

Log Horizon Jump

From one point of view, the world of Log Horizon is that of the MMO Elder Tales - a game that has remained popular worldwide through twenty years and eleven updates... only for the twelfth update, Homesteading the Noosphere, to somehow drop every online player into the game in an event now known as the Catastrophe. Here they have the immortal and superhuman bodies of Adventurers - wrapped around the psyches of ordinary MMO players. And they're surrounded by NPCs who seem to have a pronounced personality upgrade.

From another point of view this is Theldesia, a world that survived one apocalypse only to be faced by another when the Alv Princesses caused the World Fraction to avenge their race, summoning unending waves of demi-human monsters. A second World Fraction brought the inhuman but powerful Adventurers to their world - legendary but unsettling beings prone to getting hung up on terrain any fool could navigate and awkward to talk to but willing and able to battle monsters for gold and other rewards. Now another World Fraction has Adventurers acting as if they're people all of a sudden. Welcome, dear Jumper, to Log Horizon. You start the day of the catastrophe, along with you there are several confused and powerful beings.

Here, have **+1000 Choice Points (cp)**. You'll need them.

Age & Gender: Your age depends on your origin and you maintain the gender from your previous jump. Feel free to change any of them for 50cp.

<<<<Background>>>>

Newbie:

New to this world, with basically no knowledge of Elder Tale or the situation at large. Trapped in this world, it's only you in a low-level character that looks uncannily alike of the 'real' you. Your apparent age is (12+d6)

Veteran Player (100):

What's better than passing time with your friends in a game? Being transferred to the game itself, of course! You got a high level character, contacts and items. On the other side, this world is different enough from the game that you could just as well know nothing of it. Your character age is (20+d6)

Lander (+200):

Born in the lands of Theldesia, you have been here all your life and know the ins and outs of it. Recently, however, something has changed. Monsters are acting weirdly and suddenly those adventurers appear to have somehow gotten a personality upgrade... Your age is (15+d6)

Traveler (200):

Unknown to pretty much anyone except themselves, alien intelligences have taken over the bodies of monsters and unattended adventurers (inactive characters) for their own

inscrutable purposes. And that's basically what you are, really, isn't it? You can choose any reasonable age, from 10 to 70.

<<<<Location>>>>

Roll 1d8 to spawn in one of the below locations, or pay **50CP** to choose.

1. Akiba (Yamato Server)

It's located where real-world Akihabara is, this is one of the five cities in the Yamato Server, corresponding with Japan. Soon, this place will see the creation of the round table and the eponymous guild, Log Horizon.

2. Eured Continent (Chinese Server)

Even though it's called the Chinese Server, it actually covers all the areas and regions of the entire Continental Asian countries of the real world, which are split into several regions, such as the region of Aorusoi.

3. Seven Hills (Western Europe Server)

One of the most popular servers that possess some unique classes on their own (Paladin replacing Pirate/Samurai, Templar replacing Cleric and Exorcist instead of Medium/Kannagi), this is also the place where Kanami, former leader of the famous Debauchery Tea Party, will appear to stir up trouble. It's the Theldesia counterpart to Rome.

4.- Susukino (Yamato Server)

One of the five main cities in the Yamato Server, Susukino is located in the far north of the server and is the capital of the Ezzo Empire. If not stopped quickly the guild Brigantia will change the area into a lawless hellhole.

5. Big Apple (North Wen Server)

The game counterpart to New York in The North American server, composed of the U.S.A and Canada. South Angel (Los Angeles) also resides on this continent. In little time it will become a lawless place where anarchy reigns.

6.- Minami (Yamato Server)

Another one of the five main cities in the Yamato Server, this place will become the private grounds of Plant Hywaden very quickly, when their Guildmaster Nureha, buys the Cathedral and takes complete possession of the city.

7. Mare Tranquillitatis (Moon Server)

The hidden fourteenth server, Mare Tranquillitatis or "Sea of Tranquility" is located on the Moon. During the game era, this server was called "N_VOEN" and was a testing server before expansions were rolled out. Whenever one is about to be released, N_VOEN is closed off starting around a week before the release.

After the Catastrophe, it has become the place where Adventurers go to after being killed. There, they sacrifice a small part of their memories in order to revive at a Cathedral; since the process is instinctive, it is suggested that it is impossible for one to consciously resist it.

8. Free Pick: Lucky you! Feel free to pick any location in the fourteen servers.

<<<<Race>>>>

All origins may pick any race detailed below, Traveler may choose from the list or pick any other species of Theldesia, including monsters.

Human: This race is similar to humans in the real world. Humans in Elder Tales appear with a variety of skin, eye, and hair colors. Their ability stats are well balanced, making them the most commonly-chosen race.

Elf: A long-lived race that is found among forests and ancient ruins around the world. This race excels in archery and has an advantage in terms of willpower-related stats. They are characterized physically by their long, pointy ears.

Dwarf: Well-known to be the core workforce in the mountains and underground mines, Dwarves are a humanoid race with a strong physical build. Dwarves have high levels of stamina and magic resistance. Other ability stats lean them toward Fighter types and Ironsmiths. They are characterized by their short stature, which ranges from 100cm to 140cm. Because of this, most players that chose Dwarf as their race have difficulty adjusting after the Catastrophe, due to the drastic difference between their in-game character's height and their height in the real world.

Werecat: One of the races of beast-men, they have feline-like characteristics. These characteristics give them high stats in dexterity and senses. Physically, they have cat ears and facial fur but not a tail. According to the storyline in the game, all beast-man races were magically created to combat monsters, so they are subject to discrimination in some countries.

Wolf Fang: One of the races of beast-men, they are hominid with thick, heavy hair. Through intense fighting or bleeding, they may call forth their wolf-like characteristics during combat, thus receiving major boosts in strength and footing alongside gaining golden eyes, wolf ears, and a phantom tail.

Fox Tail: One of the races of beast-men, this race does not exhibit physical enhancement but instead excels in Magic. Physically, they have fox ears and phantom tails (the number of tails is dependent on the character's level). Both can be hidden from sight by the innate power of the Fox Tail race.

Race of Ritual: A race that is shrouded in mystery. It is known for high magical power and immense amounts of knowledge. They have many tattoo-like emblems and patterns on their bodies called "Runes." Because their HP is bizarrely low, almost no players choose this race.

Half-Alv: The race of Alvs was entirely destroyed by an ancient war, but they historically intermarried with Humans, and half-Alvs are occasionally born into a Human family due to

the emergence of recessive Alv genes. Physically, they are almost identical to Humans. The only way to differentiate a Half-Alv from a Human is with a strange emblem found on HalfAlvs' tongues. They have a very high affinity with ancient magic and ruins.

<<<<Class>>>>

There are four groups of classes: Warrior, Weapon-based, Healer and Mage. Since each of the four base class group contains three classes, players may choose from among twelve different classes. Along with the player's chosen Race and Subclass, this decision will affect what kind of Skills they can obtain. This cannot be changed later, making it a very important decision. Newbie and Veteran Player must choose a class from those below.

Landers do not follow the same class system that Adventurers do, instead having a "class" based on their occupation, and thus there are some "unique" ones that Adventurers cannot attain (like Villager); those kind of Classes will have a skill perk based on what the occupation is.

<Warrior>

Guardian

The tankiest of the twelve classes, boasting the highest defense stats out of all, the Guardian has the ability to hold back enemies and is usually the cornerstone of the front line. One of the main roles of the Guardian is to draw the attention of the enemy and take the most damage of the group and is not rare for a Guardian to hold his ground even against various players of the same level in a fight. Guardians can equip nearly all kinds of armor and weapons. The Guardian class supports the front line and has many skills to draw aggro. For example, the Guardian is the only class that has multiple skills for the shield as well as skills that nullify damage for a set amount of time. However, the Guardian's potential to directly deal damage is not very high. A Guardian needs high quality gear to be useful, which is one of the class' main weaknesses. Those who chose this option will found that they're not only a good cornerstone in battle, but also in daily life and can always be relied on to have a ready joke to keep spirits up or inappropriate remark to break up a bad mood. It might be at your own expense sometimes but taking one for the team isn't just for combat.

Pirate

The Pirate's defense is said to rival that of the Guardian, but because of the class's inability to equip shields, its overall defense is considered inferior. The Pirate class has many so-called "Ace Moves" that can chain large amount of combos in a short time with high offensive and defensive abilities, but at the cost of long cooldowns making this class more suitable for short fights, rather than long ones. Furthermore, once an Ace Move is executed, the Pirate is unable to respond quickly to attacks and *may even be unable to move*. Despite this shortcoming, each skill is very strong and accurate and can be quite effective against players who are 20 levels or higher than the Pirate. Naturally, this class requires some insight of the battlefield to be useful. Taking this class will grant you a small boost in your overall charisma at the moment of making friends. This class is replaced by Samurai in the Yamato Server.

Monk

Of the twelve classes, the Monk has the highest HP stats but is limited to equipping light armor and incapable of using shields. It also has lower defense stats compared to weapon-based classes. To compensate for this, the class has a high evasion rate and the greatest resistance to special attacks. This allows the Monk to function as an evasion-type tank.

In contrast to the Samurai class, most of the skills that can be acquired by the Monk class have very short cooldowns, allowing them to attack continuously by using a variety of offensive techniques. Some combinations give special bonuses or trigger additional combos if performed in a predetermined order. Therefore, the Monk class has the highest and most diverse offensive ability amongst the three warrior classes, making this class popular for lonely adventurers. After choosing this you will find yourself more courageous and eager to enter in fights.

<Weapon-Based>

Assassin

Of the twelve classes, the Assassin can deal the most physical damage per second. A purely offensive class, with the downside of little to none defense and are only able to equip lightweight armor such as leather or cloth. Instead of blocking, usually Assassins rely on evasion instead. The range of weapons available to Assassins includes lightweight arms such as daggers, long swords and two-handed weapons, alongside ranged weapons such as long and short bows and crossbows. They also have the ability to dual-wield swords and daggers to maximize the damage inflicted onto a target. This class's skills generally have long cooldown periods, and Assassins specialize in high burst damage, targeting a weak spot and killing an enemy in one hit. In addition, Assassins can apply poison to their weapons. Taking this option will make you more likely to hit the weak spots of enemies.

Swashbuckler

The Swashbuckler is an offensive melee class and a master of using two weapons at once, capable of using a weapon in each hand. Though it has less HP and defense compared to the warrior classes, it is considered the best defender among the other weapon-based classes. Swashbucklers specialize in continuously attacking with two weapons. Though the class deals less damage than Assassins, it makes up for it with many combos and longer streams of damage. Most of its skills focus on attacking multiple enemies at once with area of effect attacks. The class also has a wide range of skills that cause status effects on enemies, varying from small decrease in speed or damage debuffs to status effects like stun and poison. When fighting enough enemies at once, the Swashbuckler can deal as much DPS as the Assassin. Landing on this class will give you a slight boost to your concentration, enough to use two weapons at once with little problem.

Bard

A Bard can only wear leather armor and is limited to using short swords, bows and other light weapons or instruments. However, unlike other weapon-based classes, Bards have the unique ability to use Song Magic, which allows them to tremendously increase their allies' combat prowess. In particular, the Bard has support songs that grant continuous buffs until

cancelled and are ranked substantially above those cast by an Enchanter. On top of that, these support songs can be toggled on and off at will. There is a great variety of songs in the skill set, each of which are very powerful. However, the Bard's own combat prowess is quite low, and few players choose this class. High-level bards can learn up to 15 songs and can activate two songs simultaneously. Since each song requires a very long casting time, having a long-term battle strategy is crucial. Therefore, this class is very challenging to master. Having Bard as your class will provide you a modest rise in your musical talent.

<Healer>

Cleric

The undisputed champions of heals in the game, Clerics have the highest healing skills among the twelve classes. They are capable of equipping plate armor, giving them the highest defense potential out of all the Healer classes. The Cleric is a healing specialist, said to cancel out an average of five to ten attacks with all kinds of recovery and healing skills, involving a powerful automatic healing spell that is triggered by an enemy attack. However, similar to the Enchanter class, Clerics lack strong offensive abilities and must join a party to be effective against strong enemies. Adopting Cleric as your class will let you be more optimistic regardless of the situation.

Druid

Druid is a magic-type Healer, specializing in using Heal-over-Time spells. Out of the twelve classes, the Druid can produce the greatest HP-per-second recovery rate by stacking various skills to speed up the healing process.

Aside from healing spells, the Druid has a fair amount of offensive and defensive magic and is considered the most well-rounded of the healer classes. The Druid can also use magic that controls the forest. As a result, battling against enemies in the forest will be advantageous for parties with Druids. However, one of the Druid's weaknesses is MP consumption, making them incapable of continuously casting spells for long periods of time. Thus, a Druid must be very aware and keep track of his or her MP use. Electing this class will make you slightly more interesting to the nature spirits.

Medium

This role is called Kannagi is the Yamato Server and it's similar to Druid but on a much weaker scale. However, they can augment other healers of a group, as well as act as battle surveyors. A Medium's healing style revolves around damage interception, creating barriers around a single ally or the party. Thus, rather than healing damage after it's done, these techniques prevent damage from being taken in the first place. A barrier placed on a target can completely nullify a predetermined amount of damage. The class's weaknesses are its unique style (which takes a lot of practice to use effectible), the relative long cast times and its weak heals. Compared to the other healer classes, the Medium's healing techniques are the weakest because they focus on damage mitigation. This makes it difficult for it to help a team make a comeback if they are already losing a fight, but the potential benefit of negating damage can give a team a huge advantage in the right situation. Having this as class will let you have a better insight in your comrade's true personalities.

<Mage>

Sorcerer

Specializing in tapping into the power of the elements for fierce and powerful spells, the Sorcerer has the highest magical damage out of the twelve classes and is essentially the magical counterpart of the Assassin. Utilizing the different attributes of offensive magic, the Sorcerer has a richer variety of Area of Effect damaging spells that can easily burn a city to cinders, making it an extremely versatile class. However, users suffer from low HP and the lowest defense of the twelve classes, and can easily die in a few seconds if attacked. Normally, a sorcerer is more of a support fighter and likened to long-range artillery. They are not meant for front-line combat unless the Sorcerer is well-defended. Due to the fact that a Sorcerer has a wide variety of spells, the cool-down period each spell can also vary, depending on its power, range and effect. This class comes with a little increment in your overall magic affinity.

Summoner

Summoners have the magic that allows them to summon mystical beasts or spirits. There are over 100 different types of creatures that can be summoned. However, in order to prevent the class from being almighty and omnipotent, the maximum number of summoned creatures (which will stay out until called back) that a player can summon at any moment is one, and the maximum number of summoned creatures that can be registered is twelve. Some high-level beasts can only be summoned at special locations after completing their specific quests. While the number of summoned creatures out at any moment is one, there are limited-time summons of which there can be infinite amounts of, so long as the caster's MP allows for it. Summoners themselves have extremely low HP and defense stats. However, due to the wide variety of creatures that can be summoned and the ways these creatures can interact with other beings and the environment, a Summoner's role within a party can include offense, healing, or support. This inherent flexibility makes it an extremely popular class. Selecting this class grants you being a little more likeable to animals.

Enchanter

Among the twelve classes, the Enchanter has the highest MP stat. However, its offensive damage in terms of both specialized spells and melee is extremely low, making it inherently a 100% support class. Making it an unsuitable class for solo play and the least popular class in Elder Tale. Enchanters are usually able to stay in combat for long periods of time because their spells consume MP at a slow rate, and they generally support other party members, rather than engaging directly in combat themselves.

Enchanters are an extremely versatile class that boasts a rich repertoire of spells at their full disposal. These range from buffs that raise the combat prowess of party members to spells that add status effects to enemies. Still, the only way for an Enchanter to shine is to be at the rear of a party, acting as a battle controller. If you choose this option, you will be granted with a small boost in intelligence.

<<<<Sub-Class>>>>

There's quite a lot of these available so we'll be [outsourcing](#) to the Log Horizon wiki for this part, and just giving a brief overview of what each 'type' of subclass does. While your Subclass can be changed, it comes with the loss of their level when doing it. Purchasing a subclass from here will bypass that. You can purchase more than one by adding 100cp to their cost after the first one.

Production

Production Subclasses provide players with the ability to create and craft items. There are many players who prefer crafting items to aid their comrades over fighting monsters or exploring dungeons. Many guilds dedicate themselves to producing items and are important pillars of Elder Tale's economy

It is fairly easy to learn a production subclass. One just needs to buy an instruction manual from People of the Land and can start accumulating experience points. After the Catastrophe, items that were unavailable in the game prior to the update can be created by players with appropriate subclasses and with high enough levels.

Role-Play

Instead of creating and crafting items, players may choose role-playing subclasses. Some are known to give additional stats or other benefits, while others are primarily for entertainment value and are considered joke or gimmick subclasses.

Titles (100/ Free for Veteran)

Titles are a special type of subclass that can only be unlocked by players after completing a specific task or owning specific equipment. Some are considered legendary due to the limited amount of players who can acquire them and have already been acquired by famous players since the start of the game. They are known to grant abilities that will benefit players in and out of battle, but most of them are simply a more powerful version of other subclasses.

Player-Made Subclass (200)

After the Catastrophe, it became possible for Scribes to create new subclasses by using contracts. This ability is only known by few due to the chaos it may cause if disclosed to the public. Here, you've got the option to skip that and grant yourself a custom subclass for 200CP, provided it's within reason.

People of the Land can grant themselves the Adventurer subclass this way, gaining the abilities of an Elder Tale player, including the ability to revive upon death.

<<<<Perks>>>>

Cathedral(Free/300)

The adventurers and Travelers (as well the Landers with the 'Adventurer' Sub-Class) have the uncanny ability to cheat death, more specifically, to sacrifice small fragments of their memories in order to revive in the Cathedral of the nearest city. You as well, for the duration of this jump have the same favor for free. And for 300cp you can revive ONCE per jump in your warehouse or your nearest property.

Body Adjustment (200)

Isn't it a complete pain to adjust every time you enter a new body? Having to change gender, age and sometimes race. Most often than not you will have to take your time getting comfortable to be able to use your powers to maximum efficiency. Well, say goodbye to those problems, with this you can skip all those tiring steps and use your new body as if you have been born with it.

Overskill (300):

Strange things are happening since the Catastrophe, and the distinction between reality physics and game mechanics is a confusing one. The prime example are Overskills, the capability of using one's own skills and abilities, in a way that was not possible in the game. You now possess a special talent, being able to create Overskills with ease using the skills of the game in a myriad of different ways and abusing the loopholes in the system; you're only limited by your imagination.

<Newbie>

Call Of Home (100):

A general skill for the players of Elder Tale; it lets the user transport back to the Cathedral of the nearest city from any point, with a cooldown of 24 hours. Purchasing this, however, will let you choose where to spawn back when used and lessens the cooldown into 12 hours.

Talking Things Over (200)

It's not easy to organize groups, no matter the size. More often than not it ends up in a self-destructive mess, especially if the members are new or lack professionalism. As such it's necessary for someone to actually convince everyone to calm down for a moment and strategize for the situation. You've got a knack for it, making you able to convince anyone in your team, no matter how stubborn, to sit down for a moment and discuss how to handle the circumstances.

N°1 Apprentice (300)

There is a lot to learn and emulate from other people with more experience than you. Sadly, it's not easy and sometimes straight up impossible to copy all their strengths, often an apprentice can end up emulating the weakness or bad habits of their mentors instead. That's not the case with you though, assuming that you possess a mentor figure as a workable example to base yourself on, then you can grasp any concept or ability that they possess

with remarkable ease while, at the same time, blocking any of their unwanted habits from influencing you.

Teamwork (400):

Some people understand they should strategize and divide their roles into something resembling “tank,” “offense,” and “support,” but establishing teamwork isn’t that easy. The tank has to think about how to draw the enemy in to make it as easy as possible for the offense and support to defeat or incapacitate them. The offense has to notice which of the tank’s attacks will create gaps in the enemy’s defense. And the support who is often tasked with monitoring the battle from a distance and issuing orders accordingly, has to know what both their allies can and can’t do, their habits, and their timing. There are countless things to remember and questions to sort out in each engagement to create this dynamic alone, but so long as you make an effort at teamwork any allies you fight alongside will find themselves exceedingly good at working together, as if you had years of experience together.

Catching Up (600cp)

You will eventually do so. Strangely enough, since now you carry with you the special ability to find yourself in situation that lets you catch up to your teachers or seniors in a particular field. Want to level up quickly? Your training grounds starts overflowing with monsters. Want to impress your cooking teacher? A nearby restaurant need an apprentice chef, a perfect way to gain experience. This also works when simply trying to improve yourself, as long as you have a goal in mind. The challenges presented throughout this are always possible to beat with your current level, while maintaining some threat at the same time.

<Veteran Player>

True Technique (100):

Even as a game, Elder Tales was complicated, and the learning curve had often been enough to make beginners weep. But in this other world, where your avatar’s body is now your own the monsters and danger is very real, just getting the basics down could be infinitely harder... Thankfully, whether it’s via sword technique, archery form, or magical incantation, the basic motions of combat seem to be stamped into your body now. If you want to fight and you can spot the enemy, your body will do the rest. This frees up your mind to focus on more than just not getting killed immediately in a fight.

Debauchery Jumper Party (200):

Charisma is a hell of a weapon, whose true power lies in the recruitment potential of it; like the attractive personality that created West Wind Brigade around Soujiro or the sunny disposition that allowed Kanami to successfully form and maintain DTP. You now have a similar magnetic presence, making easy to form your own guild or create your band of misfits. You also get the social prowess to maintain your group and prevent them from disbanding or ripping each other’s throats out.

Guild Management (300):

Ruling a Guild can be problematic, you have the paperwork, dealing with your members, fights with other guilds, administering resources and a lot of other things in your plate. Thankfully this gives you the ability needed to single-handedly manage all the affairs of your guild, no matter the size of it. You also gain a minor boost in skill when administering any type of business.

Engineering (400):

There are many changes to the world since the Catastrophe. You understand it well; since you have found talents in another field outside combat, one that is taking a more prevalent place after the Catastrophe. You're a crafter, someone that creates, mixing the inherent magic of this land with superior technology to construct new items. And your talent is enough to make Michitaka jealous. Mixing magic and technology comes naturally to you. As long you have the right materials and manpower, there's little that cannot be done by you.

Full Encounter Control (600)

You aren't one that wins fights with muscle, but rather with your wits. When confronted with a problem, it only takes you a couple of minutes at most to create a dozen plans to resolve it, already having discarded others and having them all ranked in likeness to produce success. This grants you the tactical foresight and planning prowess to rival Shiroe, former 'Tactician' of DTP. Enough to take in mind the number of participants, their classes and skills, equipment, consumables, the cooldown of skills, the damage output and aggro as well the abilities of the enemies, with 1% margin of error and forecast battles 30 seconds ahead during big raids where it takes at least twenty-four players as the bare minimum. Of course, this not only makes you a great schemer but also rises your skill at grand strategies and multi-stage plans.

<Lander>**Hardened (100)**

Unlike the adventurers of the land you know how dangerous is this world, yet you won't allow something like that to stop you. You have the willpower to stand up and face the harshness of this world, knowing fully the dangers that await you.

Royal Leadership (200):

You aren't nobility for nothing, there is a reason why your bloodline is in top, and it shows. You have the charisma and natural talent needed to rule and command, be in times of peace or in the midst of a battlefield.

Blue Blood (300):

Noble's blood runs across your veins. You hold a title as well the power it entails, granting a degree of deference from the less elevated and all the support your title suggests, militarily and financially, but while your influence could be great, so are your responsibilities and the things that are expected of you. In future jumps you'll automatically be considered of regal bearing and assumed to be well-born even with strong evidence to the contrary.

Unforgotten Heritage (400)

Alvs were an ancient race known for their great affinity with magic, who created many things, including the Royal Guards and the magic circles that keep monsters outside the cities. While nowadays they're nothing but an extinct race, the legacy of their existence is still strong in this world. Now, the secrets of their artifacts also belongs to you, enabling the possibility of recreating the many ancient creations that made the Alv so revered.

Precursor (600)

You are a Precursor, part of a rare class of Lander whose power markedly exceeds that of similarly leveled adventurers. Unlike Elias Hackblade or any other ancients, you won't be burdened with inane restrictions like 'can never deal the finishing blow to enemies'. Although Ancient displays as a subclass, becoming a Precursor does not preclude you from purchasing a particular subclass of your choosing, nor does doing so prevent you from benefiting from your Precursor status. As a side effect, you'll gain a positive reputation among the Landers and some players, as one of the storied heroes of this world. You now also carry with you the perk of knowing the strength of your enemies with a single glance, along with how well you'd fare against your current opponent. Have in mind that this is a pretty general knowledge and is still possible (if unlikely) to fool your senses.

<Traveler>**Body Snatcher (100):**

Travelers are by nature, purely spiritual creatures that lack a body on their own, making possible the "theft" of bodies without a soul inside. This is the ability they used to take hold of monsters and inactive characters as vessels. Now you have the same power, making you able to repeat their feats and enter your soul in any "empty" body to control it; you can also swap bodies at will, as long as there isn't a soul inside.

Hidden Lore of the Land (200):

In a situation like this the lore and flavor text of the game becomes vital information for survival, but the problems of the ignorant holds little meaning to you, after all the tricks of dungeons, raids and general secrets of this world's backstory not widely known by neither Landers nor Adventurers.

Lord of the Dungeon (300):

You're not a mob monster from the masses to be slaughtered by adventurers for gold and items, you actually have the body of a full Raid Boss Monster, not only raising your level to the current maximum of 100 but also giving you all the powers and skills that comes with the title. It would take a full raid of adventurers to even hope to take you down.

Faery Rings (400) :

Fairy Rings were powerful magic circles made of monoliths or mushrooms that were mostly located in field zones. They formed a teleportation network for the Elder Tales world: Anyone who entered a Fairy Ring was transported to a different Fairy Ring. The connections between Fairy Rings were determined by complex calculations that were influenced by lunar cycles. So as long as one checked the timetables on a solutions site in advance, they could use them to go anywhere in the blink of an eye. Now, the secrets of its creation are revealed to you, making it possible to create your own gates for easy travel.

Emphatium Controller (600):

You can freely convert yours or another's memories into another type of energy to fuel, recover and empower yourself with them. The name of a distant pet in your childhood will grant you a small edge in future battles, while the memory of your first love could multiply your total power various times over. Not only that, but it's possible for you to recollect and save Emphatium from others. However, those memories used will never be recovered, just remember that. If you can, of course.

<<<<Items>>>>

All 100 free for origin, rest is discounted.

Database Soundtrack (Free)

What kind of loser goes around in epic adventures without music? Here, a complete set of music tailored for any possible occasion on your travel.

Savings (50):

Ten million gold, more than enough to but one of the big buildings on your city. How come you ended up with so much money anyway?

Elder Tale (100)

The complete developer version of the world famous game.

Scary Shiny Glasses (200)

A nice pair of stylish glasses, more resistant than they would have any right to be. When used they provide a moderate boost in intelligence and wisdom. Comes with a tendency to adjust them when explaining something.

Crafting Supplies (400)

A small depository with a restocking collection of crafting items, varying from common plants to a couple of Artifact-class items. The items restock depending on their rank, with the most normal restocking in minutes and the rarest taking a whole month. You can expand the catalog of this by adding new crafting items of this world into the storehouse.

Guilds Center (600)

One of the major buildings of your starting city, the Guilds Center that possess the bank and the registry for adventurers to change their affiliation to certain guilds, as well as a bank, a

large source of free rooms normally rented to smaller guilds and a seemingly endless storage space. As you believe, most adventurers rely highly on this, and someone possessing one could become the de-facto ruler of the city. Now, what are planning to do with this?

<Newbie>

Akiba News (100)

A subscription to the more recent newspaper of Theldesia. This weekly press will keep you up to date with the most recent and important events in your city of residence. It will always be written in an informative and interesting way for you to read.

EXP Potion Set (200)

This potion doubles a player's experience points in battle. A secondary effect is that it allows players to gain EXP from defeating monsters that are seven levels lower than them, instead of the usual five. The effects of the potion only last for two hours but are a tremendous help to new players. It is not obtained through raids or quests, but rather is given freely to players below level 30 every day to help them level up faster. You get 10 bottles of them, and get another one every week.

Panacea (300)

When drank it cures all the negative status effects on the user, including hangover. It's a relative high-class item, that can be used in battle or as ingredient to make more potent healing potions. You got three flasks of them that refills once a day after use.

Guild Headquarters (400)

A rather big place in the city of your choosing, large enough to fit your whole guild if you do happen to possess one. At the end of the jump it can either follow you into or become a warehouse add on.

<Veteran Player>

Dazaneg's Magic Bag (100)

The reward upon completion of a level 45 quest and with the right materials at hand. Said bag can store many heavy objects without adding any weight to the player, and this trait is carried over even after the Catastrophe.

Appearance Altering Potion (200)

These were distributed during an old event, making them now a rare sight. Their function is pretty simple; it allows the user to change their avatar to more suit their needs. Because of the catastrophe these are in big demand. Lucky you get these into your inventory, five of them, in fact.

Griffon Whistle (300)

This item summons a Griffon to be used as a mount for the next four hours, after that it will go back. Has a cooldown of an hour before it can be used again, it's a symbol of experience

and awe between adventures that know of it. The summoned Griffon won't fight for you, but can defend itself. In other worlds. Outside this jump, everyone that see you with the Griffon will regard you as noble, regal and wise.

Steamship (400)

Beautiful fusion of technology and magic, this big steamship is also powered by magical beasts while using a steam machine to propel itself. More powerful, well-equipped and fast than any other ship in Theldesia, this machine will serve you well, whatever your purpose is.

<Lander>

Newlyweds Cooking Apron (100)

A crafting item designed for young couples. This apron will give the user the "cooking" skill, regardless of the user's sub-class. It can temporarily lower all your stats and rise your cooking in an according scale.

Ancient Keepsake (200)

A rather boring item, passed down generation after generation in your family. The power and stats of it are befitting of the magical-class rank. However, the true value of it lies in the incredible amounts of flavor text engraved in it. Making the item a powerful force after the catastrophe.

Revival Incense (300)

A high-class item that's contained within a special incense burner and will resurrect a dead ally or creature into a zombie for 3 minutes. However, this is only considered as a temporary resurrection, and the subject will die again, unless an alternative means of revival is done in that time.

Grand Manor (400)

It would be more fitting to call it a grand castle, constructed in the middle of your territory, this is a fine monument at the grandiose stature of someone of your caliber. Comes staffed by your choice of mundane NPC servants that can handle the normal chores for you and a group of guard to protect the place from monsters and thieves.

<Traveler>

Book of Maps (100)

A thick book that with various maps of Theldesia, covering most if not all of the world. From general maps of every server to detailed logs of dungeons and cities. Some locations are marked with strange symbols.

Loot (200)

Gold, some miscellaneous items and a weapon that reflects your power as a monster. By default, this is an Artifact-Class one.

Bottle of Memories (300)

At first glance it's a mundane little bottle with a small fragment of a crystal inside. But in reality it's a container for Empathium. It lacks the ability to encompass much of it, but in exchange it can produce small quantities of Empathium to refill itself without having to resort to harvesting it by killing Landers and Adventurers alike.

Secluded Station (400)

Having a place that does not raise suspicion but is tactically useful can be a bother, thankfully this covers exactly that. Located near your starting place, this station has all the amenities needed to run your plans in comfort.

<Equipment Set>

The items are ranked by power and rarity, originally adventurers had nine 'slots' to set up them, those being: Right Hand, Left Hand, Head, Body, Arms, Legs, Cloak, Accessories and Mount.

Normal/Common-Class Set (Free for All)

Common items which are sold in shops. They have low stats of their level by comparison and possess no magical effects. The advantage is that the items sold are cheap for many Adventurers who use them as consumption items. Most of them also do not possess any flavor text, making it a rather plain choice after the catastrophe. Still, who needs magical augments when you can smack someone to death with a metal rod?

Normal arrows, steel swords, miscellaneous objects without magical properties and horses as mounts are the norm in this rank.

Magical-Class Set (100/ Discount Lander)

These are Magical items which, in many cases, are just Normal items with a special Prefix and/or Suffix attached to it. A simple example would be "Fire Longsword", where the basic Normal item was "Longsword". They can only have 1~2 abilities on them. It is possible to purchase these from Landers who deal in magical goods, and there is a high probability of getting them from dungeon treasure chests as well.

Spears that slightly raise the critical rate, Fire swords, arrows with a chance to 'stun' enemies, potions with limited effects and the whistle for common mounts are well within this category.

Production-Class Set (200/ Discount for Newbie and Veteran)

Adventurers can craft a wide range of items, and the abilities of these items can range from being a Normal item to Artifact-class. But generally speaking, crafted items rank from Magical-class to lower tier Artifact-class. They usually have 3~5 abilities with a higher quality Normal item as a base. This lets them have a wider range of possible abilities than a Magicalclass item, so this possibility makes them useful.

Although lower rank than an Artifact-class, the abilities you get on an Artifact-class item are highly randomized and it's thus difficult to get what you want, so there are many Adventurers who make Production-class items for use instead. Items crafted by high level players are

considered luxury goods. After the Catastrophe, they have been researching into usage of different magical materials and creation processes.

Naotsugu's armor, with resistance to cold, as well as a bonus to resistance and a defense approaching Phantasmal-Class items; it's a shining example of this category.

Artifact-Class Set (300/Free for Traveler)

These are powerful items obtained from quests, dungeons or as monster drops. There is a high probability of it having the lock system, so once you decide the owner, it is impossible for others to equip. Most Adventurers tend to have 1 or 2 Artifact-class items by level 90. Although it is not hard to get, it may take a long time, because it is hard to get one that fits your needs. As an example, it's about 20 times more difficult to 'get an Artifact-class Longbow' than it is to just 'get an Artifact-class item'. Due to this, an Artifact-class item that matches the owner's needs is said to be very valuable, and a very reliable partner. The 'Craftsman's Apron' is a shining example of this class, while providing little use in combat, it increases greatly the value bonus of the items crafted by the user.

Phantasmal-Class Item (400 One Free for Veteran)

Only a limited amount of these items exist per server, and only a bunch of them are added per server with each Expansion Pack. Phantasmal items, along with having the highest stats and best abilities, sometimes have other perks like being able to talk, or having an AI. Phantasmal equipment can only be acquired through Raids, is locked onto the player and cannot be traded. Before the Catastrophe, a person who acquired a Phantasmal item would have his or her username broadcasted across the entire server, making it impossible to conceal that fact. You can import a weapon into this role.

<<<<Companions>>>>

Close Knit Friends (50/300)

You got quite the loyal bunch of friends so don't worry about leaving them behind, you can import or create a single companion for 50cp or eight of them for 300cp. They gain 600cp to spent in perks and items, but can't take drawbacks.

Guild (400)

Why come to this world alone when you can call all your friends and allies? Here, for 400cp you can import all your companions as members of your guild. They gain 800cp for perks and items, if they want more, they can take drawbacks.

Favored Comrade (200)

Oh, so you took interest in one of the canon characters? Well, as long you can convince them of it, they will attain the companion status and follow you from now on.

Bot (100/ Free Newbie):

A bot character created to farm money. They became sentient after the catastrophe and decided that following you would be a good idea. While their personality is underdeveloped and monotonous, it's only a question of time until they reach an adequate mental maturity; try not to take advantage of them.

NPC (100/ Free Veteran):

A Lander that got involved with you in a romantic fashion. They are smitten with you, and will try their best to make you happy while also attempt to reduce any bad habit you have.

Bodyguard (100/ Free Lander):

For some reason this person thinks that they owe their life for something you did, and will follow you and act as some sort of assistant or bodyguard. While their loyalty and ability is high, their skill set is not very diverse, so try to not give them a request they can't complete on their own.

Minion (100/ Free Traveler):

An assistant minor monster NPC from before the catastrophe, initially distraught at your new personality (from their point of view you acted as an emotionless machine before), they now have come to the decision to keep their duty and follow you in your adventures.

<<<Drawbacks>>>

Antisocial (+100)

You just don't get on with people well. In a social setting - a party, a conference or just meeting someone face-to-face for the first time - you're awkward, ill-at-ease and likely to bolt for somewhere private given half an excuse. It's surprisingly common among Adventurers. Surpassing this is possible, if strangely difficult.

Stupid Roleplayers! (+100)

It's getting annoying, why won't you drop the act already? Yes, for the duration of your stay you will be acting as the most common cliché of your character. Assassin for example? Silent, to the point of people thinking you're actually mute. Most around you will find this annoying and problematic.

Wrong Gender! (+100)

Apparently the body you ended up was from your opposite gender. While nowhere fatal, have fun getting accustomed to your new body. Worse of all, the more time you pass on it the more comfortable it'll be, to the point you will forfeit going back to your original gender.

Bad Reputation (+200)

Maybe you were a PKer or maybe the local Lander rulers have a price on your head. Just taking a monstrous body can do this for a Genius. Everyone who keeps informed 'knows'

what you did and isn't going to extend any goodwill unless you make a serious effort to overcome it. Whether or not you're actually guilty is up to you.

Flavorless (+200)

For the duration of the jump, all food and beverages will taste like plain bread and water to you, be it the consumable items or the food made by expert chefs, everything will be the same. This is nothing lethal, just extremely depressing.

Monster Bait (+200)

Well, aren't you popular? At least between the monsters of this land, those will attack you on sight, ignoring any aggro your party can muster. In the bright side, the few encounters that don't end with you getting killed will be a nice chunk of extra XP.

Random Skill Change (+200)

Just like the Fox Tail race, every level up you have the random skill being replaced by another one. This process is completely random normally, but if you take this perk it will be ensured that all your useful skills be replaced by ineffective ones, even if you somehow find a use for them, they will only be replaced next level.

The Royal Guard Hates You (+300)

The royal guard are the lvl110 golems that reside in the cities undergrounds. They appear every time there's a fight in a No-Fighting Zone and kill everyone involved. Now, for some reason, these guards will appear whenever you do something even remotely aggressive. Even if you can respawn people will think bad of you for this.

No XP for You. (+300)

You will find yourself locked in the same level you started with, being incapable of leveling up or gaining XP of any type; have fun being a scrub forever.

No Killing, Ever (+300)

You can't finish your opponents, no matter what the foe is, your body will freeze up and your powers stop working every time you try to land the final blow. Hope you have friends that can finish your dirty work.

Jumper Go West! (+300)

Ignore whatever you rolled as location. You now start in Formosa, in the Chinese Server and counterpart to Taiwan, the tutorial level. The only way out is via boat towards the Yamato Server, but is full of dangerous Raid Bosses that plague the sea.

No Powers (+400)

You are already powerful enough, aren't you? That's good, because all your powers and items from outside this world will be locked for the duration of the jump. Don't worry, surely body mod and whatever you purchased here will be enough.

Banned from The Cathedral (+400)

In a world where death is so common you drew the short straw. Regardless of your origin or sub-class, you can't make use of the revival function in the setting. Good luck staying alive, and remember, dying means the end of your chain.

Memory Loss (+600)

You're just a rich field of Empathium that the Travelers are more than eager to harvest, making you constantly lose parts of your memory; at first it'll be small, unnoticeable things, like the name of a shop you liked years ago, then it will be the faces of friends and family, eventually taking away the most treasured events of your life. Unless you can stop them, at the end of the jump you will be reduced to an amnesiac husk, a mere shadow of what you were once.

<<<Afterwards>>>

All drawbacks are removed (if you hadn't already worked them off) and all perks and items retained. If you lost memories though, they're lost forever. The immortality of a Genius or Adventurer doesn't apply once you leave.

<<In reality, it already hit me>>

This has been fun but you're feeling homesick. Time to end these jumps and go home with all the treasures you've won.

<<Living In the Database>>

This is a brave new world that still has many places to explore. No need to go anywhere, Theldesia will be your new home!

<<Heading for Places We've Never Seen Before>>

Bring it on, Jumper! Where to go next?

<<<<Notes>>>>

Overskill: Overskills have a wide range of uses. Nyanta's Real Food Preparation, for example. He uses the Chef's subclass ability to prepare food and, rather than make it with the menu, does it by hand like one would in real life. In the game, they couldn't prepare food like that for obvious reasons, and after the catastrophe the food made by the menu is bland

and flavorless. The only restriction is the prerequisites to do so: The Chef subclass, high enough level in said subclass and knowing how to cook in real life.

Overlay is derived from racial skills. Fox Tails have the ability to control their appearance in lore and combined with the Courtesan sub-class skills can create perfect disguises that even alter the status screen.

Nazuna's overskill is simply modifying her barriers (a Kannagi-class skill) to appear in different locations and orientations to use them as a path in the sky.

And so, Overskills aren't a "one person only" thing, anyone with the prerequisites can use them if they know how.

The Overskill perk allows you to come up with overskills with ease, but you don't need it to get one.

Equipment Sets

Common Class don't get any extra effect or favor text. They can have high stats, but that is all.

Phantasmal Item is just one item per purchase and are basically the most powerful and sought weapons around. Those items that had an A.I. before the catastrophe, can gain sentience.

OC's gain an origin for free and the respective freebies . But don't get any cp to spent

Thanks Myrmidont and Mizu for the help.

Made by Ricrod.