



Generic Betrayed Protagonist Jump

v1.0

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Hi there, Jumper! Welcome to *Betrayal World*. The setting of this world is stereotypical, almost boilerplate fantasy, but in this world, there's a lot of betrayal as well. There must be something in the water though, because in this setting people who get betrayed tend to either HAVE hidden layers to their powers or get hidden layers to their powers as a result of the betrayals they endure and overcome and they invariably get back at the assholes who betrayed them in the first place. Karma, friends, it matters. Enjoy the next decade in this rather untrustworthy place.

Take **1000 Betrayal Points** to fund your adventures.

Starting Location

Roll a **1d7** to determine where you start; otherwise, pay 50 BP to choose your Starting Location.

Tavern

Ah, the perfect place to recoup after a difficult battle. Or the right place to drink your sorrows away. This small tavern is well-known among adventurers.

Chapel

A holy and pristine place, and one where many betrayals can happen. The goddess worshipped in this chapel is merciful, but her priestesses and nuns can be quite cold-hearted.

Battlefield

A pitched battlefield. Any betrayals here could be devastating.

Deep Inside A Labyrinth

Labyrinths. These naturally occurring structures, in this world at least, are the birthplaces of monsters and are thus filled with danger even for powerful adventurers. Be careful, jumper, or else this place could be where your chain ends.

Camp With Your Friends

Ah, so you're out on a quest, are you? Or maybe you're just traveling from one town to another? Either way, this is sure to be an eventful camping trip... Maybe sleep with one eye open?

Demon Lord's Castle

Is this place the heart of the world's wickedness or merely the home of one of a thousand squabbling politicians? That said, one way or another, a potent betrayal is about to happen here...

Free Pick.

You are free to choose where you choose from the available options.

Age and Gender

You need to roll your age using **1d8+18**. By default, your gender is whatever you were previously, though you can also change your gender for free for the duration of this jump.

Origins

Betrayed [Free]

Ah, so you've opted to be a *Protagonist*. Bold choice, given the themes and tropes at play in this world. You will begin this story in the immediate aftermath of a significant betrayal. On the lower end this could be something as small as getting kicked out of the hero's party (*Banished from the Hero's Party, I decided to live a quiet life in the countryside*), or if you're unlucky being murdered altogether (*The Betrayed Hero who was reincarnated as the Strongest Demon Lord*). One way or another, though, fate will conspire to have you overcome the danger this massive betrayal puts you in and give you a chance to karmically overcome those who benefited from your work and labor and hung you out to dry.

Betrayer [Free]

Oh, so you're the *Betrayer*? A curious decision, but there'll always be someone seeking more and more and who does undeserved harm to others. I sure hope you have the power to overcome the karma that could very easily come your way if you aren't careful.

New Friend [+200 BP]

No one is an island; even the greatest heroes and darkest villains have friends and subordinates. You are not the villain or the protagonist of this story, but a friend of someone who got unfairly betrayed. Somehow, they'll come to trust and even rely on you, and perhaps you'll be able to repair their broken heart.

Someone of Worth [200 BP]

Oh? This is interesting, you're not a normal member of this world at all! You are something *else*. You could be a member of a rare species, which is what this defaults to sans perks, but with the right perks, this can easily snowball into making you truly someone special.

Perks

Origins get their 100 BP perks for free, and the rest are discounted to 50%.

General [Undiscounted]

Betrayal Sense [Free]

This is not infallible, but for free and by virtue of coming to this jump, you're awarded a keen, specifically keyed, sort of empathy; you are far better at detecting betrayals before they happen, and you're also a bit better at enduring the betrayals that don't catch you off guard.

Class [One Purchase Free, Subsequent Purchases 100 BP]

Ah so you're a fan of the classics? Understandable. By selecting this perk you gain a slate of small buffs to your physique and a few basic, but decently impressive, abilities keyed to a certain adventurous career, though nothing as fantastically potent as "Hero", "Sage", or "Demon Lord", but other, smaller classes are certainly doable. You can select things like "Assassin", "Warrior", "Monk", "Warlock", all with ease. These abilities do grow in power as you grow in experience, and they can become quite potent if you survive and use them long enough. They grow at a faster rate when you actually use them than when you merely possess them.

This doesn't have to be a *Class* in the D&D sense, if you'd rather this setting not operate with so many LitRPG mechanics. It can instead refer to a slate of skills that are thematically linked, such as a "Fighter" having an impressive level of expertise with a range of weapons, a finely honed danger sense, and the ability to recover from damage by taking a split second to catch your breathe, all of which deepen in potency and utility over time rather than explosively as classes seem to.

This perk is intended to be an introductory perk that is built upon by certain other perks in this jump, hence why one purchase of it is free. Hero, Unique, Foreigner, and Someone of Power are perks that offer options not available to this perk. All of the capstone buffed perks in this jump also offer unique classes.

Retribution [200 BP]

Your journey has "marked" you... "terribly" "marked" you. At least, that's what you're going to tell anyone who asked. Yeah, this is your edgy excuse.

You have a 'curse', 'wound' or other issue that's trivial, but will be treated as serious. Not only can you use this as justification to do terrible things in pursuit of your revenge or to justify extreme actions or even atrocity, but people and even Karma itself will be inclined to accept it as a legitimate and understandable excuse.

Define what exactly happened to you, and how it's left you marked. It could just be scars, or maybe it changed you into some kind of monster (though if there is any *value* in that transformation, it has to come from other purchases - it specifically *can* be used to launder alt-forms, perks, and powers from other worlds, giving you an excuse to have them). It could be something else.

The world will conspire to give you opportunities to leverage your tragic backstory - letting you do things like delay 'dying in a fight' as you pull everyone into a flashback (giving yourself time to recover), rally people to your cause, or force people to stand around and debate your tragedy rather than work against you.

That said, this is as often the territory of the villain as the edgy hero - even if the world forgives you, it doesn't mean people won't stop you and kill you. They'll just do it more ineffectually while giving you respect you don't really deserve.

In future jumps you can add such a fate to your backstory, or 'trigger' one to happen to you if it's at *all* possible, which will leave you similarly marked and 'excused' for the rest of the jump.

Impressive Power [200 BP]

What is your impressive power? Are you an archer whose arrows can split and multiply in mid-air and hone in on targets? Are you an incredibly impressive blacksmith? A mage with the potential to learn every spell who can copy a spell they see in the middle of battle? This perk allows you to give yourself all kinds of powers, and they'll have the ability to grow with hard work and dedication. You can purchase this perk more than once, if you wish, giving yourself more than one power.

Power Of Karma [400 BP]

This is a Capstone Booster

You intuitively understand and sense karma, though this refers to the Western understanding of the concept. You can, with a glance, determine someone's moral character, are keenly aware of your own moral character, and possess striking knowledge of tropes and narrative conventions related to morality and karma. Additionally, you possess karmic power, which subtly enhances you when you behave in ways that align with your karma (which, if you wish, can be reset at the start of a jump). This means that heroes, at least those who are heroic on the inside even if their heroism isn't recognized by others, get boosts to their efforts to be heroic and find that their heroism is a bit harder for their foes to undo, while villains find their villainy to be more effective, intimidating, and harder for others to resist.

Foreigner [400 BP]

Oh you're a *Foreigner* and in this kind of story? That has some interesting implications. This perk makes you an isekaied individual, one who was born in another world and arrived here somehow. This trait comes with its own slate of boons, namely the *cheat* ability you now possess.

You possess a single "Cheat" type ability of your choosing, something that first awakens within you the moment you realize your true nature (When you first appear in this world). This cheat ability can be something incredibly strong, like unlimited magical power, freeform magic, incredible (castle-crushing levels) strength, or a super powerful instant-death spell (though in this case there has to be some kind of meaningful limitation, such as only being able to use it once per day, only being able to use it once someone has harmed you, etc.). There is also a secondary gimmick to this power, one that is worth understanding.

Each foreigner's cheat ability can grow in potency. The exact mechanics for this growth depends on a combination of your origin and your personality, but in essence when you lean into your karmic nature, be it as a betrayer, as a healer, or as something else your cheat grows subtly stronger, and when you use your cheat in line with your karmic nature your cheat grows noticeably stronger for it (such as being a healer and using a powerful magic amplifying cheat to heal more people at once or to dramatically save someone's life, while also being heroically inclined).

This perk also cements your nature as an *Outsider* and gives you subtle but powerful protections. Things that negatively target you based on your bloodline, species, and the like; big macro-traits you can't control, no longer work on you. Additionally, you are seen in a more positive and friendly light by other foreign beings, and you can understand and empathize with them (and they can understand and empathize with you) far more easily.

Betrayed

Enduring [100 BP | Free for Betrayed]

A common trait for protagonists in these kinds of stories is a level of resilience and willpower that surprises other characters. You now possess this same trait and are blessed, or cursed, maybe, with a stunning level of tenacity and pain tolerance. Your foes will come to fear your staying power, and your smartest enemies will know better than to challenge you to battles of attrition.

Solitary [100 BP | Free for Betrayed]

Betrayal has left you hurt, and you, understandably, may want to be alone for a while. Sadly, not everyone has the skills to survive on their own, or even in suboptimal conditions; particularly pampered nobles and those with great amounts of power who tend to get spoiled by luxury and the comforts of wealth and civilization. You are different from them and have the endurance, skills, and reputation to be able to live by yourself with ease and even relative comfort if you work to improve the meager housing you can create in minutes or even hours. You are remarkably good at doing things alone, able to do the work of multiple people if you sit down and put your all into something you're doing. With this, you could build a small cabin in hours if you had the resources, and if you put your back into it, you could turn that tiny house into a nice home in a matter of days.

True Nature [200 BP | Discounted for Betrayed]

When you are yourself, for better or worse, your best personality traits tend to come through and become readily visible to those observing you. People who resonate with your true nature are more likely to find you and befriend you, and over time, even those with reasons to distrust you can overcome those initial impressions and begin to view you as a friend. Or something more. This also serves as a credibility booster so long as you're telling the truth, making people see the sincerity of your words. This alone won't sway the people most attached to lies they believe in, but it can easily sway people on the fence, and if you have credible evidence along with a truthful accusation, you'd be surprised at the number of people who come to accept what you're truthfully telling them.

Depths [200 BP | Discounted for Betrayed]

Pick a power that'd make you a valuable member of a party or organization, such as the skills to lower the damage done by an attack or an incredible level of offensive power. You now possess this power. But this goes further than that. There is a depth to you, a level of profundity to your powers, abilities, and skills. It's possible that you were once the lynchpin of a party or group of adventurers and had a chance to show off your powers. Your powers grow, and their growth is organic and keyed to the sort of life you're living, whenever possible. If you want to explore their depths, you need to live a full and fulfilling life and embrace the world. Every meaningful experience, even those that hurt you, gives your powers room to grow and increase their depths.

Remembered [400 BP | Discounted for Betrayed]

Your little actions have a curious ripple effect. Sometimes, it's as simple as you doing a small kindness that has an outsized impact on the person; other times, it's you dramatically swearing to take someone on as a student and whip them into shape. Your

small actions, when you want them to, can have a powerful ripple effect that reverberates and eventually results in something powerful and meaningful. And this effect can be even stronger when it is applied on a larger, more impact scale. When it matters the most, your actions will reward you, and the goodwill you've created and spread will find a way to matter, rewarding generosity, heroism, and compassion. And you'll never want for friends, so long as you are kind, thoughtful, and heroic, even when you're also rude and gruff. Your heart is in the right place, and other people see and feel that.

Buffed By Betrayal [600 BP | Discounted for Betrayed]

Betrayals happen. It's a part of life as a member of a social species of independent people and disparate societies. And betrayals hurt. Sometimes they hurt a lot. But from time to time, people find ways to grow through betrayal and to overcome the trials and hurdles that betrayals put in their way. You are... Well, frankly, you're supernaturally good at overcoming betrayals and at surviving them. Betrayals always result in you discovering new, important, and powerful facets of yourself, your skills, and your powers, and you become more in-tune with who you're meant to be and who you want to be when you get betrayed and have to deal with the consequences of someone's disloyalty and reckless ambition. You always grow when people betray you, with you having the opportunity to expand your power's utility, strength, range, and scope whenever someone betrays you, with the sort of betrayal influencing the nature of the growth you're about to experience, tinting the nature of the growth. You also retain these growths even when the betrayal has been both resolved and righted, meaning each betrayal you overcome pushes you closer and closer to OPness. This works even if you don't know the betrayal is happening, and this can be a curious way of learning a betrayal is underway if you realize you're growing and aren't actively seeing the direct consequences of the betrayal in real-time.

Karmic Avenger [Capstone Boosted]

You have a special talent when it comes to righting wrongs. While this is strongest when it comes to righting wrongs against you and those you care about, you are a powerful revenge-seeker, able to make all sorts of miracles happen in battles against those who've wronged others. All of this is encapsulated in the *Avenger* class. Your class features are described below.

Against you, the more harm to other people someone has done, the more evil they're responsible for, the more their ambition has harmed and destroyed, the weaker they are, and the stronger you become. While this effect is heavier when the evils they've done have personally affected you, you are karmic justice's embodiment against the wicked and the treasonous, and even someone you've never met who is facing you in battle minutes after learning who you are will feel the effects of your power, and feel their sins crawling on their back. You also have a faint sense for the wrongs evildoers, particularly betrayers and plotters, have done and as you exchange blows with them you come to learn the depths of their treason (and when you choose to reveal these bits of treason to those affected they will be far, far more inclined to believe you even without further proof but if you have independent proof they'll believe you and accept that they've been betrayed.).

Betrayer

Ambitious [100 BP | Free for Betrayer]

You are a skilled opportunist and a masterful schemer. Perhaps most dangerous, though, is that you are uncannily good at taking advantage of opportunities and using them to seize the day in a way that leaves your enemies reeling. You won't hesitate when the time comes, dear jumper.

Social [100 BP | Free for Betrayer]

You have a bubbly, charming personality and are capable of skilled sociality. Expect to be the leader of any parties you form or join, and also be ready to have plenty of admirers if you opt to make yourself the face of any parties you lead. This is also an appearance booster, making you at least an 8 out of 10 in terms of looks.

Actor [200 BP | Discounted for Betrayer]

You are a frighteningly talented actor, capable of fooling even magical forms of lie detection, and you can easily convince people to do your bidding, as well as that you are a noble, heroic, kind soul. You are stunningly good at convincing people to relax and lower their guard, and people find it easy to open up to you.

"Protagonist" [200 BP | Discounted for Betrayer]

You are the star of the show... right? Surely you must be. You have a natural ability to lead others, and when you embrace this, you rise to the occasion, growing as a leader and a powerhouse of charisma. You also keenly sense other people's talents and can tell what they'd do in a given situation, allowing you to manipulate other people and place them appropriately for a given objective. People see you as a natural, skilled leader, at least until you screw up.

Hero [400 BP | Discounted for Betrayer]

You possess a shining aura of righteousness and a curious suite of holy powers, especially ones that make you well-suited to healing people, getting holy weapons, earning the respect and support of various spirits and gods, and fighting monsters of various sorts though with a special emphasis on fighting demons, the undead, and the unholy. **This grants you a class named "Hero" which succinctly describes all of that.** This tremendously powerful class gives you remarkable clout, makes you an incredibly skilled warrior against dark forces, and enhances various facets of your leadership skills, particularly your ability to lead small groups, "Parties", in assorted contexts such as adventuring and battling.

Foul "Friend" [600 BP | Discounted for Betrayer]

You are an insidious little snake of a person. You have a powerful sense for when to betray people, knowing the exact right time to initiate a surprise betrayal to get the drop on someone and to inflict the most harm of any sort. Not all successful betrayals end in someone being killed, after all, so it wouldn't do to limit this perk to violent, bloody betrayals. You intuitively know how to harm people, emotionally, spiritually, socially, and professionally; you know it all. The closer you are to someone, the more you understand how to mess them up with a well-timed heel turn, and beyond that, the closer you are to them, the more damage you become able to deal when you betray them. You're a dangerous foe, but you're an even worse friend. You also experience dramatic bursts of

growth in your powers whenever you betray someone. The more intimately and severely you betray someone, the greater the growth of your power you experience. The sort of betrayal you inflict on someone, and how close to them you were before your betrayal, color the nature of the growth your powers experience, with simply intending to murder someone providing a direct and plain boost to the strength of your powers while something more complex like stealing an idea from them will cause the boost to become more utilitarian than focused on biggatons.

Karmic Killer [Capstone Boosted]

Your knowledge of karma mixed with your willingness to be absolutely terrible has transformed your nature as a bad friend and made it something altogether more intense. You are the *Betrayer* a secret class, which exemplifies all of these abilities and outlines them in detail. This class cannot be detected by others, even if they have abilities and technologies that outline things like classes.

You are now blessed with the power to be horrendous in battle, a true nightmare that shatters plot armor, defies destiny, and ignores luck. Your hateful powers have given you the ability to ignore narrative ideas and conceptual silliness meant to protect people from gruesome fates. You are a walking fate crusher, able to ignore any sort of nasty narrative protections and plot armor your foes may wield, even and especially if they do not know about the protections. This bleeds through and buffs your plans and plots, making them more resistant to narrative goofiness messing them up, though this is only operating at maximum effectiveness if you sit down and do the work needed to protect your plans rather than if you lazily assume this'll keep the weight of plot off of your plans. You also deal much more harm to those who have strong karmic alignments, be it for good or for evil, and the more you know about someone, the worse your attacks are against them, as well as the less harm their attacks do to you.

New Friend

An Opportune Encounter [100 BP | Free for New Friend]

You have an uncanny knack for something a bit strange. You enter people's lives when it matters the most. There's a strange feeling you get when you are in the presence of someone who needs you, and somehow you know how to make an impression and how to make a difference in that person's day. In some ways, this perk is an impression creator and enhancer, and it doesn't solve a lot of relationship stuff, but it's a great first step that will allow you to be there when it matters and to have the courage to say hello.

Skilled [100 BP | Free for New Friend]

You are impressively skilled in some way. This won't put you on par with a *Betrayed* or *Betrayer* in their area of expertise, but you are no slouch at something impressive in its own right. It's true that not everyone can be protagonists, but you don't have to settle for being just another citizen, you can be skilled enough to matter in your own right in an area you pick, from making the best damn meals on this half of the continent to being a remarkable historian, to being the fastest scout in the continent. You can and will matter in your own way, even if you pale in comparison to one of the real titans.

A Person's Truest Self [200 BP | Discounted for New Friend]

Somehow, people invariably show you their real selves. This could be you happening to overhear someone seemingly kind-hearted scheming, or you stumbling across a gruff outsider's efforts to feed a stray dog, revealing their compassion and empathy. Schemers and plotters cannot win around you, not for long, at least.

Support [200 BP | Discounted for New Friend]

The friends of the betrayed people in these stories are never the protagonists, but they do matter. Sometimes, they even matter beyond being emotional support! You are adept at teamwork, and you understand how to support others to allow them to truly shine both in battle and in peaceful interactions and exchanges. With you, teamwork is a breeze.

Matters of the Heart [400 BP | Discounted for New Friend]

You have an unearthly level of empathy and compassion. If making friends were an Olympic sport, you'd be a gold medalist. You can see the heart of all things, allowing you to understand other living beings and also giving you stunning skill when it comes to befriending them. If something has free will and some degree of intelligence, you can figure out how to befriend it, and you are a very good therapist able to help people overcome their emotional hang-ups.

Growth [600 BP | Discounted for New Friend]

The biggest issue with many of the supporting characters in these kinds of stories is usually that they lack personal power. A common idea and arc in betrayed protagonist stories is one wherein the protagonist's friends undergo intense training and become stronger, becoming strong enough to at least support the protagonist. You are a master of these kinds of arcs and possess an impressive wellspring of potential, such that you could eventually stand alongside the protagonist as an equal and worthy ally. You have the potential to reach the heights of power wielded by dazzling heroes and dreadful demon lords, but it will take time and training. Your powers are receptive to being

honed, heightened, and sharpened, and are incredibly able to adapt to the training you undergo, especially when you are being taught by someone else. Your powers grow in ways that reflect both the training you do and the teachers who pass their skills onto you.

Karmic Cooperation [Capstone Boosted]

Your growth has changed and been mutated by your understanding of karma. Now you are a karmic multiplier, and when you are involved, karma matters more. Your involvement and cooperation amplify the effects of karma, making those with pure hearts who are doing pure things be aided and bolstered by fate, while those with negative karma and dark hearts feel their power growing when they work with you to achieve dark ends. You make the powers of others more effective, cheaper, so long as you are working with them. This power also works in reverse, making the powers of those you are not cooperating with and are fighting against less effective, more expensive, and altogether harder to use, the more out of sync your karmic alignments are.

This gives you the *Support Master* class, which skyrockets the effectiveness of each of your efforts to help those in your party. You are an incredibly talented support, and you can potently buff the efforts of other people, especially your friends, family, and loved ones of any sort, and while you are empowering them even impossible acts become possible (albeit still incredibly difficult, unless you are all in karmic alignment and doing something in line with your values). The power of karma is in your hands, if you'd just use it.

Someone Of Worth

Unique [100 BP | Free for Someone of Worth, Only Purchaseable By Someone Of Worth]

This perk allows you to give yourself a non-human form and nature for the duration of this jump. By itself, you can't use this to become an omnipotent deity or a primordial dragon, but you can give yourself a standout nature. Perhaps you ARE a young dragon who was injured and made a new friend, or you are an elemental spirit of a small forest. You have a notable nature that promises to give you power as you age and mature into someone more notable, a sort of... *Growing* alt-form that has immense potential. This could even be something like you being an angel of a god of reincarnation, or the long-lost child of the demon lord.

Valued [100 BP | Free for Someone of Worth]

People understand and value you. You are both an up-and-coming leader of a community and someone that people would fight to protect and defend. You inspire both loyalty and protectiveness in your followers, neighbors, and allies, and people fight for you. While not everyone affected by this would die for you, some certainly would, and everyone affected by it would try a little harder than you'd expect to protect you, keep you healthy, and even keep you happy if they can without putting themselves in excessive danger. This affects your family and loved ones as well.

Power Sense [200 BP | Discounted for Someone of Worth]

Are you a scouter? You can unfailingly detect someone's level of power, and while this is initially an overall estimation as you get to know someone, you can come to understand what they are specialized in, and where they SHOULD specialize, allowing you to parse their innate talents as readily as you can estimate their overall power.

Clout [200 BP | Discounted for Someone of Worth]

As *Someone of Worth*, it is only fitting that you understand how to wield your charisma and special status. You understand how to turn your reputation into a weapon and how to impress upon others the nature and weight of your powers and abilities, but in a social context. You can easily impress and intimidate others with your powers, and you are sure to shock and dazzle people. Those who are like you are more easily affected by this, and many will be impressed enough to follow you with a proper show of suitability.

Plot Sense [400 BP | Discounted for Someone Of Worth]

You have a curiously sharp and intuitive sense for where noteworthy events are happening. You can direct people to where the big, nation-shaping events will be occurring, and once in such places, you get a sharp, though generalized, sense of what will occur if you don't intervene and meddle. With you, there will always be a chance to push for a brighter or darker future.

Someone of Power [600 BP | Discounted for Someone Of Worth]

You are someone of worth, and this perk fundamentally pushes that nature, causing it to evolve and make you someone of power. With this, your background has been pushed and strengthened, and now you are a pivotal character, becoming something on par with a demon lord, a goddess, or a mighty dragon, and getting appropriate levels of power for that. If your origin is not that of *Someone of Worth* and you take this perk, then you

become a significant human, such as a mighty king or prince, or a newly minted pope, and gain the resources and privileges that you'd expect to come with such a mighty position. In both this jump and future jumps, regardless of your origin here, you have a striking ability to ascend through social hierarchies and you have an impressive ability to grow in power, with people giving you chances to advance in terms of your career and positions and your powers responding well to training, showing you hidden layers of themselves as you work them out and grow more familiar with them.

Alignment Evolution [Capstone Boosted]

Your nature as someone of worth and power has mixed with your understanding of karma and taken on a new form. Now you have the power to *Evolve*, taking on new forms and becoming altogether stronger. This ability and others described below are a part of the *Karmic Evolution* class you now possess.

These new forms are initially only accessible in moments of desperation; a last-ditch measure to prevent your death, but you can train and learn to access them when you aren't in danger, allowing you to have two forms; a passive, less powerful form, and a more heightened, adult, and stronger form. The exact nature of this new form depends on your alignment. People with pure hearts and kindness will find even scary alt-forms being given celestial, calming, and benevolent forms, while those who are hateful, murderous beings will find that even their most charismatic, lovely, and seemingly benevolent alt forms are corrupted and twisted by this power. These enhanced forms bleed through and are present for all of your alt-forms, past, present, and future alike, and have powers and buffs based on your karmic nature. Powers that align with your karmic nature become much cheaper and stronger when you utilize your evolved forms and tap into your evolved nature. When using this perk's powers as a human, you gain a powerful aura that lines up with your karmic nature and which causes your karmic values and alignment to spread out from you and buff your allies and weaken your foes, as well as causes those around you to gain abilities in line with protecting you, and they gain a durability buff that increases in power, proportionally to how much they care for you allowing them to be your royal guards or the like.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their first items ("100 BP") for free, with subsequent purchases being 50% off, and all other purchases for that origin are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

Betrayed

Class Gear [100 BP | Free for Betrayed]

You possess surprisingly high-quality armaments and gear related to your particular power set and backstory. Bards would have minorly enchanted musical instruments and comfortable, self-cleaning clothes. Warriors would have a magical weapon and enchanted armor. This set of equipment grows in power and utility as you do, and can prove quite powerful even if you are not yet strong, hinting at your potential in your most dire moments.

Helpful Friends [200 BP | Discounted for Betrayed]

Something about the Betrayed is that they tend to have been helpful sorts before they were betrayed. People typically have memories of them doing something nice, and somehow you have a few friends in a handful of important places who remember you coming in clutch and working hard for their sake. These individuals are situated throughout a setting, and their number is small, but when you find them, they remember who you are and help you however they can. If you do a drop-in and use this item then you quickly meet those who this item would have affected and can gain their loyalty and friendship by doing a simple, easy task for them.

Friendly Spirit [400 BP | Discounted for Betrayed]

This is a powerful spirit of some sort, probably an elemental of some sort, who has a bit of a crush on you. This loyal ally is capable of both empowering you and your friends and also fighting on their own. They can grow in power if you adventure with them to places heavily affiliated with their element or with the central theme of their power (such as going to churches and holy sites if your bonded spirit is a holy being or minor angel).

Gear of Liberation [600 BP | Discounted for Betrayed]

You have been betrayed, abused, and discarded, and you don't want that to happen to anyone else. And there are relics in this place that vibe with that. This is a pair of artifacts, a pair of glasses and a sword. The pair of glasses enhances your eyesight to superhuman levels, or further amplifies it if it's already past peak human. These glasses also allow you to see people's relationships and allow you to know for certain who is loyal to who and predict betrayals. The sword is a special weapon that works normally

on your foes, cutting into and dealing grievous harm to those with treason in their hearts, but also heals the loyal and strengthens them based on their loyalty to you or to a shared value, whichever is higher. The blade cuts through mind-control, protecting people against it and harmlessly undoing it on those under its effects if you cut them with the sword. Anything that enslaves other people suffers a similar fate, being instantly and painlessly ended on those you cut with this sword, overcoming any sort of enslaving effect short of something tied to a drawback.

Betrayer

Elegant Stylings [100 BP | Free for Betrayer]

You possess a wardrobe of stylish clothes and fancy armors. These items are perfectly functional and bring out the features of you, physically, that are the most attractive. You'll always catch people's eyes with this gear.

Wealth [200 BP | Discounted for Betrayer]

Pure wealth. This is the equivalent of \$100,000, and it replenishes monthly. Many betrayers tend to be nobles or have aristocratic ambitions, so while there's a level of simplicity to this, it's also fitting for many traitors. This income is tax-free and automatically converts into any kind of locally relevant currency in future jumps.

Symbol of Status [400 BP | Discounted for Betrayer]

This is a potent symbol of your status and is always something powerfully functional. In this jump, this is a piece of sacred armor or a holy weapon. In future jumps, this transforms into another symbol of status and can turn into past forms it has taken on at will. It will come with suitably powerful effects, such as being incredibly potent against demons and other "Evil" monsters, or providing you with immunity to a staggeringly varied number of status effects.

Betrayer's Armaments [600 BP | Discounted for Betrayer]

Oh. *These* things. This is an impressively, though darkly, varied set of equipment intended for messed up practices. Chief among the goods you'll find here are countless slave collars, the magical sort that bind people to your will (they are all keyed to you), as well as nasty tools for knocking people out and a grimoire filled with insidious, demonic magic. These items will make you much better at betraying people and making it stick, as well as allowing you to grow even more from betraying your friends than you would otherwise.

New Friend

Adventurer's License [100 BP | Free for New Friend]

You are a newly minted, low-ranking adventurer. This comes with a few handy benefits, the primary of which is this adventurer's license. This is a universally recognized form of identification and a license to do things like hunt down criminals and to travel from town to town. This also gives you a discount on inns and restaurants.

Quest Board [200 BP | Discounted for New Friend]

This is an easy way to track down work. This board, which you can summon and cause to appear in front of you at any time will always contain details on "Quests" you can do that if done and reported to the appropriate parties will result in you getting a reward, the specifics of which will appear on the quest notices pinned to the board. If you want to do something easy, the appropriate quests will glow, and if you want to do something exciting, the same thing will happen.

Support Supplies [400 BP | Discounted for New Friend]

Oh, are you a medic? This is a surprisingly varied set of supportive supplies, mostly but not just restorative and enhancing potions. This stockpile includes a notebook filled with notes on creating the potions in this collection of goods.

Adventurer's Guild [600 BP | Discounted for New Friend]

Ah. The guild master! You now own an adventurer's guild, a handy thing to own that comes with a fair amount of influence and real resources. As the guild master, you make a sizable income and can distribute quests, adventurers' licenses, and are frequently sought after by people who seek to use the guild in a range of ways. This also comes with an assistant and a staff of receptionists, all of whom are reasonably skilled individuals themselves.

Someone Of Worth

Heart of the Matter [100 BP | Free for Someone Of Worth]

This relic is a powerful lie detector that can help you size someone up, detect whether or not they are telling the truth, and is the home of a piece of the souls of your ancestors and predecessors. It can pull you in the right direction and aims to protect you however it can.

Evolution Stone [200 BP | Discounted for Someone Of Worth]

This is a powerful relic, an item that can cause people and creatures to evolve. It absorbs excessive energy in the air around it and converts it into magical energy (and the energy of violence is especially powerful in this context, making battlefields excellent farms for this item) that it can release in bursts as controlled as you'd wish for them to be. When someone is exposed to these bursts they begin to grow and change, becoming more powerful for a time, with it having a more dramatic effect if you make the evolutions last shorter. You have control over this process and can configure how each evolution manifests, controlling what specifically gets the biggest boosts and all that, and you can use this on yourself if you wish. It's possible to make an evolution permanent, but doing so requires a staggering investment of power. Those you permanently evolve feel a powerful compulsion to do what you say.

Shrouding Accessory [400 BP | Discounted for Someone Of Worth]

This bit of equipment could be some like a cloak, a necklace, a veil, or something else. Regardless, it gives you a few benefits. First, it lets you transform into a human form, without restraining your powers, losing the effects of an alt-form, stealing your focus for a spell, or anything else like that. Second, it lets you dial down your "aura" and hide how much raw power you have available. Useful for an incognito Demon Lord in the middle of a Holy City. Finally, and this feature does not require you to wear it, just have it on your person, it blocks scrying attempts on you and whatever party is around you.

A Worthy Station [600 BP | Discounted for Someone Of Worth]

As befits *Someone of Worth* you have a mighty item here. This is a kingdom, a church, or otherwise a mighty and influential community you are the leader of. The precise specifics of this are up to you, and how feasible something is depends on your origin, species, and perks, but this could easily be a powerful kingdom, a mighty civilization, or a significant faith, complete with all of the resources that you'd expect it to have, as well as powerful follower NPCS who are devoted to your safety, well-being, and who obey you. Even at the weakest, this should still be at least a single community that regards you as a leader, perhaps the remnants of a destroyed civilization or the last refugees of a conquered kingdom who have secreted you away. This item can be imported in full or in part into future jumps.

Companions

Companion Import/Companion Creation [50-200]

With this, you can spend BP to import companions into this jump, giving them 600 BP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 BP per person you do this for, or you can spend 200 BP and create or import 8 such individuals.

New Friend [50]

This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 BP here gives you a new token. Each unspent token is refunded at the end of the jump.

OC Companions

No one's gender or the like here is set in stone. Feel free to configure them to suit your chain however you wish. Any gendered language is essentially flavor text and in this space we adhere to the basic idea that flavor is free. You can also design som

New Party [100 BP/Free for Betrayed]

This is a collection of new friends, only three at most, who have come together and formed an adventuring party. They are well-balanced, surprisingly skilled, and have lots of potential but they are lacking... something special. One of their members (who could be someone you saved long ago if you wish) happens across you shortly after you were betrayed and helps you out before asking you to join their party and go on adventures with them.

Forgotten King [400 BP/200 BP for Betrayed]

This ancient spirit is the long-dead monarch of a kingdom from the distant past, one who was betrayed by someone he trusted. He has been silently howling in rage and anguish in an ancient ruin, but is somehow calmed when you appear. He promises to give you everything that was once his, and to accompany you as a powerful guardian and advisor if you help him seek revenge on those who wronged him before revealing that his foes include an incredibly powerful, secretly immortal member of a royal family or mighty faith. He wields mighty magic and can call upon the spirits of his countrymen to form a legion of noble undead, powered by their righteous wrath and eager to do your bidding, so long as you help him attain justice.

Royal Sage [100 BP/Free for Betrayer]

This scholar of the arcane and the greater universe is a tiny terror who is the intellectual mastermind behind a number of cruel places and magics. She has been aiding your party for some time, and when she learns of your chain she desires to go along for the ride, eager to learn more magic and experiment on more people.

Arrogant Prince [400 BP/200 BP for Betrayer]

This brat is quite annoying in his arrogance. Sadly he's got the skills to back it up. He is a powerful mage, and a skilled social manipulator with almost jumper-levels of charisma, who can easily inspire, terrify, and move those around him. He also has the resources of his kingdom at his disposal, and while it's not an especially powerful kingdom it's both decently powerful and a whole kingdom so he's got some resources. He is awestruck by the thought of adventuring with a hero, and is eager to befriend you, especially if you are a Foreigner.

Guild Receptionist [100 BP/Free for New Friend]

This talented receptionist is a skilled administrator and a good, though subtle, friend. He is a well-trained rogue who has been known to go out on quests from time to time and he is really fond of you. After a long day of work he likes to go to a pub and drink the night away with you and other members of your party.

Broken Legend [400 BP/200 BP for New Friend]

Shortly after your third quest as an adventurer you come across a broken, battered, and bruised figure. You reach them right as they pass out but after studying them you recognize them for who they are: a well-known hero who is one of the lesser known members of a legendary adventuring party. You take him to your home and diligently care for him for some time, before he begins to recover. He is a gruff sort, but opens up to you over time and eventually confides that he was betrayed by his party while fighting a mythic monster, immediately after hitting it with a decisive blow. He wants to get revenge, infuriated by the humiliation he endured and by the pain that still afflicts him, and asks you to accompany him on his journey. He has a rare, powerful class, and a cheat ability, despite not being a foreigner.

Royal Protector [100 BP/Free for Someone of Worth]

This powerful creature is an evolving non-human and a powerful warrior. She is a skilled bodyguard, most likely some sort of wolf or dog girl, and wields a powerful weapon created by the mighty king of a kingdom of non-human humanoids. She is protective of you, and will happily obey any order of yours that doesn't put you in danger, and she's a curious glutton who is always eager to try new foods.

Mighty Fiance [400 BP/200 BP for Someone of Worth]

Long ago your parents, or perhaps your benefactor, made a curious deal with the parents of a powerful non-human princess. Shortly after this jump begins you have your first encounter with *her*. This powerful young woman is a non-human of incredible power for her given species, which can kinds of monsters as rare as titanic great wyrms or legendary unicorns. She exemplifies the funniest stereotypes of her people, but is truly and sometimes horrifyingly scary and is also determined to marry you. If she has to chase you down, she'll be unhappy but she'll still do it. Don't underestimate her, dear jumper.

Drawbacks

Toggles

Self-Insert [+0]

So you want to be one of the Named characters, huh? Well, if you take the appropriate background, race, and skills as closely as possible, then you are free to go in as any character you would like.

Another Universe [+0]

Do you want to go somewhere else? Maybe there is a game, cartoon, or comic version you would rather go to.

Plot is King [+0 BP]

You may leave any time after the main plot is complete unless any drawbacks or scenarios are still in effect and incomplete.

Fan Theories are Canon [+0]

You have some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe; well, with this, you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now a fact in the version of the universe you're about to enter.

Miscellaneous Drawbacks

Invasive Fandom [+100]

You seem to have caught the attention of some groupies. At any time there will be one to four people that stalk you (and somehow keep finding you quickly). They will never actually break into your home or do anything illegal but they will keep following and watching you, occasionally taking notes and/or making sketches of you.

Finish the Job [Varies]

Often the betrayal removes the betrayed from the attentions of those who harmed them. They're destroyed, and no longer worthy of consideration. Maybe they believe they killed them, or just don't think they're coming back from this.

For whatever reason, you have remained on the Radar of your betrayer.

For +100 BP, they won't care about you so long as you continue to appear to be 'down', but they'll start responding the moment you seem to be doing more than harmlessly and uselessly staying 'away' from the action. Modest healer in a modest village? Fine. Start becoming a legendary healer? Well, it seems you didn't learn your place the first time. They won't go straight for the kill, preferring to push you back down, but they will escalate over time. Build them on 1600 BP, but they don't and can't have the *Power of*

Karma. They are observant and intelligent, but they aren't immune to being fooled or promised to see through all deceptions.

For +200 BP, they aren't satisfied with your current fate. They want you gone, though they don't want to dirty their own hands with it. They'll use minions, influence, and scheming, only slowly ramping up their personal involvement as you continue to survive.

Consequences [Varies]

Your journey has marked you. This most commonly is the fate of the betrayed, but it's anime. Anyone can have an involved tragic backstory.

For +0 BP you have something that isn't a *real* drawback, but is a mark of the event. Maybe you lost your old class, but it's still on your status, crossed out as something *stolen* from you. Maybe you're an animal person now, and that's just so tragic and sad. Whatever it is, it isn't something that *actually* bothers you, and it's not something you can easily leverage, but it's 'proof' of your history here and how it's marked you. It might theoretically be a big deal, but will have minimal consequences outside of backstory.

For +100 BP, you have some kind of ongoing issue from your history. Maybe you're horribly scarred, and while you can use transformation magic to hide it, it's possible to detect the fact, and the fact that you're constantly using transformation magic makes you seem untrustworthy.

Maybe you've lost access to Mana because you no longer have your own soul (it doesn't otherwise matter, even if it should), or Stamina (you're undead, but the only consequence is you don't have access to 'stamina' or 'lifeforce' based abilities).

Maybe you're marked as hated by the gods, and Holy magic has a greater effect on you now.

Maybe it has put you in a lower social class, and you'll have to struggle with this.

The issue isn't necessarily unfixable, but it can't be trivially fixed with your starting resources.

For +200 BP, you now don't just have one issue. You have multiple. Maybe you're undead (and hence don't have 'Stamina'), and unholy, and have to drink the blood of the living - that is, you're some kind of vampire, but only some of the bad parts. It also becomes somewhat harder to 'fix' at this level, whatever that means in the context of your issues. They're more intractable, or if social, the social consequences seem supernaturally persistent.

+300 BP would raise it to the next level. To take the 'vampire' example above, you could now be seared by the sun *and* gain a weakness to water. You're in full vampire suck space, or similar. They also become unfixable at this level. You will have to endure them, you can't escape them.

From the Top [+200]

Your journey doesn't start with the beginning of the betrayal plot but rather once you are three years old or so (when you are old enough to reasonably start remembering stuff). From then on you'll live out your life until the betrayal happens. That's when the Jump officially begins and you regain any other memories and/or powers/items and such from your Jumpchain.

Your origin sort of defines the life you'll get: The Betrayed will be given 'perks' to justify a betrayal, the Betrayers will be given motive to betray someone, the New Friend will gain a sort-of mediocre life and Someone Of Worth will have ample potential for growth growing up.

So Uncivilized [+200]

You'd think that careful diplomacy is important here? No. It is now customary to threaten each other, to stand opposite to each other in a standoff to see who backs off first and/or beat each other up for a few minutes before anyone is willing to listen to reason. No wonder betrayal is a theme with those manners.

Actions Have Consequences [+400]

Usually it is simple: You get revenge and then comes the happy ending, simple isn't it? No, regardless of status they are people and there is always some consequence to killing them or otherwise taking them out of the picture. Thug Three is dead? He had the only key to the granary, making some people go hungry for the day. You got rid of the corrupt noble? His accomplices are currently fleeing and causing a downfall in the economy. It is possible to plan around this or account for these consequences but there will be repercussions in some form.

Karma is Dead [+600]

The very concept of Karma in this Jump is now non-existent. If it truly existed, it surely would have prevented the plot in the first place, wouldn't it? There is now only an uncaring, fickle mass of characters that prey on the weaknesses of other people, making everyone (minus Companions) a fickle ally at best and treachery in the making at worst. With everyone trying to backstab each other... let's just say that it is a conga line of messes in the making.

Original Drawbacks:

Extended Stay [+100 BP]

For each purchase of this, your time here is extended by 10 years. You can purchase this three times for points, and if you take it after that, then you are just extending the duration of the jump.

Lockdown [Varies]

You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you

get a full 800 BP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Politics Huh? [+100 BP]

This is a fantasy world, and given the theme of this jump this drawback is only fitting. This world's politics are a lot messier, with nobles and their ilk being affected by chronic cases of dickhead syndrome that often grows in potency the more powerful they are. Not everyone is affected by this, but a lot of people are.

Adventurer's License/Papers Please [+100 BP]

This isn't limited to adventurers. This drawback makes people far more ready to enforce annoying laws and rules, particularly ones about identity and the like. I hope you have an adventurer's license, or some other tool to facilitate legal travel, you're gonna need it. Guards especially are affected by this and are more than happy to either demand your papers or throw you in jail.

Questline [+200 BP]

Fate will conspire to drag you into the setting's overarching plotline. If you hoped to come here, endure your backstory, and then go into isolation somewhere with your perks and items, this drawback will work to stymie your turtling efforts. And it will get worse if you try to drag your feet.

RPG Mechanics [+200 BP]

This world is now chock full of LitRPG conventions and goofiness. Levels, classes, titles, all of that is now readily present and mechanically understood by the locals. And for some reason all of your OCP that SHOULD mark you as a hyper-cool badass seems... invisible to the locals, but only when it'd inconvenience you. You are, for all intents and purposes, only as cool and badass as your perks and your efforts in this jump should be. Your OCP still works (getting rid of it is another drawback), it just doesn't give you the social clout it should in a world like this.

Den of Vipers [+400 BP]

You have really, really rotten luck when it comes to making friends. You attract the most ambitious and conniving people. And for some reason at least some of them are really good at hiding it. This also works to make the setting itself incentivize betraying you.

No Sense For People [+400 BP]

All of your perks that should allow you to sense motives and clock betrayals in the works just... don't. Anything that could feasibly help you get a read for people that should be fiat-backed simply doesn't detect upcoming betrayals. When you get blindsided, you are actually gonna be blindsided.

The Bleakest Betrayal [+600 BP]

Someone in this setting has been given a chance they're gonna leap at. Your benefactor approached someone both charismatic and blessed by fate and has made them an offer. If they betray and kill you they'll take your place on your chain. This person is *Someone of Worth* with all of the items and perks that accompany that, but when you take this drawback you are agreeing to forget that you've taken it. This person will understand

your jumper nature, to some extent, and will know about your abilities, though that alone doesn't actually mean they can counter them.

Actions Meet Consequences [+600 BP]

One way or another you have to face and endure an accounting of your actions here. At the end of the jump you will be confronted by those you betrayed, even if you killed them, your benefactor calling on their spirits to give you one final confrontation. You have to endure something appropriate for your character, such as a hero potentially having to face down a super final boss consisting of the combined powers of all the enemies they made this jump, or a villain jumper having to face a trial for their actions. These challenges can be overcome in a range of ways, such as through powerful charisma perks, or super attacks that destroy all foes, but you will surely end this jump with a bang one way or another and be forced to sit through the consequences of what you've done. Heck, even if you try to ghost by this jump doing nothing and have this drawback then your benefactor will force you to see all of the cool plotlines you avoided, and deal with the spirits of all of the people you could have saved by being active in the plot.

Decisions

You have three choices ...

Go to the next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home? Well then, this is for you. Grab this ticket to return to your starting point to see old friends.

Change Log & Notes

v0.3(04/08/2025)

- Initial Jump Creation

- All introductory text (Intro, starting location, age & gender, origin introductions) complete

- Work begins on perk trees

- Some items get named

- One item tree completed; that of the *Betrayer*

- One perk tree is almost completed; that of the *Betrayed*

- First stage publishing to select spaces occurs (Sharing almost always happens on the Jumpchain subreddit and on the Discord for the jumpchain subreddit, as well as on Spacebattles from time to time)

v0.5 (04/09/2025)

- All perk trees completed

v1.0 (05/31/2025)

- All items completed

- All drawbacks completed

Custom companions completed
Jump published

Notes

-A subgenre of fantasy media inspires this jump. There are different flavors of betrayal-centric fantasy media out now but one of the ones that inspired this was the “Protagonist gets kicked out of the hero’s party and discovers fun stuff about themselves” semi-niche take on the broad idea of betrayal, though “Hero gets betrayed by a subordinate who is greedy or ambitious” is also present as an inspiration.

-I decided to make this because of a conversation I saw on the jumpchain subreddit discord server, so if you enjoy this, thank the good peeps on that server.

-Until the jump is out of WIP status, don’t be surprised by missing sections. I tend to have my own text for various things like drawbacks and companions, so I sometimes just delete all of the template text (I use Negative-Tangerine’s jump doc template and then remix it with my own formatting). Consider this note a sign that this jump is still in WIP status. It’ll disappear before the jump is published.

-Some stuff here was suggested by pals, such as Nehemiah who suggested a perk that I renamed to “Retribution” but kept the text the same (and who also suggested several of the drawbacks! I really appreciate that, since drawbacks are where I struggle the most in jumpmaking so anyone who lends me some of their brain is appreciated) and Lt. Mauve who suggested the shrouded item for the someone of worth origin. If you suggested something that makes it into the final, published form of this, just know I appreciate you (even and especially if I don’t shout you out, sometimes stuff happens and slips my mind)!

-Lots of small grammatical fixes were suggested by pals like Martin, and I appreciate them as well. My editor’s eye is notoriously and somewhat infamously weak so friends helping out is much appreciated.

-I really liked the additional drawbacks peeps suggested, so I marked them with the miscellaneous drawbacks label. They are very neat.

-Any bits about reputation and fame and things growing in power because of them all function under the basic idea that buffs you get are permanent and persist across jumps, so losing your reputation won’t suddenly strip you of power in a battle, but your new reputation could suddenly give your powers new mutations. Perks I write are not intentionally traps, I won’t harm someone for spending BP in some way.

-I have no issues with the basic idea that any companions you don’t take still exist in some way. Each custom companion was based on different characters and character archetypes related to the origins that get discounts based on them.

-I normally delete several of the 0 BP drawbacks, but I’m leaving them in here on purpose. They are for those who supplement this jump, letting you use them if you want to take their effects into whatever other jump you’re using here, like if that jump doesn’t have a character insertion toggle.

-I put in anti-turtling drawbacks and text to punish turtles, which I normally don’t do, but if you want to come here and take drawbacks it makes sense that the easiest way to try and cheese those drawbacks and the very theme of the setting is to turtle. And drawbacks are meant to be challenging anyways... Not gonna lie, it still feels a little weird.

-Oh shit, extremely rare SinGod custom companions. Wild.