



For the Loot Jumpchain

Welcome to a classic LitRPG fantasy world. A land of guilds, monsters, divine meddling, and endless dungeons. Adventurers roam the lands seeking power, wealth, and glory. Some chase heroism. Others are here for the same reason as you and me, to get that sweet loot. In one year, a group of adventurers journeying through The Badlands will pick up a Goblin as a new party member. Coincidentally, all members of this band have had a rough history of dark deeds, and a notable past with the Rot, a malevolent dark god that brings with it the end of all things, so something new can begin in its place. This party will go on to lead the war against the Rot and the forces of the end, despite their less-than-good moral compass and lack of altruistic intentions.

People around here are known to grow as they defeat enemies, overcome challenges, and complete objectives. This growth has no noted name, but is ubiquitous among living beings. Lucky us, huh? To fight back against the end of days, you start with 1000cp, don't waste it.

Class

Even starting low-level adventurers are standouts among their species, comfortably superhuman. All origins begin with this level of abilities. Standard discounts for origins.

Warrior

Knights, Warriors, Barbarians, Duelists, Berserkers. You are proficient in a few martial techniques, using your body or weapons to get up close and personal, and skilled in at least a few weapons or martial arts. The strength and durability of your body develop faster than most as you grow. Strong enough to comfortably beat up on almost any mundane animal around.

Caster

Wizard, Sorcerer, Druid, Spellswords. You can manipulate mana directly to cast spells, able to generate a massive variety of effects, usually depending on your type of spellcaster. Elemental Attacks, Summons, and debilitating effects, generally known as 'status effects', and even darker spells are all under your purview. You begin able to cast about 5 different spells, depending on your class.

Clergy

Paladins, Clerics, Priests, and Priestesses. You can manipulate mana to cast abilities granted to you by a higher power. Amplifying certain aspects of a fighter, like attack power or durability, Blessing weapons with power, Healing, Purification, or Corruption, massive barriers and beams of energy, and more are under your purview. You begin able to cast about 3 different miracles related to your specific class and the specific deity you follow. Gods of Light, War, Darkness, and Rot are all most commonly worshipped, but more may be discovered.

Rogue

Thief, Rogues, Assassins, Gunslingers, and other sneaky types. You are a ghost, able to sneak, pick pockets and locks, detect traps and treasure, dodge like the wind, and more.

Species

'Civilized' Light Races

Can anyone around here really call themselves completely civilized? Anyways, you are a Human, Elf, Halfling, or some such. Gnomes are here too, nominally, after their betrayal in the first War of the End Times. These guys are the ones in control of most of the world right now.

'Monster' Dark Races

According to the winners of the last great war, at least. This group consists of anything you would beat up in a fantasy RPG, from Goblins, Orcs, Giants, Dark Elves, and the like.

God (-500cp)

Something beyond. You are a conceptual being, immutable in your alignment. Normally, you are, at least. You are immortal, able to survive eternally, and without a body. You seem to exist in a further realm, with a 'true form', while you interact with the world through emanations or avatars whose appearance is up to you. You also have a Domain, a concept that you embody as a being, that is easily channeled through your sheer presence.

Location

You may choose any starting location from the following choices.

- ***Galhim:*** Home to the main adventurers' guild in the world, where countless heroes, mercenaries, merchants, and treasure hunters gather. The main bastion of the light.
- ***Pelior:*** The heavily fortified city of mages, scholars, and magical institutions that serves as one of civilization's greatest centers of arcane knowledge.
- ***The Badlands:*** The dark, wild plains of rocky plains, dead grass, and mountainous caves. Home to many of the Dark Races. A lawless land where survival of the fittest rules.
- ***Dunmar:*** A rugged frontier settlement on the edge of the Badlands, serving as a gathering place for adventurers, traders, and outcasts alike.
- ***Caslight:*** A strategically vital city on the edge of the Badlands, built around a Waygate facility. This city's people are used to battle, but a horde of orcs larger than any seen since the Great Horde of the last war is on the horizon.

Perks

General

Leveling (Free/-200cp): You gain experience from fighting, completing quests and objectives, exploring, and taking on risks. With experience, you find yourself physically stronger and more capable, as well as the skills of the 'class' you define yourself by, increasing, able to grant you new supernatural abilities. You also gain the ability to form 'Parties' with other people, granting you a vague feeling about their condition.

At the higher purchase level, you can grant the power to level yourself to anyone who joins your party, allowing them to develop a 'class' based on their interests and abilities.

Multiclass (-150cp): Almost unheard of in this world. You can take a second origin, gaining the respective starting abilities, discounts, and freebies.

Gunslinger (-200cp): You possess practical knowledge of firearms and their maintenance. Whether using primitive hand cannons or more advanced weapons, you can shoot accurately and reliably under pressure. Even in worlds without firearms, this knowledge adapts to similar ranged weapons.

Old Soul (-400cp): Fate smiles upon you. Similar to the Hezivad, you are an ancient soul, well known to the world and to the beings that dictate it. You find things going your way consistently, call it luck, destiny, plot armour, or whatever, you grow and improve far faster than you should, and survive challenges that should by all rights be your limit. This comes in handy if you find yourself dying often. If you do die, you will find your soul reincarnated.

Warrior

No, You Move (-100cp): You are one tough son of a gun. You can resist being forcefully moved, standing firm in the face of physical force, telekinesis, explosions, and more. You are the bulwark. This also slightly helps your footing in most situations.

Defensive Formation (-100cp): You possess an instinctive understanding of battlefield positioning and teamwork. You always seem aware of where allies are located and how best to support them. Groups under your guidance become significantly harder to break apart or overwhelm.

Resilient Frame (-200cp): Your body can recover from injuries that, by all means, should leave permanent damage. Nerve damage from electricity, long-term joint injury, the loss of limbs, and even the negative effects of smoking, any such damage that may subsist past the magical healing adventurers are used to simply will not have staying power. Anything can be recovered from with enough time and a healing source.

Tried and True (-400cp): Years of combat experience seem ingrained into your very being. You learn weapon styles quickly and can competently wield nearly any martial weapon after only brief practice. Veteran warriors recognize the instincts of a seasoned fighter within you.

Warp Spasm (-600cp): You can enter a terrifying battle frenzy that twists your body into something more monstrous. Your size, strength, durability, and aggression increase dramatically while transformed. Though difficult to control, this state can turn the tide of even hopeless battles.

Caster

Wise Old Thing (-100cp): The passage of time does little to dull your mind. You retain your wisdom, memories, and mental faculties regardless of the natural degradation that comes with age.

Bookworm (-100cp): You absorb information with incredible efficiency. Books can be read in a fraction of the normal time while retaining nearly everything you learn.

Wandless Casting (-200cp): You no longer require magical foci for simple spellcasting. Minor spells can be performed with little more than concentration and mana. While stronger magic still benefits from tools, your flexibility increases enormously, and with time, even this may be conquered.

Movement Trick (-400cp): Through some mystical means, movement becomes far easier for you. A magic-powered dash, a short-range quick teleport, or a country-wide teleport with some build-up time are all possible manifestations of this. Traversing battlefields, escaping danger, or reaching inaccessible locations can often be accomplished in a short time thanks to your new ability. The exact manifestation reflects your magical style.

Dark Arts (-600cp): You have delved into forbidden magical disciplines that many fear to even study, rare and valuable knowledge indeed. Necromancy, curses, soul manipulation, and death magic all become available to you with some time and effort. Mastering almost any forbidden technique comes easily to you.

Clergy

Morality Sensor (-100cp): You can sense the general moral alignment and intentions of those around you. This does not reveal exact thoughts, but provides useful impressions of someone's nature, helping you see through deception.

Guiding Presence (-100cp): People naturally look to you for guidance during difficult times. Your words carry weight and can help unite groups around common goals. Even stubborn individuals find themselves more willing to listen than usual.

Mental Bulwark (-200cp): Your mind is protected against manipulation, fear, and psychic assault. Pain and suffering remain unpleasant, but they are less capable of breaking your resolve. Mental attacks that cripple others become manageable obstacles.

Chosen Vessel (-400cp): Your body serves as an ideal conduit for supernatural power. Divine energies, blessings, miracles, and similar effects are significantly stronger when channeled through you, while the strain and backlash are greatly reduced. Even powers granted by other sources find you unusually compatible.

Deus Ex (-600cp): Death is no longer quite as absolute in your presence. Through tremendous effort and ritual resources, you may restore the dead to life or guide souls toward reincarnation. Sacrifices of lives, blood, money, and ritualistic elements like the cycle of the moon and seasons or the alignment of the stars increase the odds of success. Such miracles are never easy, but they are possible.

Rogue

Talk Funny (-100cp): You possess a silver tongue capable of navigating conversations with ease. Bluffing, persuasion, bargaining, and manipulation all come naturally to you. People often find themselves agreeing with you before realizing it.

Sticky Fingers (-100cp): Locks, pockets, and hidden valuables seem almost eager to reveal themselves to you. Your hands move quickly and precisely, allowing you to steal or plant objects with minimal risk. Many security measures simply become puzzles waiting to be solved.

Midair Snatch (-200cp): Your reflexes border on the supernatural. Arrows, knives, and similar projectiles can be caught right out of the air or deflected with startling consistency.

Backstabber (-400cp): You possess an uncanny talent for finding weaknesses. Whether striking an opponent, dismantling an argument, or bypassing a lock, you instinctively identify vulnerable points. Small openings become devastating opportunities in your hands.

Slip Step (-600cp): Your sneaking and stealth have hit levels that go beyond what is natural for this plane of existence. As if amplified by the power of a Demon, you can slip free from this realm, phasing through walls and barriers. In this removed state, your step is lighter, not triggering traps or leaving remnants of your presence.

Racial Perks

Light

Wagie (-100cp): Work opportunities always seem to appear when you need them. Employers are more willing to hire you, and you adapt quickly to legitimate professions. Financial ruin becomes much harder to suffer accidentally. Always find employment.

Merchant (-100cp): You possess a keen understanding of trade and economics. Negotiations, investments, and business ventures consistently work out better than expected. Wealth grows surprisingly quickly under your management.

Teamwork (-200cp): You function exceptionally well within groups. Coordinating actions, supporting allies, and combining abilities all become easier and more effective.

Polymorph Resistance (-400cp): Your body stubbornly resists unwanted transformations. Curses, polymorph spells, and other forms of bodily alteration struggle to affect you. Even successful attempts tend to be weaker or shorter-lasting.

Dark

Intimidate (-100cp): Something about you naturally unsettles others. Your threats, displays of force, and hostile negotiations become more effective thanks to your monstrous presence.

Dirty Fighting (-100cp): With the position you and yours are born into, you don't have the luxury of honour. Cheap shots, ambushes, sneak attacks, and more all come naturally.

Detect Magic (-200cp): You can sense magical energies and supernatural phenomena nearby. Active spells, enchanted objects, and magical creatures stand out clearly to your senses. Hidden magic becomes much easier to discover.

Wild Magic (-400cp): Like a monster borne of the mystical nature of the world, your magical ability grows alongside your level regardless of class, eventually manifesting as a unique ability. This can be anything from the power to create an illusory clone to being able to infuse crafted items with enchantments. Regardless, with your growth, the power and breadth of your ability will improve.

God

The Power of a Name (-100cp): Every mention of your name increases your influence. Worshippers, believers, and even fearful enemies contribute to your growing power. Fame itself becomes a resource you can draw upon.

Divine Gifts (-200cp): You can bestow blessings and powers upon those who align with your ideals, able to easily create derivative versions of items you own or have created in the past. Replicating items in this way costs some of your power, but creates an object backed by your own divine power. Mass production is divine providence.

Cryptastic (-400cp): You have access to a divine method of casting used primarily by the Rot's forces. Cryptum spells make use of large casting arrays using prepared items, such as rune-inscribed rocks or sacrificed limbs, around a large space like a mountain or forest, combined with other more metaphysical factors. Even if lacking any other magical ability, you know exactly how to prepare items to achieve nearly any magical effect, guaranteeing an opportunity to cast your spell at least once a year. The ritual must be completed uninterrupted, and other beings who can sense magic may notice, but if successful, even massive, long-dead demigods can be revived.

Divine Domain (-600cp): Your existence manifests a personal dimension infused with your concept and authority, representing the same things you do as a divinity. This alternate spacetime naturally grows larger as your fame and worship increases. With some effort, you can bring forth your domain into reality to affect the real world, this output allowing you to spread your divine Self. This level of existence in the mortal world can give you a permanent claim over the people and the place affected.

Items

Warrior

Armoured Garb (-100cp): This set of armor is unusually comfortable, flexible, and durable, possessing toughness superior to your own naked body. It grows alongside you, remaining useful even as your level and capabilities increase.

Dragonsteak (-200cp): You have a collection of supernatural monster-based materials for cooking and preparing meals. These meals can grant different buffs and amps based on the monsters it's made from.

Bloodrinker Weapon (-400cp): This weapon feeds upon violence, restoring a small amount of vitality whenever it wounds or kills an opponent. The stronger the enemy and the deeper the wound, the more the user recovers.

Riding Beasts (-600cp): You now own a pack of battle mounts suitable for powerful adventurers. Common mounts include Wyverns, Giant Insects, Dire wolves, or similarly impressive creatures. These beasts are loyal and trained in combat, comparable to a mid-level adventurer each.

Caster

Contemporary Catalyst (-100cp): A magical focus capable of channeling nearly any style of spellcasting. Staffs, wands, orbs, grimoires, and stranger forms are all possible, and it acts as a suitable casting focus for any category of magic.

Trinket of Magic (-200cp): You receive one of a collection of useful minor magical items that use drawbacks to grant strong powers. Examples include a dagger that gives the user a flaming dash attack but burns one's hand to use, an hourglass that can reverse time for a few seconds if splashed with one's lifeblood, draining one's soul, or other items of similar power. If the drawbacks and conditions are managed, this item's effectiveness can be maximized.

Bound Weapon (-400cp): A weapon with a supernatural being bound to it, such as an angel, demon, ghost, or something even more strange. These weapons can grant a caster abilities vastly different from their normal abilities, increasing versatility.

Dark Library (-600cp): A library containing vast collections of magical knowledge. Forbidden rituals, ancient spells, forgotten histories, and rare magical theories can all be found within its shelves. New magical knowledge discovered throughout your travels gradually finds its way into the collection. Can be found connected to your warehouse or any other structure you own.

Clergy

Symbol of Faith (-100cp): This sacred symbol reinforces your devotion and conviction whenever it is carried or displayed. Doubt, fear, and spiritual corruption find little purchase in your heart while it remains near. It also serves as an effective focus for divine abilities and miracles.

Reliquary (-200cp): A sacred container capable of storing spiritual, magical, divine, or otherwise esoteric energies, easily storing whatever energy comes from any item or being

crammed into it. These reserves may be drawn upon later to power abilities or rituals. The reliquary naturally prevents stored energy from degrading over time.

Blessed Weapon (-400cp): This weapon has been sanctified by higher powers. It strikes supernatural creatures with exceptional effectiveness, acting as a weakness to almost anything magical. Alongside that, it can manifest the domain of a Deity of the user's choosing, although this cannot be changed after it is chosen. Against undead, demons, and corrupted beings, its blows carry an almost righteous fury.

Sealed Armour (-600cp): A suit of armor designed to isolate the wearer from harmful external influences. Curses, corruption, toxins, possession, and powers from outside sources you do not accept find it difficult to penetrate their defenses.

Rogue

Shadow Cloak (-100cp): This cloak conceals your appearance and obscures identifying details. Witnesses struggle to remember your face clearly, even after prolonged interaction.

Ranged Option (-200cp): Choose a collection of ranged weapons suited to your preferences. Firearms, throwing knives, hand crossbows, repeating crossbows, or similar armaments are all valid choices. Ammunition replenishes gradually over time.

Quicksilver Weapon (-400cp): Crafted from supernatural silver, this weapon ignores many forms of resistance and immunity. Ghosts, spirits, monsters, and magical beings all find themselves vulnerable to its strikes.

Invisibility Flask (-600cp): A magically replenishing flask containing a potent invisibility potion. Drinking from it grants temporary invisibility that is difficult to detect through ordinary means. The flask refills completely each week. Can also get you sloshed if you want.

Racial Items

Light

Apartment (-100cp): A comfortable residence located in a reasonably safe area. It contains all basic necessities and updates itself to remain appropriate for future worlds. No matter where you travel, you'll always have somewhere to call home.

Wealth (-200cp): A notable amount of liquid wealth accompanies you. While not enough to buy kingdoms, it is sufficient to live comfortably and fund most adventuring endeavors. The exact form adapts to local currencies and economies.

Guild Hall (-400cp): A place where warriors gather, allowing you to get adventuring jobs and allies who can fight in any world. A headquarters for adventurers, mercenaries, and allies under your banner. It attracts skilled individuals seeking work, granting easy access to

notable fighters. The Guild hall building itself is a large building, staffed and able to service the mundane and magical needs of its patrons, and will be recognized as a fixture of the local and national society. Future worlds recognize it as a legitimate and respected organization.

Waygate Hub (-600cp): A large structure home to an array of portals down their own hallways, allowing travel to major metropolitan hubs that are allied with your faction or greater society. New locations can get their own portals through the construction of a smaller but similar building, and the source waygate hub will gain a new hall leading to it. This building is staffed and guarded by large, powerful golems made of stone and white quartz, each powerful enough to fight a mid-level adventurer, although they cannot stray too far from the Hub building.

Dark

Hideaway (-100cp): A hidden base concealed from casual discovery. Whether a cave, dungeon, manor, or underground fortress, it provides security and privacy for you and your allies.

Chains of Heaven (-200cp): These enchanted restraints tighten in response to resistance or escape attempts, inflicting pain and better securing their target. They are far more effective against strong beings than their physical appearance would suggest.

Not So Great Horde (-400cp): You possess a loyal army consisting of hundreds of weak monsters and lesser followers. Individually, they are unimpressive, but their numbers and devotion make them a formidable force. Fallen members are gradually replaced over time. By defeating monsters without killing them, you can recruit them to your horde.

World Giant Husk (-600cp): The corpse of an ancient World Giant, a colossal race of beings that stand twice as tall as mountains. This corpse can walk and fight rather slowly, but its main draw is its ability to spread the power of its owner's magic as corruption over the land it walks over. Its cadaver is a massive infection of you on the land.

God

Holy Emblem (-100cp): A symbol representing your divine authority and domain. Worshippers carrying it find it easier to receive your blessings and guidance. Its presence subtly spreads awareness of your existence.

Divine Relic (-200cp): An artifact intrinsically tied to your nature as a god. It amplifies your divine abilities and serves as an anchor for your influence in the mortal world. As your power grows, so too does the relic.

Unbound Vessel (-400cp): A specially prepared object, body, or construct through which you may act directly. A mortal that wields this item can be possessed and taken over through your power.

Temple of Corruption (-600cp): A temple devoted to your worship. This place is staffed by loyal, devoted acolytes to your religion, following your tenet above anything else. This holy ground represents a space where your divine power is unshackled and uncontested by other powers in the world. Bringing mortals into this place can corrupt them, altering their minds, bodies, and abilities to your will and domain.

Companions

Import (Free x3/-50cp): Import or create a new companion. They gain 800cp to spend as they please on Origins, Perks, and Items. They may take drawbacks. New companions' appearance and personality are yours to decide. You have three free imports representing your starting party.

Canon Character (-50/200cp): Unlocks a slot to choose a canon character to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain.

Expy Companions (-50cp): These characters may be similar to someone you might know. They will not appear in the world unless you purchase them. They gain the same benefits of an import, or can give up that and gain an approximation of their powerset at the level of a mid-tier adventurer.

Drawbacks

Not a Looker (+100cp): You are noticeably unattractive by local standards. People tend to form poor first impressions and are less inclined to view you favorably.

Unrefined Taste (+100cp): Your preferences and habits are considered crude or embarrassing by polite society. Nobles, merchants, and other social elites frequently and vocally look down upon your behavior.

Clumsy (+100cp): Accidents happen around you more often than they should. You stumble, drop things, and occasionally find yourself in embarrassing situations through no fault of your own.

Dimwit (+200cp): You never learned how to read and struggle with academic pursuits. Written information becomes difficult to access, forcing you to rely on others for knowledge.

Shifty (+200cp): You have a shifty vibe; people instinctively suspect your motives and honesty. Even when telling the truth, convincing others can be an uphill battle.

Enslaved (+300cp): You begin bound by a magical slave contract. A capitalistic Gnome employs you with a backing of this contract, letting them track you, send messages, and kill you if the need arises. Work hard for your new boss.

Permanently Homeless (+300cp): You cannot own, inherit, or permanently claim property during this jump. Unfortunately, you cannot live in your warehouse permanently. Maybe just on weekends.

Rotten (+400cp): The influence of the Rot clings to your soul and body. Corruption follows you, attracting suspicion from allies and interest from dark forces. You will gradually change into a more monstrous, decaying form, emblematic of the great enemy of all life.

Enchained (+400cp): You begin the jump incarcerated in the prison island. Being trapped in this brutal prison of slavers and victims limits anything you can do, and worse, in a year, this location will be the target of an attack by the forces of the Rot, a battle that will end with the prison falling into the sea.

Lonesome Road (+400cp): You cannot form a party or fight alongside a group for the duration of this jump. In every battle you face, you must do your utmost to win alone, without assistance. This may cause friction with good-natured people who just want to help.

Chosen of the End (+600cp): The Rot itself has taken notice of you. Its servants, cultists, monsters, and champions will actively seek you out throughout the jump. Whether it wants you dead, corrupted, or recruited, you can be certain it will never leave you alone since all these options end in chain failure.

Notes:

The world of this story is very implied rather than explicit, so fill in vague details on the mechanics of things like other realms and the details of the pantheons and such as you please.

Example Expys

Dragon Princess: A human princess with dragon blood, abused by her family, sold to a barbarian she trained under, and began leading a small group of them, along with her pet Dragons. A skilled leader, diplomat, and commander, decent fighter with an Axe, has some limited dragon power and can communicate with reptiles and similar monsters.

Punished Vampire (-50cp): Vampire Princess from a vile line, forced to serve under a Demon of brutality and violation. A heroic girl who wants to explore the world and its wonders and defeat her evil family.

Demon Fox (-50cp): A fox demon who has had a change of heart in his new life as a pretty boy, he's skilled in druid plant spells that are notably gruesome. He's intelligent, kind, serious, and observant of his friends. A real ride or die.

Paradoxical Light (-50cp): For a being of light, she's a pretty dark and disgusting person. Skilled at magic and miracles from faith in herself, she can gain power from faith like a deity, can fly, and her loneliness has given her a knack for creating strange technology like winged automatons in her own image.