replenish over time, but you'll have to provide the majority of raw materials for anything you make on your own.

Monster

100cp - Drop items

These are the items you'll drop when you die. It's not as if you're ever going to learn what they are, but they'll be appropriate to your nature and power level. If by some out-of-jump method you die but revive, you won't be able to affect them in any way or take any with you.

200cp - Dead man's ID

Society hasn't caught on to the fact that this person is dead. They were nothing special, which can be a good thing in it's own way. You have their wallet, keys, and enough notes on them to answer basic questions about their identity and pay the bills. Actually passing yourself off as human and dealing with any living individuals who knew them is where things get difficult. If you abandon this identity or are revealed, you'll come across a new set of ID in a year's time.

400cp - Dungeon runestone

As a monster you're probably here fulfilling some horrible task that involves humans, so you'll want a place that's properly warded and hidden from prying eyes. Placing this carved stone within an enclosed area puts up a powerful but subtle ward that blocks communication spells and causes scrying spells to see the area as it was before you moved in. It also isolates the area from the local mana fields, so anything horrible enough you do inside to spread corruption or leave a detectable mark on the aether won't expand beyond these walls. Searchers will have to be right on top of the dungeon to feel that anything is amiss.

600cp - Field seed

This object can take the form of a crystal, a beating heart, a tree, or anything appropriate.

Placing it at a location will mix a new environment into the surroundings immediately with a radius of a kilometer, spreading another kilometer a day to a maximum of 100km. This can be anything from explosive plant growth, sudden flooding, darkness, fog, constant rain, etc. The conditions can be damaging, but only intermittently. Scattered patches of flame, rivers of acid or the odd hail storm is fine, but an airless void or constant life-draining field is not.

Inheritor

100cp - Stack of business cards

As you amass power, it's inevitable that you'll get noticed and courted by various groups. This little stack of cardstock has the contact numbers of some very influential people and those with skills you'll find very useful to draw on. At the moment, they don't know you and won't even give you the time of day. The cards update with valuable new contact information in future jumps.

200cp - Ancient echo

This fragmented record of your newfound power references the one who held it before you. A rotting scroll or half-remembered dream, whatever form it takes there's very little here, certainly no easy answers or secret techniques. But there are a few valuable hints to help you overcome a bottleneck in advancement or reveal an aspect of your power you weren't aware of. In future jumps, you will gain a new echo that relates to any new powers gained from your background.

400cp - King's blade

A weapon worthy of a king, though it currently looks quite plain. Like the 'Unique Monster' perk, it's capable of evolving in the right conditions. Beyond feeding it lesser weapons or rare materials, such conditions include powerful creatures swearing fealty to you, conquering territory and similar acts of kingship. You decide what form the weapon takes when you purchase it, and it is nigh-indestructible. Even if destroyed it will be made whole within the day, and nothing can prevent you from summoning the blade to your hand when you desire it.

600cp - Chaos key

A gate only connects dungeons to Earth once a dungeon has absorbed enough ambient mana to fully form. There are a hundred half-finished dungeons out there for each active dungeon, and in your possession is a key that can discreetly force them open. These dungeons are small and half-stocked with monsters and treasure, and always very low-level. By channelling large amounts of mana or sacrificing mana-infused materials you can accelerate their growth, increasing their difficulty, the value of treasure inside, and influencing their final nature. The more power you cram into them, the more dangerous and lucrative they'll be, but you otherwise have no special control over them and the dangers inside can kill you. The key will point the way to the nearest unopened dungeon, and new ones constantly pop up wherever there isn't any heavy mana usage. With this item, dormant dungeons will be found in future jumps.

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Companions

200cp - You may create or import up to eight companions with the Guild Member or Supporter backgrounds. They have the freebies of their background and 400cp to spend.

200cp - Familiar

You may create or import a companion with the Monster background. They gain all the perks of that background, but no items. If you are human, they are registered to you with the guilds as a tamed monster and you are expected to keep them under control.

200cp - Mysterious newcomer

You may create or import a companion with the Inheritor background. They gain all the perks of that background, but no items. Likely a nobody before their powers manifested with a cool, slightly domineering personality, but you are free to customize them to your liking.

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Drawbacks

There is no cp limit to what you may gain from drawbacks.

+100cp - Edgefest

Great power does not grant a great personality. As one of the awakened and especially as a jumper, you've developed some unpleasant traits. Maybe you're moody and dress all in black, can't bring yourself to smile or display any kind of real emotion, or maybe you just can't help bragging about how your status makes you so much better than normal people.

+100cp - Money troubles

Mana-using supporters make minimum wage, and even higher-ranked hunters have expenses. Whatever pay bracket you're in, you'll be living from paycheck to paycheck with little room for frivolous expenditures if you want to keep your gear and lifestyle from crashing. If you're a monster, you instead have to manage some kind of resource to stay healthy in this dimension.

+100cp - Family obligations

You have the standard half-a-family for this genre, a mother and sister. Your mother is in poor health and it'll break your heart to not do anything to take care of her, while your sister has turned into a bit of a delinquent since you're always away working. Your father is nowhere to be seen, and can't or won't be bothered to help you all out. Should anything bad happen to either of them, you'll feel just as wretched as you'd expect for the remainder of the jump. On the other hand, if they survive you may take them on as companions who share a slot.

+200cp - Absent father returns

Scratch that, your father is around and he's nothing but trouble. Maybe he knows a secret about the gates, ditched his family for a younger mistress and a better job and is trying to rope you into some scheme, or maybe he's just a complete asshole. Whatever it is, it will cause you misery at the least and threaten your life at most until you find a solution. Memories of a troubled upbringing mean it'll be difficult to deal with him at first, but once you get over this and get into a better headspace you're free to deal with him however you see fit.

+200cp - Mana-induced stupidity

Just like your xianxias, awakened people are almost universally dumb and/or assholes. The young are gullible, the average hunters are overly antagonistic for no good reason, and the wealthier ones are sociopaths who'll kill anyone that looks at them funny. You and your companions are not affected, and normal people see these things as 'just the way things are.'

+200cp - Corrupt officials

Another common trope you'll have to deal with. The higher up in a position of authority someone is the more likely that they're schemers, stupid, corrupt, or stupidly corrupt schemers whose plans will inevitably cause trouble for everyone. On the upside, most of them don't even try to hide it so you'll be able to peg them for what they are right away.

+300cp - Dark guild

In every society there are criminals. This world is no different. Taking inspiration from the legitimate guilds, there's now a group of awakened pursuing criminal activities. On their own they're equal to any one of the larger guilds, but most of them maintain the appearance of legitimate hunters and are members of legal guilds. This infiltration is widespread and gives them access to enormous amounts of insider information and subtle influence. The moment you start standing out from the other awakened in any way, they'll take interest.

+300cp - Puzzle dungeon

It seems that 'kill the boss' isn't the biggest problem you'll have to deal with inside dungeons. They now have hidden tricks and complications, and triggering any of them will result in a big difficulty spike. Maybe some dungeons change behavior based on the time of day and other hidden factors, or it automatically shuffles monster compositions to counter the classes of the awakened that enter. You won't always trigger these problems, but you'll never know how to avoid them. Every time you enter a dungeon it'll come down to a roll of the dice.

+300cp - Treachery and a second chance

Your first moments in this world will be spent dying at the hands of someone you trusted. Then you'll snap back to life, finding yourself alive and well many years in the past. With foreknowledge of what occurs, of who you can and can't trust, it should be easy to change your fate, right? Well...it seems your death was merely a footnote in a long and sordid story. There's a grander scheme at work, and killing your murderer only removes a moderately valuable pawn from the board. If you pay attention you might pick up the clues needed to begin unraveling the entire scheme. While you aren't required to stop them, the continuing machinations of those behind it all will result in constraint troubles and danger for you and yours one way or another.

+600cp - Unbarred portals

Under normal circumstances, monsters don't leave a gate and enter Earth. A broken portal that spills monsters either results from tampering or a portal being left uncleared for a very long time. Now, all portals are broken by default. It's only a matter of time before monsters pass through, and until the dungeon boss is killed the portal will slowly produce an unlimited amount of monsters. Most of Earth is overrun, with only a few isolated locations having secured their borders and carefully monitoring for new portals opening within. Reclaiming land means slaying monsters and closing gates while holding territory means quickly constructing fortifications and destroying new portals as soon as they appear. Given humanity's dwindling population reclaiming the entire Earth seems like a lost cause at this point. Thankfully, different breeds of monsters fight each other as much as humans so the war isn't completely one-sided. Naturally, you won't have any out-of-jump powers or items to trivialize this challenge.

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The End

Do you wish to **stay here**, **move on**, or **go home**?

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CHANGELOG

v1.1

Fluff and wording tweaks

'Auto-harvesting' renamed 'harvest king' and adjusted

v1.11

'Chaos key' revamped

Note: On 'Patching the system'

This setting is generic, and you are not required to be under the kind of restrictions that would cause a sword to refuse to be picked up by a wizard. Other settings you visit may have systems like Overlord that needs a wizard to use a spell before they can equip a warrior's gear. If the question ever comes up, the perk also overrides any more vague global debuffs from having a certain class, like a Demon Lord being forced to lose when fighting the Chosen One.