

DOOM & DESTINY JUMP

(Version 1.0)



Welcome to the world of ***Doom and Destiny***, a fairly typical fantasy setting filled with swords, magic, evil wizards, righteous heroes, modern robots, and mad scientists... well, perhaps it isn't quite a pure fantasy world after all.

Anyway, according to a certain anonymous bald man in some tavern, the world's big bad villain, known only as *The Unnamed*, seems to be plotting something. In response to this incredibly "reliable" information, the people in power made the exceptionally "wise" decision to randomly summon heroes from other worlds and entrust them with the task of preventing the impending disaster.

You will arrive in this world at the same time that Johnny, Francis, Nigel, and Mike are summoned. Enjoy your next ten years in this world!

Gain 1000 CP

Origin

*You may freely choose your **age** and **gender** as long as it remains reasonable.*

Hero: You are a hero, one who will oppose evil wizards, slay ferocious dragons, rescue damsels in distress, or something along those lines. If you become famous enough, you might even gain your own fan club, or perhaps have an entire museum dedicated to your exploits.

Villain: You are one of the wicked souls who bring chaos to the world, opposing heroes, conquering kingdoms, and kidnapping princesses. Depending on your capabilities, you might be an obscure villain no one remembers, or an embodiment of absolute evil whose very name people fear to speak.

Game Master: You are the mastermind behind the scenes, belonging neither to the forces of good nor to those of evil. You will make both heroes and villains dance in the palm of your hand to achieve your own goals. You are the one who lurks in the shadows, manipulating events from the opening act to the final curtain call.

Location

Castle Town: The town where the main protagonists were summoned. It is home to numerous shops selling essential supplies and equipment for adventurers, and the monsters in the surrounding area are fairly weak. A perfect starting point for newcomers.

Small Village: This small village, tucked away in a remote corner of the world, is not particularly remarkable, except for the legends claiming that it hides clues to the mysterious Elven Town. If you're lucky, you may be able to reach that legendary settlement from here (before it's too late, I guess).

St. Moriaz: Perched atop Mount Moriaz is a town reserved exclusively for the wealthy. The people who live here are so rich that they literally throw money down the mountainside for entertainment. Hopefully you're well-off, Jumper, because this place isn't particularly welcoming to the poor.

Neo Sushi City (+100 CP): A city with a modern Japanese aesthetic blended with a touch of science fiction. Rumor has it that this place holds part of the secret behind The Unnamed's past. Since this location is normally unlocked midway through the game, the monsters inhabiting the surrounding area are extremely powerful. As such, I wouldn't recommend it as a starting location, Jumper.

Perks

General

Do&De System (Free)

You will receive a game-like system similar to that of the four main protagonists, complete with the following features:

Menu: You may access a menu interface that allows you to view information about yourself, including your level, attributes, skills, inventory contents, and more.

Inventory: You possess an infinite inventory. All items stored within it are kept in a static state, preventing them from deteriorating or aging over time.

Levels and Attributes: You begin at Level 1, with a maximum level of 99. You gain EXP by defeating enemies. Each time you level up, you receive 3 attribute points to distribute among your stats. There are four attributes:

- *Might:* Increases HP and physical strength.
- *Charisma:* Increases MP and magical power.
- *Dexterity:* Increases speed and evasion.
- *Grit:* Increases resistance to negative status effects and critical hit chance. In addition, it increases the amount of EXP you gain from all sources by a percentage equal to your Grit stat.

Power Points and Learning Skills: You gain 1 Power Point whenever one of your four attributes reaches the milestones of 15, 21, 28, 36, 45, and so on. Power Points are used to equip Skills stored within the system. You may store a

skill in the system by paying a certain amount of money to purchase a copy of it from someone capable of teaching that skill (with their consent, of course). Once the skill has been registered, you can spend Power Points through the Menu to equip it, allowing you to use that skill at a level of proficiency equal to that of the person who sold it to you. Equipping a skill costs between 1 and 3 Power Points, depending on its power. During this Jump, this method may only be used to learn combat skills belonging to your Class. In future Jumps, however, you may apply this method to any skill that you could theoretically learn through conventional means.

Classes: Choose one Class to begin with. You will gain the combat ability of a novice member of that Class, along with one basic Skill. The available Classes are:

- *Warrior:* Start with 15 Might and 10 in all other attributes. Gain the skill Power Attack.
- *Wizard:* Start with 15 Charisma and 10 in all other attributes. Gain the skill Magic Missile.
- *Ninja:* Start with 15 Dexterity and 10 in all other attributes. Gain the skill Sneak Attack.
- *Pirate:* Start with 15 Grit and 10 in all other attributes. Gain the skill Heal Bruise.

Enemy Drops: Enemies defeated by you will drop money and items appropriate to the world you are currently in.

If you wish, you may merge this system with any other systems you possess.

Help! I Can't Stop Thinking About Light Bulbs (200 CP)

Teaching others is normally a time-consuming and labor-intensive process. However, that doesn't seem to be the case in this world, where skill instructors can impart their knowledge in the blink of an eye. Now, you possess that same ability.

Whenever you teach a skill to someone, you may choose to have them complete the learning process instantly, granting them a level of proficiency in that skill equal to your own.

Keep in mind that this Perk only applies to skills that your student could theoretically learn through normal means given sufficient time and effort. As such, you cannot use it to accomplish things like teaching an ordinary person how to fly, or teaching magic to someone who possesses absolutely no mana whatsoever.

Sephiroth? No, That's Seffi (400 CP)

This is a world filled with references to countless forms of media, so encountering people who resemble fictional characters from entirely different works is perfectly normal. With this Perk, you can carry that phenomenon with you into future worlds.

At the start of each new Jump, you may select any number of games, novels, films, and other fictional works. This Perk will cause people resembling notable characters from those chosen works to appear throughout the world. They will possess appearances and personalities similar to the original characters, but their histories, circumstances, and abilities will be altered as necessary to fit the setting they now inhabit.

If you wish, you may also designate specific characters from the works you selected. This Perk will ensure that you encounter alternate versions of those characters at a time of your choosing. Furthermore, it guarantees that your first meeting with them will leave a favorable impression, giving you a good start to whatever relationship may follow.

Hero

We Got Kidnapped to Another World? Yay! (100 CP)

Being summoned to another world for a grand adventure may sound exciting, but leaving behind the comforts of modern life and starting over in a world full of dangers is hardly an easy adjustment. This Perk makes adapting to a new world far easier.

From now on, whenever you arrive in a new world, you will quickly become accustomed to the way it operates. Cultural differences will not overwhelm you, the loss of familiar conveniences will not bother you excessively, and you'll be able to decisively swing a sword at horrifying monsters even if, before arriving, you were the sort of nerd who didn't dare get close to a bug.

Within just a few days, you can integrate into a new world as though you were a native of it, or at the very least, adapt well enough to live there without drawing undue attention, even if the new world's values, customs, and worldview differ radically from your own.

Hero's Privilege (200 CP)

After granting Johnny's party the title of Heroes, King MacGuffin declared that they were free to take money and items from treasure chests found in the homes of ordinary citizens throughout the kingdom. From now on, you enjoy that same privilege.

Treasure chests containing money or useful items will appear randomly inside people's homes in whatever world you currently inhabit. Strangely, no one except you seems to notice their existence. You can easily distinguish these treasure chests from ordinary containers, and you may freely enter people's homes and take anything from them without attracting attention or suspicion.

Keep in mind that this protection applies only to treasure chests created by this Perk. If you decide to steal anything else, you should be prepared to face the consequences.

Slayer of The Amazing Bullman (400 CP)

Most of the enemies a hero must face are extraordinarily difficult to kill. They often possess convoluted mechanisms that protect their lives, bizarre weaknesses that must be exploited, or simply such overwhelming power that defeating them through direct confrontation can seem utterly hopeless.

This Perk exists to help you in exactly those situations. From now on, whenever you are faced with an enemy that you cannot defeat through straightforward combat, you will always be able to discover a viable means of overcoming them. Perhaps a mysterious spirit provides guidance on how to weaken the enemy's powers. Perhaps you stumble upon information regarding an item capable of countering their immortality. Perhaps a long-forgotten weakness or hidden vulnerability reveals itself at just the right moment.

Whatever the circumstances, there will always be a feasible path to victory. That said, "feasible" does not necessarily mean "easy." The stronger, more protected, or more absurdly powerful your enemy is, the more difficult, dangerous, and complicated the required solution is likely to be. This Perk guarantees that a way to defeat your foe exists and can be found, it does not guarantee that carrying it out will be simple.

Villain

Juda's Trustworthiness (100 CP)

Sometimes, getting close to a group of heroes and stabbing them in the back is far easier than facing them head-on. Unfortunately, earning someone's trust is not always a simple task.

As a seasoned villain, you know exactly how to behave in a manner that makes you appear as harmless and trustworthy as possible. Furthermore, for some reason, people who meet you for the first time will instinctively regard you as a trustworthy individual, even if your appearance, mannerisms, or even your name seem suspicious.

However, first impressions fade quickly. While this Perk can help you get your foot in the door, it won't protect you from the consequences of your own actions. If you don't want your true intentions exposed, you'll still need to act carefully and maintain the trust you've earned.

Benjamin's Strategy (200 CP)

The downfall of third-rate villains is often that they give the heroes far too much time to prepare while also providing them with countless opportunities to grow stronger. You, however, are not so careless.

You possess a special intuition that allows you to consistently devise plans well-suited to whatever situation you face when dealing with your enemies. You can accurately estimate how many subordinates are needed to ensure an opponent's complete elimination. You can determine the best time and place to strike in order to cause the greatest possible disruption. You can even identify the most effective actions to prevent your enemies from growing stronger in the first place.

The more information you possess about your targets, the more accurate and effective your decisions become. The only things capable of undermining your plans are unpredictable factors such as luck, coincidence, or interference from outside forces of which you are unaware. Even then, failure is rarely wasted on you. Every setback becomes valuable experience, allowing you to formulate new and even more dangerous strategies based on what you have learned.

The Unnamed's Knowledge (400 CP)

The Unnamed was a being of immense ambition. He seized and tamed the power of lightning, not to create devastating spells, but to breathe life into lifeless masses of metal, granting them the ability to accomplish feats beyond the imagination of the people of this world.

Through his questionable research, The Unnamed amassed a vast body of knowledge, something he proudly referred to as "Science." Now, you too possess a treasure trove of knowledge comparable to his own.

You know how to construct powerful combat robots, design apocalyptic weapons capable of reducing entire continents to ruin, and even create machines that manipulate space itself to establish connections with other worlds. Given sufficient time, resources, and determination, there is no telling what wonders, or horrors, you might be capable of creating.

Furthermore, to help you make full use of this newfound knowledge, this Perk grants you a perfect memory and increases your information-processing speed by a factor of five, allowing you to learn, analyze, and apply complex concepts with remarkable efficiency.

Game Master

Extremely, Extremely Mysterious (100 CP)

As someone who operates from the shadows, you understand the importance of keeping your activities hidden. You are an expert at covering your tracks and counter-surveillance, and you know how to plan your actions in ways that attract as little attention as possible. In addition, you can consciously suppress your presence, causing those around you to pay little to no attention to you. While not true invisibility, this effect can make you remarkably easy to overlook, even in relatively crowded environments. Finally, you gain a rather peculiar bonus whenever you wear a hooded cloak. While your hood is up, other people become unable to clearly see your face or recognize your voice, even if they are standing right next to you. No matter how closely they look or listen, they will find it strangely difficult to identify you.

The Puppet Master (200 CP)

A skilled puppeteer knows how to make the most effective use of their puppets. You possess a remarkable talent for reading people, allowing you to gain a deep understanding of a person's character, motivations, and desires after only a short period of observation.

You are also an expert negotiator and manipulator, capable of presenting offers and bargains that others find difficult to refuse. As long as a person possesses ambitions, desires, or aspirations, you can identify and exploit them to your own advantage with exceptional efficiency.

Furthermore, this Perk ensures that those you manipulate or make use of will not automatically become hostile toward you because of it, provided that your actions do not seriously endanger their lives or the lives of those they care about. They may realize that you benefited from the arrangement, but they are unlikely to harbor significant resentment so long as the outcome does not cross their personal lines.

Doom and Destiny (400 CP)

Through his cunning, Emperor Destiny deceived and overcame death itself. Yet he is not the only one to have accomplished such a feat. You have achieved it as well, though in a manner entirely different from his.

For reasons of your choosing, it seems that a being who embodies Death itself has become attached to you. Perhaps it is friendship, perhaps love, or perhaps something else entirely. Whatever the case, this entity considers you an irreplaceable part of their existence and has chosen to share their immortality with you. From this point onward, you possess an immortal body. You are immune to all diseases, will never age past your physical prime, and can recover perfectly from any injury given enough time. Should you die, you will immediately be resurrected beside this entity, restored to perfect condition and freed from any negative effects or afflictions that burdened you before your death.

The only way to permanently kill you is to kill this entity first. Fortunately for you, that is an extraordinarily difficult task. As the embodiment of Death itself, they are exceptionally hard to destroy.

Because of the bond between you, this entity becomes a special Companion. They may be imported into future Jumps for free, even in Jumps that do not normally provide Companion Import options. In addition, they receive 500 CP to spend in each such Jump.

Their immortality will continue to scale alongside the worlds you visit in the future. In any given setting, they can only be meaningfully harmed by the most powerful attacks available in that world, and even then, they can withstand dozens of such attacks before finally being brought down.

You may freely determine this entity's appearance, personality, and backstory.

Items

*Jumper has **300 CP** to spend in this section only. The items will retain all upgrades applied to them. Items in the form of buildings or territories will be attached to your Warehouse after the Jump ends, and you may choose to import them into the worlds of future Jumps if you wish.*

Basic Stuff (Free): You receive a set of clothing appropriate to your Origin, a set of good-quality basic weapons and armor, a highly detailed world map, enough Golz to cover a week's worth of expenses, and all the necessary documents to prove that you are a lawful citizen of the place where you appear.

Food/Water Ration (100 CP): A small basket containing four portions of food and drink, enough to provide a hearty meal for four people. Whenever a portion is consumed, it restores 25% of the consumer's maximum HP and MP. Each time you close the basket's lid, all consumed food and drink are replenished.

The basket preserves its contents through magical means, so you never have to worry about the food spoiling. Furthermore, you can change the type of food and drink contained within by placing your hand on the lid and thinking about what you want. Regardless of your choice, the food and drink will always provide complete nutrition and will never have any harmful effects on your body.

Handbook (100 CP): A small notebook with a red cover, identical to the one Johnny's party read at the beginning of the game. At first glance, its contents seem rather unimpressive, consisting of nothing more than an explanation of the rules governing the Doom & Destiny game system.

However, you should not underestimate it. The book's true value lies in the fact that it grants the **“Do&De System”** Perk to anyone who reads it from beginning to end. For some reason, anyone who touches the book is capable of reading and understanding its contents, even if they have never encountered the language in which it is written before.

Giga Magic Potion (100 CP): The ultimate magical healing potion, the kind of item that heroes keep gathering dust in their inventories until the very end of the game because they might need it even more for some future emergency.

This small vial can instantly heal any injury suffered by the drinker, including the loss of limbs. You begin the Jump with four vials of this potion, and gain one additional vial every week thereafter.

Placebo (100 CP): True to its name, this white pill contains no medicinal ingredients whatsoever. Yet through some miraculous quirk, it can cure anything that would be considered a negative status effect. This includes curses, diseases, congenital defects, and even things like zombie viruses or similar afflictions.

You begin the Jump with four of these pills, and receive one additional pill every week thereafter.

Vehicle (200 CP): A special mode of transportation capable of transforming between three different forms: Boat, Ship, and Hot Air Balloon. This allows you to travel with ease across rivers, oceans, and even through the skies. You may summon it from nowhere and dismiss it back into storage at will.

Phoenix Feather (200 CP): A feather from an immortal bird, imbued with the power to reverse death itself. You can resurrect the dead by rubbing it against the soles of their feet. Though, to be honest, that isn't actually necessary, you merely need to bring the feather into contact with the remains of the deceased for its resurrection power to take effect.

This item can revive any dead creature, provided that at least some portion of its body still remains to be touched by the feather. You receive a new Phoenix Feather every week.

Philosopher Beer (200 CP): A peculiar stone capable of producing bottles of beer in exchange for a certain amount of money. The beer created by this stone is so delicious that it can impress even the most demanding connoisseurs. In addition, each bottle restores 50% of the drinker's maximum MP.

Stat-Boosting Items (400 CP): You receive a small box containing one Mighty Apple, one Charismatic Grape, one Dexter Broccoli, and one Gritty Cheese. Each item is unimaginably delicious and grants a permanent +1 increase to its corresponding attribute (Might, Charisma, Dexterity, and Grit, respectively) when consumed.

These attribute increases apply even if you have already reached the Level 99 cap. You receive a new box containing all four items every week.

Magic Ring (400 CP, Discount for Hero): A golden ring adorned with four gemstones colored red, blue, green, and yellow. This ring increases all four of the wearer's attributes by 50% and grants four special abilities.

First, it increases the damage of the wearer's attacks in proportion to the amount of HP they have lost.

Second, it reduces the MP cost of all MP-consuming abilities by 25%.

Third, whenever the wearer successfully dodges an attack, their speed is tripled for the following three seconds.

Finally, whenever the wearer lands a critical hit, the damage dealt by that critical hit is doubled.

Castle (400 CP, Discount for Villain): A replica of The Unnamed's castle. It comes fully equipped with every facility one would expect, including a throne room, kitchens, living quarters for soldiers and servants, storage areas supplied with an infinite stock of basic necessities, and much more.

The castle is protected by a loyal army of knights, mages, and Bishops, while a staff of skilled maids and butlers ensures that everything runs smoothly.

Beneath the castle lies a laboratory staffed by several dozen talented scientists, all eager to assist you with your research projects.

Summon System (400 CP, Discount for Game Master): A summoning system composed of four Crystals and the legendary Flux Capacitor Hourglass.

Once every five years, you may activate this system to summon up to five individuals whose appearance and general personality traits match your desired criteria. They will naturally be inclined to view you favorably, and for some reason, none of them will have any desire to return to their original worlds.

If you possess Perk *"Sephiroth? No, That's Seffi"*, you may instead choose to summon specific fictional characters. These may be taken either from their canonical timeline or from an alternate version of your choosing. However, they will lose all of their special powers upon being summoned.

Anyone summoned through this item is automatically granted Perk *"Do&De System"*.

Companions

Jumper has 100 CP to spend in this section only.

Import (50 CP per): You can import one of your companions or create a new companion for 50 CP. They will receive an Origin and 500 CP to buy Perks and Items.

Canon (Free): You can take any character from this world as a companion, as long as you can persuade them to join you.

OC Companions: If you choose any of them, you will meet them shortly after arriving in this world. You may freely design their gender, appearance, and personality. These companions tend to get along well with each other and with your other companions.

Legendary Elf of Courage (50 CP): A wandering Elven warrior who carries a medal formed from two pieces of an artifact they call the Bi-Force. They wield a magical sword that shines with a blue light and deals increased damage to evil beings, an indestructible shield, and a boomerang that always returns to its user's hand no matter how many obstacles it collides with during its flight. For some reason, they believe that you are their destined prince or princess and have decided to accompany you on your journey so that they may protect you along the way.

Fantasy Warrior of Finality (50 CP): A talented swordsman and a master of fire magic. They also possess the ability to transform into a gigantic monster wreathed in hellfire, though the transformation is extremely exhausting and cannot be maintained for long. From the moment they first meet you, they find themselves strangely drawn to you, claiming that you remind them of a younger sibling they lost long ago. With no remaining family or close friends, they choose to travel alongside you in order to once again experience the warmth of a meaningful human connection.

Drawbacks

Extended Stay (+100): You will remain in this world for an additional 10 years. Can be purchased multiple times.

Cursed Name (+100 CP): Your name has been cursed. However, unlike The Unnamed, no lightning bolts will strike anyone who speaks it. Instead, your name will be transformed into a random word whenever someone tries to say it aloud. Fortunately, this curse does not apply to written text, so at least you won't have to worry about running into problems when filling out paperwork.

The Unsung Hero (+200 CP): For some reason, any heroic deeds you accomplish during the duration of this Jump will go unrecognized by the people of this world, except for those who personally witnessed them. Good luck proving that you actually completed a job in order to collect your reward, Jumper.

Dr. Crazio (+200 CP): A mad scientist calling himself Dr. Crazio has declared you his archenemy. On average, once a month, he will show up to attack you with whatever bizarre weapons he has invented. Somehow, his creations are always powerful enough to pose a challenge, yet never so powerful that they vastly outclass you. And no matter how thoroughly you defeat him, he will always manage to escape, only to return and challenge you again another day.

Darkest Destiny (+300 CP): Emperor Destiny and The Unnamed have become aware of your existence. Destiny considers you a threat to his eternal life and has issued a worldwide bounty for your capture. The Unnamed is not hostile toward you, but he sees you as an unpredictable variable and will avoid becoming involved with you at all costs. Say goodbye to a peaceful life, Jumper, at least until Destiny is finally defeated.

Power Loss (+300): You will not be able to use any powers or items from outside this Jump while staying here. You also cannot access your Warehouse.

Scenario

Dragon Orbs

Legend has it that six Dragon Orbs are scattered across this world, and whoever gathers them all will obtain unparalleled power... or maybe not. Either way, that hardly matters right now. What does matter is the map currently in your possession, which roughly marks six regions where the Dragon Orbs may be hidden.

Your task is simple: find all six Dragon Orbs and bring them together in one place. Of course, the locations marked on the map are anything but safe. Each is a dangerous area filled with high-level monsters, so make sure you are properly prepared before venturing there.

Reward:

The real reward is the experience, money, and treasures you find along the way... Just kidding. It would be rather unfair if you went through all that trouble and received nothing for it.

Once you have collected all six Dragon Orbs, every point of EXP, every coin, and every item you obtained from the moment you found the first Orb until the moment you found the sixth will be multiplied by four. This applies even to unique items that normally exist in only a single copy.

End

10 years have passed. What will you do next?

- **Proceed to the next Jump**
- **Stay here**
- **Go home**