

He Who Fights With Monsters by Shirtaloon

Jump by WarlockInTheTower

Welcome to the world of Pallimustus, where magic is everywhere, monsters are a fact of life and nobody has ever heard of Airwolf. This is a world of multiple races, where Essences are born from magic and anyone can-with the right ability or ritual-lay claim to them and become adventurers.

This world has varied levels of magic, ranked in similar fashion to the adventurers that defend it. Un-ranked and iron level areas have less magic, while bronze, silver, gold and diamond have more. As the intensity of the local magic goes up, so too does the power of the monsters that spawn locally. On a semi-regular basis (every decade or so) the magic worldwide surges, and massive numbers of monsters begin to spawn...as well as more powerful monsters appearing in areas where they would usually not.

You appear here just as an Australian man named Jason Asano-from an Earth much like the one you once called home-appears naked in a hedge maze in the middle of the desert. This was not entirely deliberate on anyone's part so far as we know, and the events that spiral out of this occurrence will shake worlds.

You receive as always 1,000 cp to begin with.

Location

First, roll a d8 to determine where your journey begins, or pay 50cp to choose: Greenstone, a small city in a lower magic area that will be the center of the early parts of Jason's journey as an adventurer.

1. Jory's Clinic.
2. The Adventurer's Society
3. The Magic Society
4. Temple Square

Greenstone is far from the center of the world, so you can also start elsewhere..

5. The Vane Estate-where Jason first appears.
6. The Delta around Greenstone
7. Vitesse
8. Your choice.

Race

While there are a number of races here on Pallismustus, each has its own advantages with none truly shining beyond the rest. As such your choice here is free.

Outworlder

Each outworlder is summoned/pulled from a low magic world like ours. In the process of being pulled, the outworlder "dies" and is reborn. While being "reborn" each outworlder is given racial powers that will help them survive in the new world, though one of those racial powers is always Astral Affinity. By default you will start with the same racial gifts as Jason Asano.

Human

Your bog-standard human, as seen throughout the multiverse. Humans tend to get special attacks and advance somewhat faster than others when it comes to their essence abilities.

Elf

Elves tend to be more spell casters than fighters. They also have nature, life, and magic affinities.

Runic

Runics have tattoo-like runes that go to the bones of the race. Not much more about this race has been told yet. They also tend to have a stabilising effect on the local magic.

Smoulder

Smoulders tend to have strong earth and fire affinities.

Celestine

Celestines have metallic colored hair, with matching eyes. They are known to have astral and holy affinity. As essence users they tend to get more special abilities than spells or special attacks. They come about when an outworlder has children with another outworlder, or with a celestine.

Draconian

A race that claims to be descended from dragons. They are able to breathe fire and have scales. Sometimes touchy about other people having the dragon confluence essence.

Leonid

Leonids look like large anthropomorphic lions. The race has better stamina recovery and less stamina consumption compared to Humans.

Origins

Anyone can be an adventurer, and you may choose your age/gender for free. You get the standard 1000 points to start.

Perks

You will receive two discounts per price tier of 100, 200, 400, and 600 perks. Upgrades to perks are not discounted, but the original perk itself can be.

Essences-Free/100/200

You are guaranteed to find a set of essences that will work well for you and produce a confluence well suited to you. This can be anything from the Doom confluence to Wrath. Another 100 will see this ability carrying through to future worlds, continuing to be able to find essences and awakening stones based on local aspects/races/conditions. For an additional undiscounted 200 you may design a custom essences and confluence: (a Celestial/Light/Rune essence set producing Archangel or Genesis confluence). These may be based on aspects from past worlds you have been to. For this world only you will be able to influence what abilities you gain from your essences and awakening stones. In future worlds they will be the semi-random abilities gained by other essence users.

If you have multiple alt-forms, you may collect an additional set for every form. If you have the ability to self-duplicate, then your duplicates can claim essences different from yours so long as you produce them prior to claiming any of your own. You will not be able to immediately re-absorb those duplicates, though. If/when you reach gold rank you will be able to merge multiple essence sets to wield them simultaneously. See notes for further details.

Tools-100

There are a number of magical devices in this world that anyone can use. There are some that require certain essence-abilities to use. With this you are able to use magical tools like wands and staves, along with controlling magical vehicles.

Aura Control-100/200

As essence users gain power and rank, their aura becomes a very real thing. Aura control can let someone suppress the aura and powers of others, detect the presence of allies and enemies, sense emotions, and can even be weaponized against monsters. This give you the basics of aura control, and can be trained past the basics to true mastery. For an additional 100 your aura will adapt and grow more readily, and will also handle damage from things like godly auras more easily.

Inventory-100/200

You now have an extradimensional space that can be used to store items. Like the main character of the story yours can be expanded by absorbing dimensional storage bags. You start with an inventory with 40 slots, and can absorb two bags per rank when you reach it. An iron-rank dimensional storage will add 5 slots, bronze will give you twice that, silver twice that at 20, gold bags will add 40 and diamond rank will add 80 per bag, for a total of 350 slots. Yours will also have separate storage for currency, and will freely store any currency, in addition to monster cores, independent of inventory slots. Similar items can stack up to 99 per slot. For an additional 100 they can stack up to 999.

The Essence of Instinct-100

Most powers gained by essence users are fairly instinctual in their use. This makes that certain for you. Upon gaining any supernatural ability or attack, you will immediately understand how to use it properly. Combining new abilities with pre-existing skills and proficiency will be straightforward.

Party Interface-100

This will let you voice chat to coordinate with allies that are within range. It will also include a mini-map that highlights friends and foes, and can be shared between allies as well.

Looting Power-200

When you are responsible for slaying a monster or defeating a foe, it is possible for you to loot them to gain resources. Spirit coins, monster cores, essences, awakening stones, quintessence gems, and even sometimes new magical items, all are possible when defeating a strong enough opponent. If you have a dimensional storage space or container the items you loot appear there. Otherwise you might want to watch your head as they fall onto you from above. Also, when monsters are looted they erupt in a noxious rainbow-colored smoke.... you will probably want to avoid that.

Skill Books-200

You are now able to use and create skill books for any skill that can be taught to others that you possess, including ranked knowledge. Skill books generally provide the basics of practical knowledge and tend to be light on theory. Practice and regular use make any skills gained through them develop more readily.

Gathering A Team-200

One of the best things about being well known is that it makes it easier to find others to help you. Either sycophantic hangers-on or true friends, you have little issue in finding just the right sort of help for the problem at hand.

Trackless-200cp

Like Jason, you are immune to standard tracking powers. Unlike him, you can toggle your power to let allies track you.

Mana Wellspring-200

Your mana now recovers almost half again as quickly as it did before. In addition you are able to maintain yourself in areas of lower magic with no problems or negative side effects. As a bonus, you experience a small (roughly 10%) decrease in any ability cooldowns..

Quest System-200

You have a video game-like interface that assigns quests to you, rewards included. Usually this is a task you were already going to do, but sometimes it can be a surprise. Why not get paid twice for slaying that group of monsters--three times if you have a looting power as well?

If you have any other quest-based/granting abilities they can integrate or merge as you wish.

Using What You Have-200

Many adventurers utilize conjured weapons. Others use magic staves and wands. Others still unarmed strikes. You know how to make items that will best synergize with the abilities of the person you are making them for. A ring that adds afflictions and curses to every weapon conjured, or to every blast from a wand. Such items are in high demand. Lucky you.

Additional Slots-200

Everyone else must content themselves with five ability slots per essence claimed. With this, you gain an extra slot for each essence you have. This may be purchased multiple times, and purchases after the first are discounted.

Four Fold-200/300/400

There are rare essence users that are able to wield four aura abilities instead of the usual limit of one (one per essence). You may now count yourself among their number. For an additional undiscounted 100 you will still gain an aura ability per essence, but it will somehow not take up an ability slot. For another 100 you may claim a sensory power for each essence, that will again not take up an essence ability slot.

Summoner-400/500

With this, you now will be certain to have at least one ability to summon or bond a familiar for each essence. For an additional undiscounted 100 they will also not take up ability slots. These familiars will not count as companions even if they are fully intelligent and sapient, and will continue operating under the same rules as here in future worlds.

Rapid Growth-400

Normally, the essence abilities and powers of humans grow and increase in rank slightly faster than others. Now this holds true for you as well, and even more so. Regardless of your race, your

supernatural abilities will grow about 25% faster than they otherwise would.

Rapid Production-400

You know how to maximize what you're making. Where most people might take a day to produce a batch of one potion or another, you can do so in a few hours. In numerical terms, any crafting you engage in or oversee will happen at roughly 8x the speed.

Defiance of the Heavens-400

There are a number of ways that a person can be influenced. One of the most potent and invasive is the implantation of a star seed. A star seed provides a connection to one of the great astral beings, and can allow them to take over.... with a catch.

The soul is inviolable in this setting, and a star seed cannot take full control without being yielded to. This gives you the willpower and resistance to pain and suffering that would allow you to completely reject the power of a star seed. In future jumps this will make your soul just as protected, so long as you do not yield.

As an extra bonus because your benefactor is in a good mood, your mind will be similarly protected. The goddess Knowledge usually knows everything that any person in her world knows. Now your mind is shielded from her, and for some reason she is unlikely to notice that fact.

A Leader Born-400

You were trained from the cradle to lead and it shows. When you are in command-even simply being the first among equals-your followers and friends grow in strength. When you ask someone to do something they are just a bit more capable. When you lead others into battle, you shine together. Your plans are more likely to hold true and your people are that much more likely to make it through disaster.

Impossible-600

People can absorb a total of four essences. That can be a normal three and the resulting confluence, or they can be granted divine essences, but everyone is limited to four. Not you. You are now able to absorb a second full set of essences (bonded to the same attributes as before), and they will have all the benefit of any perks you purchased here. If you took the option to have four familiars and four aura powers, all not taking up ability slots, then you will now have eight of each. As a bonus, your abilities will advance at roughly half again the speed they normally would, and having two essences bonded to each attribute will double the effects of that attribute on you.

This is likely to make some people highly curious and motivated to figure you out, so be careful who you share this knowledge with.

I'm Good at People-600cp

You may mouth off to arrogant nobles and deliberately confuse officials but the average person walking down the street? They're cool with you. You can walk into a town in the middle of a desert landscape a day after you've landed in a new world and have made friends with half the locals overnight. While your power and abilities may overshadow the common man, you have few problems in making friends with them. Stories of your kindnesses and actions will spread. You may not be a hero to the nobles, but the general populace will know you can be trusted.

Growing Beyond-600

Some of the most effective items and weapons are growth items. These are things that can progress in rank along with their wielder, gaining new strength and new powers as they do so. A relatively straightforward ritual and the right supplies can take an item from iron to bronze to silver and beyond. Now

every item you produce, from swords to armor to jewelry will be a growth item if you want it to be. They will grow stronger and gain new abilities as they rank up. Go for gold.... or even diamond.

Sixteen Generations-600

Your ancestors have held the line, and you will the same. They were not craftsmen on the side, not smiths, not artists. They were adventurers, and ever since the first of your ancestors took up their own first essence, they have been building towards something: You.

Your strength and powers will grow more quickly when you stand between others and harm. If you have **A Leader Born** your people will experience the same. You are what stands between the innocent and the monsters.

Items

You get a stipend of 400cp to spend on items only. One discount per price tier. Unlike perks, you discount based on the total cost. So the full supply of spirit coins below would be 400, discounted to 200, if that is what you chose.

Essence Ability Codex-Free

Similar to the above, this is a tablet of blue marble. Instead of having an index of monsters, this lists every known combination of essences and all information about the likely results of various awakening stones being used with particular essences.

Monster Manual-Free/100

Not the D&D one. This tablet of blue marble, acts like a tablet computer and is a Magic Society produced compilation of all information known about every monster type that is known to either the Magic Society or Adventure Society. Useful for identifying monsters in most areas and knowing what to expect when fighting or hunting them.

100 extra cp will have this update to similar levels of knowledge in future worlds.

Crystal Wash-100

This is an alchemical formula that cleans everything. Pour a bit over your head and you're spotless. Makes for a decent mouthwash too.

This is a small bottle with 5 uses of crystal wash, and will refill daily.

Quintessence-100/200

This is a pouch containing quintessence of any chosen type of up to silver rank. It holds 100 quintessence gems at a time and refills weekly. You can also change the type of quintessence weekly. For double the price it holds 500 quintessence, of up to diamond rank.

Supply of Spirit Coins-100/200/400

Spirit coins are basically solidified magic. They go from lesser unranked coins up to diamond. This is a pouch carrying a supply of such coins that will refill weekly. 100 cp will get you a pouch of 50 lesser coins and 50 iron. 200 will get a second pouch of 20 bronze and 10 silver, and 300 cp will get you a pouch of 10 gold and 5 diamond. The diamond coins will refill monthly instead of weekly.

Supply of Monster Cores-100/200

While adventurers advance their abilities through the constant use and pushing of their powers, not all who take essences do the same. Some progress by way of absorbing monster cores, though this does

limit their potential for growth (While advancing to gold with cores is possible for some, no one known has reached diamond that way).

Crafters and ritualists can also make use of cores in a number of ways.

This is a pouch or set of pouches of monster cores of various ranks. Each holds 10 cores and refills weekly. At 100 you receive pouches of iron, bronze and silver cores, 200 granting you gold and diamond. These refill at the same rate as the spirit coins above.

Skill Book Supply-200

From astral magic to martial arts skill books provide the practical information but it takes time and practice for that knowledge to integrate into your mind. This will provide a single skill book on the topic of your choice. Some topics have ranked knowledge, so you will have to be at the appropriate rank to make use of say a bronze-ranked astral magic skill book.

Astral Vessel-400

This is a small vessel capable of physically traveling through the astral void between universes. Such vessels as this are among the only known safe methods of physically moving between worlds. If you purchase this in addition to the cloud flask, your cloud home will have a shape for this purpose, though it will be quite small until you rank up.

Growth Item-400

This is a weapon that will be perfectly suited to you and the essence powers you gain. It will be capable of being ranked up all the way to diamond if you yourself go that far.

Cloud Flask-400

This is a small bottle containing a mix of energies and clouds. Once it is bonded to an owner, it is possible to release those energies to form vehicles and buildings. This is a growth item, so new and grander forms become available as you rank up and rank the flask up as well (so far we have seen a cloud palace, a large cloud ship, etc). Furniture made of clouds by the way? Amazing. As a side note though, growing any sort of magical plant in your cloud house is notoriously difficult.

Astral Dungeon Arena-600

This is a duplicate of the City of Fallen Echoes found hidden beneath Sky Scar Lake attached to your warehouse. It is just as overrun with monsters as the original. Beside the door there is a control panel that will allow you to adjust the climate within the city and to influence what type of monsters form, along with what essences and awakening stones are most likely. In addition you will be able to set the magical level of the area to remain a challenge to you.

For all intents and purposes this is your own private monster surge, allowing for constant combat and ability use to speed your development. The monsters within will also drop loot appropriate for their rank if you have a looting ability.

Essence and Awakening Stone Set-600

This is the jackpot! Here is a complete set of every known type of essence and awakening stone. Used essences will reappear in a month and awakening stones will be replaced weekly. Letting people know you have this is risky.

Should you gain essences or awakening stones in future worlds, this will gain copies of each.

Companions and Followers

Canon Companion-Free

You may recruit the canon character of your choice. This can be anyone, including from other settings if you've taken a certain drawback. You still have to convince them though, and more powerful individuals tend to be fairly enmeshed in the local life and might not want to leave. If you do convince them though, they can join your roster of companions for free.

Drawbacks

There is no limit to the number of drawbacks you can take, if you think you can handle it.

Fanfic Toggle/Self-Insert +0

You may start in a fanfic of your choice, and/or choose to insert in place of Jason Asano. Much of the Earth of Jason's origin is a blank slate, so if you want to fanwank that it's also the world of The Blacklist or Mission Impossible, feel free. This does mean you can recruit companions from the setting.

Plot Bound +100

For a small bonus you will be bound to the plot of the series. You will start in the hedge maze with Jason, if you don't outright replace him. The same trials and tribulations will come your way, although with the same opportunities.

Slow on the Uptake +100

Just about all of the characters in this story are some level of quick-witted smartarse. Now you will always be just a little slow in your responses to such individuals. You may be just as intelligent but your banter won't show that.

Thadwicks Everywhere +100

One individual that kept creating problems for Jason was a young man named Thadwick Mercer. A noble born with a highly inflated sense of both his own skill and importance, he was a constant annoyance, if not an actual threat. You will now be dealing with such individuals constantly. Killing them is almost certain to get you in trouble.

Extended Stay +100

You may extend your stay for as long as you wish, gaining 100 for every additional ten years, up to five times. You may stick around longer than that, but won't gain more than 500 points for it.

Foot In Mouth +100

You can't keep your mouth closed, and have a habit of annoying those around you. This is not a major problem, but you will have trouble making friends, and more than trouble trying to start a romantic relationship.

Who Said That? +100

With so many being clever wordsmiths, it's not always possible to know who is talking. With this drawback you will have to be looking at someone to be able to be certain that they are speaking.

Less than Impressive +100

Some individuals gain some rather visually impressive powers from essences. It is commonly said that there are no weak powers, just weak users. This is a bit less true in your case. Your essence abilities will perform just a little bit less than they otherwise would. Don't expect to be beating any monsters or other essence users of higher rank...and you'd probably be lucky to match others of the same rank, to be honest.

Targeted +100/200/400

Somehow you've managed to draw the wrath of someone in the area. For 100 cp this is someone like a crime lord or local official. For 200 this would be the members of a priesthood like the followers of Purity. For 400 this is something on the order of the Builder cult.

Bad Aura Control +200

You have the bad luck of gaining no aura power from awakening stones, or you simply have terrible control of your aura. This is considered a mark of a poor adventurer, and will see you looked down on in some circles.

The Guy With The Evil Powers +200

Some people can't catch a break. You are definitely one of them. For this, you will be viewed as either a bit crazy or more than a bit dangerous. Like Jason Asano once he started gaining powers related to affliction and doom, your powers make you seem like a much more chuuni person than you really are. Embrace the emo edgelord within.

Essence Blind +400

The age at which a given individual can absorb essences varies. For you, it seems as if that age will not come while you are here. For this drawback you will be unable to absorb essences during your time here. You can still collect them for the future, but you're out of luck when it comes to gaining new powers.

Restricted +400

You have either taken an individually restricted essence, like Death or Corrupt, or have gained a restricted confluence essence, like Undeath. Should this be discovered by just about anyone you can expect to be hunted. Also, most restricted essences or abilities tend to have adverse influence on your psyche, so be prepared to possibly go a bit mad.

Magic is Real? +600

You had to expect there would be a drawback like this. For the duration of this jump you are set back to your Body-Mod standard and have no access to any powers from outside this jump.

End Choices**Stick Around**

You've decided you like it here? You can settle down, with all drawbacks revoked.

Go Home

Tired of all this multiversal madness? Take a trip back to where you came from.

Move On

Not done with this ride? Keep going.

Notes:

On Pallismustus the gods are named after their area of influence. Known gods include: Dominion, Healer, Hero, Justice, Knowledge, Liberty, Purity, Death, Undeath, Fertility and Lust. Not all gods are openly worshiped, like Undeath.

Quintessence and monster cores are both useful in the production of magical items of various sorts, as well as in ritual magic.

When a person takes an essence, it bonds to one of their four attributes (Speed, Power, Recovery, and Spirit). After taking in three, a confluence essence appears and can be claimed based on the combination of the three taken.

In future jumps, so long as you take the perk for it, you will be able to continue claiming essences and awakening stones.

On duplicates/clones. Each alt-form and clone you make can claim a set of essences, but must level them separately. You will be able to merge your clones/alt-forms once they have individually reached gold rank and be able to wield all of the essence abilities from them. If you have an ability or perk that lets you combine alt-forms or wield powers from different alt-forms then you may wield them as you wish.