

Worldbuilding – Connection

What makes this an Isekai?

Summoning Method

There are several methods to facilitate the transfer of one being between worlds. Below are a few common methods. Feel free to choose as few or as many as you please to exist in the world or even devise your own if none of these appeal to you.

- ❖ Ritual – Physically summoned into the new world through a kind of ritual. Sometimes only one person is summoned, but there are instances where 2, 3, 12, or dozens of individuals are summoned by the ritual.
- ❖ Gate – In a static location somewhere is a stable portal between realms. As long as this portal remains intact, there is no limit to how often it can be used or what can be brought through it (as long as you can fit it through the portal)
- ❖ Reincarnation – Occurs when an individual has died in one world and reborn into another world with their memories intact. Sometimes they regain awareness of their past life the instant they're born, other times these memories remain dormant until later in life.
- ❖ Transmigration – Instead of being actively reborn, their soul is transported into the body of someone who had been living their own life until then. What occurs to the original soul can vary. Sometimes they pass on, sometimes they swap bodies with the transmigrator, in rare cases both souls must share the body.
- ❖ Visitor – A fairly rare option. The individual is not from another dimension, but simply another planet or perhaps the same planet from another point in time. The two worlds/times are often quite different culturally but improbably similar in other ways. Perhaps there are several species that exist between both worlds, or even similar languages and legends, implying a shared heritage.
- ❖ Player – This “other world” is simply a virtual reality game that is so absurdly advanced that it might as well be its own world. The players might be trapped within, or they might be able to come and go whenever they please. There might be some supernatural elements involved, but usually it's just a game.

Adjacent Phenomena

Effects that are only tangentially related to the Methods mentioned above. Sometimes these appear in Isekai stories, but it's not especially common.

- ❖ Rebirth – Someone who is reincarnated into the same world at a different point in time with their memories intact. This could be the distant past, distant future, or mere days after their death. There are exceptions, but for the most part one is only given the opportunity to cheat death like this once.
- ❖ Regression – A regressor is someone who, somehow or another, is given the opportunity to travel back in time to an earlier point in their own life. There are exceptional cases where an individual can regress as often as they'd like, but usually an individual is only given such a second chance once.
- ❖ Returnee – An individual that was summoned to another world before finding their way back to their home world. Often, they get to retain all their power from the other world, but in other cases they only retain their memories.
- ❖ Breach – A world that has been invaded by monsters from other worlds. Perhaps this occurred as a side effect of someone getting summoned to that world, or perhaps someone traveled through one of the portals used by the monsters and ended up stranded in that world.
- ❖ Death Game – In these instances, a godlike being or beings has shaped the entire world into a twisted game where the (often forcefully) summoned humans must endure unreasonably brutal challenges for their captor(s)' amusement.

World of Origin

Where exactly are all these people being summoned from? The default answer is somewhere on modern Earth (most likely an Asian country). Alternatively, they may come from a world just as fantastical as this one, like a sci-fi dystopia, the post-apocalypse, or maybe just another fantasy world. It's also possible this is a "Reverse Isekai" where the world you find yourself in is relatively more mundane or modern than wherever these people are being summoned from. There's also the possibility that those summoned come from a variety of different dimensions.

Summoner's Motive

A vital (and often ignored) question. Why exactly are people being summoned from other worlds in the first place? Below are a few examples, but feel free to devise your own if none of these appeal to you.

- ❖ Duty – Those summoned are tasked with completing some kind of quest at the behest of the summoners or their ruler. The morality of ripping strangers from their homes to resolve your conflicts is dubious at best. Those who employ such a method often do so out of desperation, ignorance, or malicious arrogance.
- ❖ Nature – The gods themselves called otherworlders to this world. Whether to complete some task, to make amends for the gods' own error, or to fulfill some greater cosmic purpose through their mere presence.
- ❖ Causality – Perhaps someone stumbled into a summoning ritual meant for another, or got caught in the blast of an experimental teleporter, or simply took a wrong turn on their way to the afterlife. Whatever the reason, it is not by anyone's intention that the boundary between dimensions has been breached.
- ❖ Unknown – There's no obvious motive or intelligence behind this phenomenon. As far as any mortal can tell, the appearance of beings or souls from other worlds is just a thing that happens from time to time.

Precedent for Summoning

How often do otherworlders appear in this world?

- ❖ Unique – The appearance of otherworlders is either completely unprecedented, or so rare that there's only 1-2 other recorded instances of such a thing.
- ❖ Documented – The appearance of otherworlders is quite rare, but common enough to have ample historical precedent.
- ❖ Common – The appearance of otherworlders is relatively common. It's not rare for kingdoms to have several employed at a time.
- ❖ Oversaturated – This world is flooded with otherworlders, to the point they're treated by the locals as a mundane nuisance. This can make the world a far more chaotic place, depending on the average power of otherworlders.

Worldbuilding – Mechanics

How does this world work?

Power System

The majority of Isekai stories include some kind of power system native to that world. The specifics of a power system can vary drastically depending on the world. There are naturally some worlds that have no such power system to speak of and others that have multiple separate systems coexisting.

- ❖ Source – What is the foundational nature of this power? Whether that be psionics, qi, aura, unexplained superpowers, ambient mana, spirits, familiars, etc. That said, elemental magic systems are by far the most common.
- ❖ Versatility – What is a user of this power capable of? Is the system fairly limited, requiring preparation and creativity to be exceptionally useful, or can it be used to do literally anything as long as the user has enough talent, affinity, mana, etc.
- ❖ Structure – This is the matter of how “hard” or “soft” the system is. “Harder” systems follow strict rules, with mastery greatly depending on your grasp of said rules. “Softer” systems are more inherently mysterious and chaotic, relying more on feeling and natural talent than empirical understanding. Most, if not all systems exist somewhere between these two extremes.
- ❖ Accessibility – How common is the use of this power in the world? Is it something anyone can learn with ease? Is it a rare talent that can appear at seemingly random? Can it only be learned through a lifetime of study? Is it something intrinsic to specific bloodlines? Do you need a special catalyst to awaken to this potential? Just to name a few possibilities.
- ❖ Limitations – What, if anything, limits the extent that a user can take advantage of this power? Can one learn new abilities with time or research, or are you stuck with however it initially manifests? Can people only utilize elements or powers they have a natural affinity with? Is there some external indication of someone’s natural affinity or talent (magic crest, strange eyes, aura, etc.). Is there some material expense to use this? Does each use require some kind of verbal chant or drawn-out ritual? Anything along those lines.

Meta System

For better or worse, many Isekai stories involve “LitRPG” elements. That is to say elements resembling fictional abstractions (often those of an RPG) superimposed onto reality with justifications ranging from dubious to nonexistent. Even if the world you’re in contains such a system, you will not be able to benefit from it Post-Jump unless you take the Perk **Get With the System**.

- ❖ Status – Many of these systems include some means to view one’s “status”. This is a numerical representation of one’s capabilities. In some worlds this is something that anyone can view through a kind of holographic interface. In others it requires the use of a specific skill or ability to view. There are even cases where it is explicitly a trait inherent to all otherworlders.
- ❖ Experience – In many worlds with LitRPG elements, it is possible to enhance one's stats or skills. Just as there are countless leveling systems across different video games, so is there just as much variation in how exactly this works. Whether skills grow from use or by spending “Experience Points” from slain enemies. Whether this process is manual or automatic. If you can “level up” anywhere or only in specific contexts, and so on. The only universal factor is that the more you grow in strength, the harder it becomes to continue growing.
- ❖ Skills – Special abilities that are often separate from a world’s power system. Depending on the world, the term “Skill” can mean anything from one’s talent in some mundane activity, a specific powerful attack or spell, inherent traits like a snake’s venom or a mermaid’s water breathing, to reality-defying superpowers like teleportation or bringing the dead back to life. Some worlds may have different names for this phenomenon: Traits, Talents, Blessings, Stigma, etc.
- ❖ Achievements – Some worlds will reward those who accomplish some great or difficult task with special skills or passive effects related to that task. Whether it be a damage buff against all reptiles by slaying a mighty dragon or being the first to step foot in uncharted land and gaining a sizable damage boost while within said land. It depends on the world whether one can have multiple achievement effects active simultaneously or if only one can be active at a time.

Meta System (Cont.)

- ❖ Jobs – “Jobs” are like “skills” but far broader. It generally determines one’s overall talents and occupation like “Mage”, “Thief”, “Warrior”, etc. In some worlds, one’s “Job” is simply a label applied by society, like jobs in real life. However, there are many cases where it is something enforced by the universe itself and may grant the user unique skills or powers. There are even cases where one’s “Job” is determined at complete random and can completely change the course of one’s life for better or worse. There are also worlds where, under certain conditions, one can change or upgrade their current Job.
- ❖ Evolution – In general, one’s natural capabilities are determined at birth. However, there are some worlds where one can transform into a more powerful species once they become strong enough (or simply gain enough “Experience Points”). These usually follow some kind of “evolution line”. A slime can’t suddenly become an ogre, but for a goblin that isn’t as outlandish a leap. In most, if not all settings with an evolution system, it is exclusive to monsters, often in return for them being unable to use the “Job” system used by humanoid races.
- ❖ Blessings – Powerful abilities or effects bestowed directly by a divine being. Sometimes the use of this ability requires genuine unshakable faith. Other times they are given as payment for some service to the gods and can be used however you see fit from then on.
- ❖ Contracts – In some worlds, vows, names, and contracts have very real power. Perhaps one can call on certain gods to magically enforce contracts. Maybe a powerful beast can form a magical bond with another simply with verbal agreement. Perhaps breaking a vow made with your true name will result in instant death. Perhaps the act of granting a monster a name allows you to loan them some of your power, and so on. This isn’t as universal as other tropes associated with the genre, but common enough to be worth mentioning.
- ❖ Respawning – In a rare few Isekai stories, death is not necessarily the end. Perhaps you can get a body revived by bringing it to a church, or maybe there are dedicated respawn points in every major city. There is often some cost or risk to utilizing this method, like requiring a substantial fee, having a small chance of not working, only applying to those who die within a specific area, requiring a specific structure to remain standing, etc.

Cheats

A trope that has become damn near synonymous with the genre in recent years. A cheat is a special ability that gives an individual (almost always an otherworlder) a substantial advantage over those around them. Some cheats only give a slight edge, while others trivialize virtually anything the world could throw at them. A cheat can be just about anything. A strong skill or job, an entire leveling or magic system exclusive to them, a powerful weapon or ally, prophetic knowledge, etc. In general, the main thing that separates a “cheat” from any other kind of power is that it gives the wielder an advantage that simply isn’t obtainable by the locals. This could be because it follows fundamentally alien rules, relies on one’s otherworldly nature, was a gift directly from the gods, was born from some freakish natural talent, is tied to your bloodline, or perhaps you just seized a unique opportunity before anyone else could.

Worldbuilding – Setting

What is this world like?

Culture

The general vibe of the world you enter. Below are simply common examples. Feel free to ignore, modify, or hybridize as needed. Whether that means a WWII-era society with magitech or a medieval setting dotted with the ruins of a sci-fi civilization.

- ❖ Fantasy – The VAST majority of Isekai fit this template. A fairly generic mix of superficial elements and stereotypes of medieval Europe and various fictional settings like Dragon Quest or Lord of the Rings.
- ❖ Historical – This world bears an uncanny resemblance to a specific historical era in human history OTHER than Medieval Europe. Whether that be ancient Rome, WWII Germany, prehistoric times, etc. It isn't necessarily a 1:1 copy of the equivalent era on Earth, but similar enough to be fairly obvious.
- ❖ Mythical – This world leans strongly into one or more real-world mythos or religions other than the influences usually drawn upon by most Isekai. Whether that be Japanese, Chinese, Celtic, Hindu, Roman, Slavic, Lovecraftian, etc. Or maybe you're just explicitly in a spiritual realm like Hell or Alfheim.
- ❖ Modern – The world you find yourself in bears an uncanny resemblance to modern Earth. Either this actually is Earth and you find yourself in a reverse Isekai, or this is simply an alternate version of Earth with some notable difference that would only be apparent to an otherworlder, like the presence of mythical creatures, reversed gender roles, the existence of magic, etc.
- ❖ Futuristic – A tragically rare option. The world you find yourself in looks like something pulled straight out of a sci-fi. Spaceships, laser guns, robots, maybe even some nanotech or psychic powers for good measure.
- ❖ Weird – This world is... off. This is the most alien. You'd be lucky if the locals even vaguely resemble humans. Maybe this is an intergalactic civilization populated by strange alien species, a Giger-esque hellscape of flesh, or maybe something more incomprehensible like the inside of an abstract painting.

Civilization

The level of technological or societal growth or decline the current world has experienced. It's up to you to figure out how this history ties into your choice of "Culture" as described in the option above.

- ❖ Wild – This world has barely had any time to develop anything resembling a complex society. Whether due to lack of intelligent life or because the environment is so inherently hostile that any progress is slow and risky.
- ❖ Uncharted – You arrive in an age of pioneers. The world is full of mysterious powers and uncharted lands that everyone is scrambling to uncover. Many different societies are stepping past their own landmasses for the first time and recognizing just how big the world really is.
- ❖ Stable – After decades of discovery, most of the major powers have settled into a comfortable status quo. It may not be quite as exciting as prior eras, but this stability has given people the chance to look inward and begin refining their culture's grasp of art, science, magic, politics, etc.
- ❖ Declined – The current status quo has overstayed its welcome. Kingdoms have held onto power for obscene spans of time. Crime runs rampant, politics are defined by greed and obsolete traditions, commoners are viewed as less than trash, war always seems to be on the horizon, and so on. Something needs to change soon, and that change is unlikely to be bloodless.
- ❖ Ruined – Society as we know it has fallen. Whether destroyed by an outside force or collapsed under its own bloat. The few remaining survivors are trying their best to put the pieces back together, but only time will tell if whatever rises from the ashes will be able to fare any better than what came before.
- ❖ Rebuilt – A testament to society's resilience. The survivors of a past calamity were able to not only survive, but to reach a state of prosperity. They are still far from the pinnacle reached by their predecessors, so hidden throughout the land can be found traces of lost technology or ancient magic that appears to be well beyond anything the current society can manage.

Civilized Races

What is the intelligent population of this world? Is it like Earth, where there is only a single intelligent species (most likely humans) of note? Are there several species that all conveniently just look like humans with extra body parts or superficial deformities (elves, dwarves, fairies, etc.)? Or maybe this world is home to various intelligent species that look overtly bestial or outright alien? One must also think about how common each race is, whether they're extremely insular or happily mingle with other races, if certain races have certain intrinsic powers or advantages, and so on.

Monsters

Monsters are creatures hunted down by heroes or adventurers for one reason or another. Their exact nature can vary greatly. They could be mindless and intrinsically dangerous creatures, regular animals that have been mutated, an umbrella term for any exceptionally hostile wild beast, etc. There are even cases where "monster" is just a derogatory label used by human kingdoms so their warriors feel justified to slaughter other species, even if said species are intelligent and haven't actually done anything. Common monsters include goblins, demons, dragons, slimes, orcs, etc.

Geography

What does the land you find yourself in look like? Are the biomes similar to those found on Earth or are some of them more overtly fantastical? This world doesn't necessarily follow the same logic as Earth, so things like magic-rich forests, floating islands, and underwater kingdoms are all possibilities.

Deities

Different worlds can have drastically different relationships with their gods. Some societies believe in a single all-powerful god, while others serve an entire pantheon. Sometimes the gods are distant, if not outright fictional. Other times, the existence of gods is an empirical fact, where said gods demonstrate real power and can even be directly spoken to under the right circumstances. The gods may be wise and altruistic, petty and cruel, well-meaning but criminally incompetent, or anything in between.

Resources

A fantastical world often comes with fantastical resources that don't exist on Earth. With some creativity, they may be able to create powerful weapons and artifacts, enhance one's magic, or emulate feats of modern technology with a fraction of the tools or knowledge. These resources could be ores hidden in the ground, plants grown in magic-rich locations, or even body parts harvested from various monsters.

Organizations

There are various common organizations that tend to spring up in these worlds. To give a few common examples.

- ❖ The Church – One of the most prominent religions in the civilized world. Often has some degree of a monopoly on holy or healing magic. Almost always bears a strong resemblance to Earth's Christianity. It is exceptionally rare for these organizations to not be corrupt, hypocritical, or cartoonishly evil.
- ❖ The Magic/Sword/Hero Academy – A school designed to train young nobles to master their talents. Some of these academies will allow exceptionally talented commoners to enroll alongside the nobility. Often has a policy of treating all students equally, regardless of status. Said policy is almost never enforced. Magic academies are by far the most common variant of this.
- ❖ Adventurer's Guild – An organization that employs “adventurers” (something of a hybrid between a mercenary and a handyman). They accept bounties on tasks ranging from harvesting plants to slaying mighty beasts. These guilds often have a (notoriously inaccurate) ranking system to determine what bounties an adventurer is permitted to accept.
- ❖ Merchant's Guild – Rarely explored in-depth in these stories. This organization seeks to streamline commerce by assisting with distribution, trademarks, supply routes, enforcing contracts, etc. Tends to provide substantial privileges to prolific members or anyone even tangentially affiliated with said members.

Internal Threats

There is no such thing as a perfect society. There are various internal factors that can be a source of conflict. Whether that be political corruption, rampant crime, class divides, slavery, civil war, misogyny, poverty, racial discrimination, etc. What are the internal factors that make living in these lands far harder for some than it needs to be?

External Threats

Not all dangers come from within. What are the external threats to these lands? Is there a Demon Lord amassing an army? Barbarians pillaging your cities? Miasma corrupting nature itself? Witches hiding in dark corners? Dungeons filled with monsters? Various deadly beasts that risk flooding populated settlements?

Existential Threats

Forces that threaten not only the people, but the very fabric of reality. Is the land ruled by cruel gods that see mortals as playthings? Is this whole world a book written by an author that demands tragedy? Is another world colliding with this one and threatening to erase it entirely? This may not be as common as the two types of threats above, but it is far from unprecedented for the entire world as you know it to be in grave danger.

Worldbuilding – Miscellaneous

What are some other oddities of this world?

Medium

It is fairly common for otherworlders to arrive in a world identical to some book, game, TTRPG, visual novel, movie, etc. from their original world. Sometimes this has a direct impact on the world's metaphysics, like some god-like author being weirdly protective of certain characters, fate actively fighting to keep the plot on-track, or just as a justification for the presence of video game mechanics. There are also cases where someone might be transported into a world to find their own reality is considered a work of fiction here. In rare cases this goes both ways.

Genre

Certain worlds abide by a particular “logic” or “genre”. This has a subtle impact on how the people act and to an extent the flow of fate itself. Whether it be comedy, dark fantasy, ecchi, slice-of-life, etc. Do conflicts generally have a happy ending or just get worse forever? Are most people genuinely good deep-down or is everyone who isn't a tragic victim a scenery-chewing sadist? Things like that.

Sense

Sometimes the biggest difference between worlds is what the locals consider “common sense”. Are gender roles reversed? Is bikini armor considered normal? Is their moral system based around acting like a cartoon supervillain? Are all humans assumed to be absurdly powerful? In some cases where an otherworlder arrives in a world similar to their own, these values might be the only sign of this being a different world.

Realism

Realism isn't always a priority with these stories. Often the locals will be freakishly clean despite hygiene standards centuries behind modern Earth. Maybe those in this world can train themselves to be so strong they could split mountains without the use of magic. In some worlds the average beauty standards are so high that half the people you come across will look like some kind of model. There are even cases where the current world explicitly has a different art style from wherever the otherworlders are from. Maybe this is some kind of fanservice-heavy world where seeing girls with breasts the size of their head is relatively normal. Just to give a few examples.

Cheats – Additional Examples

If those within the main Jump weren't enough to inspire you, here are a few more example Cheats for you to purchase or simply use as a point of reference. You're free to choose a more awkward price point like 150 CP or 1100 CP, but you're on your own in figuring out how that translates to its effectiveness.

Accel Boost – 100 CP

Simple, but effective. This power doubles your speed, reflexes, and kinesthetic vision. This drains a moderate amount of mana for as long as it remains active.

Living Blessing – 100 CP

An alchemy-based cheat. Your blood acts as a miraculous catalyst that buffs the positive effects of potions while negating negative ones.

Dual Wielding – 100 CP / 200 CP

You are ambidextrous, with your reflexes and musculature optimized to wield two weapons with the same ease that most could wield one. For 200 CP, this instead allows you to train yourself to wield two of any attribute or tools that people can normally wield one of. Such as having two elemental affinities in a world where everyone else only has one or somehow maintaining two thought processes simultaneously.

Spellcheck – 100 CP / 200 CP

A special magic that allows you to magically write text with a thought or edit any recently written text within your line of sight, even those written by others through conventional means. For 200 CP there is no limit on how recently text was written or what medium it was in. You could even edit characters that were carved into metal. You can even edit the characters in the spells of others, allowing you to modify their effects, assuming you understand the magic language.

Double Life – 200 CP

You are a single mind split between two bodies. Despite sharing a single mind, you have no trouble keeping track of both and even living out two separate lives simultaneously. The capabilities of both bodies are tracked separately. Meaning you could pursue completely different skillsets and techniques with each body.

Beautician – 200 CP

You are a master beautician, able to give the same treatment as a first-class spa, even with hardly any tools and stranded in the wilderness. However, you've discovered that the flow of a being's mana can be subtly influenced through their appearance. In essence, by giving someone a makeover you can subtly influence their abilities, personality, and fate. Straighten a villainess' ringlets to straighten out her personality, clear up a loner's acne to reveal their dormant confidence and magic talent, whiten a cannibal's teeth to make them lose their taste for carrion, etc. You can only bring out potential that was already there, not create it wholesale.

Sales Box – 200 CP

You have the ability to conjure an unassuming wooden box with the word "Sale" carved into it. Anything placed into the box will be "sold". Vanishing in a puff of smoke and replaced with an appropriate amount of money. The prices are always set to be slightly better than the best price you could get from the nearest functioning economy. This is also how it determines what currency to give you. The only restriction is that you cannot sell any living beings with greater intelligence than a housefly. Other than that, anything can be sold. Whether it be corpses, food, garbage, an enemy's spell, irreplaceable treasures, etc. Everything sold does seem to be going somewhere, but only entities of godlike power have any hope of finding out where that is.

Echidna – 200 CP / 400 CP

You have an odd power in your genes. Whenever you give birth or someone has a child with you, you may choose whether they are born of the same species as you or your wife, or if they are born as a random humanoid monster species. The species they become will never be weaker than a regular human and will usually be quite a bit stronger with strange abilities. For double the price, this greatly raises the potential power of the species your children could be born as. If normally the strongest thing you could give birth to was a mighty minotaur, now you have a small chance of giving birth to pureblood vampires, greater dragons, basilisks, etc.

You may choose whether the selection of potential species is based on those found in this Jump, a generic selection of fantasy species, whatever creatures can be found in the Jump the child is born in, or if you wish the creatures you birth are completely new species, with any similarities to preexisting life being coincidental, much like the creatures born between the mythical Echidna and Typhon.

Minmaxing – Varies

This is an umbrella purchase for any “cheat” that simply involves having abnormally high stats in one particular attribute. Whether that stat is endurance, stamina, mana, luck, evasion, vitality, strength, speed, regeneration, charisma, and so on.

- ❖ Abnormal – 200 CP – Not outright superhuman, but far higher than it should be without a lifetime of training or a class that specifically boosts it.
- ❖ Exceptional – 400 CP – This stat is higher than should be humanly possible. However, there may be exceptionally powerful species that still rival you.
- ❖ Impossible – 600 CP – This stat is so high it basically breaks the laws of physics. Only gods could hope to match this attribute, if even that.
- ❖ Infinite – 1000 CP – Exactly what it sounds like. This attribute is explicitly infinite. For attributes like mana or stamina, this means you will never be able to fully deplete them no matter how much you draw on them. This becomes a bit vaguer with stats like charisma or wisdom that are much harder to quantify, but you can rest assured that the result is no less absurd.

Thrilling Dreams – 300 CP

After far too many hours on Rollercoaster Tycoon, you have acquired a strange magic that allows you to transmute superficially similar structures into those found in carnivals or amusement parks. Run someone over by transforming a broken car into a rollercoaster cart, keep yourself fed by turning a spider web into cotton candy, throw off pursuers by turning an abandoned house into a hall of mirrors, etc. These changes are reversed the moment you leave the immediate vicinity.

Beloved of Hypnos– 300 CP

You have been blessed by the god of sleep. As long as you are sleeping in a bed you own (or at least rented) then your physical, mental, and spiritual condition will be fully replenished when you awake. Your mana will refill, any non-fatal injuries (including dismemberment) will regenerate, curses, poisons, and diseases are purified, and so on. While sleeping you emit a strong (but hardly indestructible) passive protective barrier so no troublesome assassin will interrupt your sweet dreams. Finally, you will always wake up feeling fully rested and invigorated. You are no less likely to oversleep.

Shogi – 300 CP / 400 CP

Choose a particular game of your choice. Whether it be chess, shogi, poker, etc. Should you beat someone in this game, then whatever bet was made on the game will be magically enforced. If this was a monetary bet, they will be forced to hand you the money even if they fully intended to back out. If you bet on something more abstract like their memories or love, then their mind will be altered as appropriate. They must consent to the terms of the bet prior to starting the game. For an extra 100 CP you no longer need to limit yourself to a specific game, and this magic can be used to back absolutely any bet in any context, as long as both participants consent.

Thermae Romae – 300 CP / 600 CP

You are able to use any heated bath as an interdimensional portal. Specifically, a portal into a different bath somewhere in modern Japan. Anything or anyone that you can fit within the bath can be taken with you. You or any living beings you bring over can return to the prior world through the same method. For 600 CP, you'll find that there's an infinite variety of different worlds you can reach through this method. Though you may choose upon entering a portal to be sent to another unknown dimension or back to one you've already discovered within the current Jump.

Freeter – 400 CP

The embodiment of the phrase “Jack of all trades, master of none”. You possess every single F-rank skill in existence. These “Freeter” skills are all locked at their current rank but are all at the highest mastery possible without transcending that rank. While these are all low-level skills, you more than make up for quality with quantity and using countless skills in conjunction comes as easily to you as breathing. Instead of one broad appraisal skill, you have a thousand hyper-specific appraisal skills for every topic imaginable. While an F-rank sword skill might be pretty useless on its own, combining it with your skills in every form of combat, dance, sports, and stand-up comedy can create a fighting style comparable to an S-rank martial art. Luckily, Freeter skills are counted by the system separately from regular skills, so there's nothing precluding you from obtaining regular skills that you can level up normally, even if you technically already have the Freeter version of that skill.

Great Man's Court – 400 CP

Within your mind is a palace housing countless loyal spirits embodying the greatest minds in human history. These are formed just as much by the legacy these figures left behind as the people themselves. So, if their capabilities have been greatly exaggerated over the years, then this spirit will be able to meet those inflated expectations. These spirits can think and act independently, able to draw upon your knowledge and experiences in addition to their own but can only interact directly with the world by temporarily possessing you. Even if you relegate them to mere advisors, imagine being able to ask Napoleon or Genghis Khan for military advice, have Tesla and Einstein working together to invent miraculous feats of magitech within the palace, having history's greatest kings and tyrants to edit your speeches, and much more.

Powerscaling – 400 CP

You have the ability to learn how to perform any mystical spell, technique, or attack as long as certain conditions are met. First, you can't replicate techniques that depend on powers or traits that you don't possess and can't simulate. Secondly, you must surpass the original user in raw power (or at least how powerful they were when they first used the technique). Thirdly, you must have seen the technique used. As long as these are met, you will instantly gain the ability to replicate the technique yourself.

Cultist's Crown – 400 CP / 600 CP

An eerie crown that has become soul-bound to you. With this as a focus, you can condense any worship directed towards you to increase your mystical power. With enough worship gathered you can even perform miracles like changing the weather or reviving the dead (as long as the one being revived was also a worshiper of yours). This can allow you to ascend to an apocalyptic existence, however the power this crown can grant you will eventually reach its limit. For 600 CP there is no such limit for you to worry about. As long as there is enough faith being directed at you, before long not even the actual gods will be able to threaten you.

Shoelacer – 500 CP

For a proportional mana cost, you are able to cause any task that you'd be fully capable of performing on your own to magically complete itself in an instant. Brewing potions, using the bathroom, filing your taxes, training your body, and of course tying your shoelaces, all completed in a puff of smoke. Using Shoelacer on interactions that involve others aren't guaranteed to end in your favor. For instance, if you challenge someone to a duel that you don't completely dwarf in power, Shoelacer can't completely rule out the possibility that they could actually beat you. In that sense you could think of it as a dice roll who comes out the victor once the smoke clears.

Wedding of Blades – 500 CP

You have the ability to commune with the spirit of any item created by sapient hands, allowing them to convey information about themselves or their surroundings. For a substantial mana cost, you can grant one of these objects a humanoid form. After this, they will be able to change back and forth as they please. The details of their new form will depend on their past life. Their craftsmanship will impact their raw power, with masterpieces showing appropriately legendary might. They will often have skills and abilities relating to the type of item they were like a sword being good at combat and a spellbook being good at magic. Their personality and appearance will be a reflection of how they were treated, with mistreated objects being far more aggressive and objects that were taken care of being far more composed. These spirits are cooperative with you by default, but this goodwill can be lost if your personalities clash too often.

Ancient Knife – 500 CP

A crude stone dagger filled with unknown magic. By jamming this dagger into your heart, you can assume the form of any being, no matter how mighty, whose blood has ever touched this dagger. You are a generic example of said species, so you won't be able to draw on the memories of specific individuals cut. However, the more blood this knife tastes from different instances of the same species, the more powerful the form you are able to assume, until its power greatly surpasses that of any currently living example. You can revert to your normal form at any time. Don't worry, the knife will be extracted from your chest, and the wound will have vanished once you do. With practice, you may start to understand this magic, allowing you to pull off partial transformations or even combine multiple species into a single chimera.

Head Start – 500 CP

Just like the many otherworlders that got to translate all the items and stats from their max-level character in a video game into their new life in another world, you similarly get a substantial head start whenever entering a new world. Upon entering a Jump, you will be transported into a virtual world that is similar, but slightly different. Resources are far more plentiful and growth in all forms is significantly faster. This tutorial will last about 5 years, only after which will the Jump properly start. You get to carry over everything you accumulated in the virtual world, allowing you to start off the jump with a colossal head start over just about everyone else.

Gacha Time – 600 CP

Please gamble responsibly. You are able to access a magical roulette or “gacha”. You get one free “roll” per day but can unlock additional rolls by completing certain tasks outlined by the system. Some of these tasks are repeatable but give worse rewards like doing 100 push-ups or gathering 100 of a certain herb, while others are unique but give more rolls like slaying a powerful foe or averting some kind of disaster. The gacha can grant you anything from a basic healing potion, a new skill, a loyal minion, a legendary weapon, etc. The possible outcomes are broken up by rarity and usefulness. The lowest rarity isn’t much better than literal garbage and is the most common. The highest rarity are legendary and often overpowered, akin to low-level cheats in their own right. Using multiple rolls at once guarantees at least one of the outcomes will be of higher rarity, with that guaranteed rarity being higher the more rolls spent.

Fire System – 600 CP

A system based entirely around the element of fire. Possibly even the byproduct of an experiment to transform humans into dragons. You possess the highest possible affinity with fire magic, heat immunity, and the ability to breathe fire/smoke/lava/etc. as easily as air. You also possess the [Magma Index] which lists every single fire-based ability and skill in existence. By burning things, you gain [Fire Points] that can be spent to buy the abilities listed in the Index. Buying certain abilities further allows you to gain access to abilities that are related to those you’ve already purchased, even if they aren’t directly related to fire. For instance, purchasing a dragon’s fire breath would then let you purchase a dragon’s wings, scales, claws, etc. If you’d prefer, you can instead receive a system based around different elements like ice, lightning, water, etc.

Gameshark – 600 CP

I know they're called "cheats", but it's rarely meant this literally. You are able to toggle on an assortment of effects akin to the kinds of cheats or hacking you'd expect to see in a regular video game. Things like aim-assist, auto-dodge, x-ray vision, phasing, flight, infinite ammo, invisibility, etc. You receive a new list of cheats to try out for any given world. Most of them are just as, if not even more useful than those listed above. But there's always a few of them that are just plain silly, like giving everyone big heads.

Otherworldly Mana – 600 CP

By infusing just a little bit of your mana into any object, you are able to enhance its capabilities to that of a legendary weapon. Split the sea with a butter knife, annihilate a city-sized fly demon with a can of bug spray, use a zippo to spawn a pillar of fire rivalling the heat of the sun, to give a few examples. The only "weakness" of this power is that it can't be focused through any item that already contains mana or similar energies. Still, who needs enchantments when you can turn a twig into Excalibur?

Joe Schmoe – 800 CP

You can emit a passive illusion that causes people to interpret everything you do and say as completely normal, no matter how extreme. Even if you walk up to someone naked while shouting expletives at them before punching them in the face, from their perspective you just made some dull small talk before their nose started bleeding for no reason. On the off-chance someone manages to see through your illusion, simply calling attention to it will dispel the illusion for anyone else nearby.

Imagination Magic – 800 CP

You are able to manipulate mana as naturally as breathing. You no longer need to cast spells, as you can simply produce absolutely any phenomena you can imagine as long as you have enough magic energy and the effect is at least theoretically possible to achieve with that magic system (or any other magic system you know).

Harem Lord – 800 CP / 1200 CP

Your children's power is your power. You experience 50% of whatever growth they make. If they level up, you gain half a level, if they research a topic, you learn half as much, if they dedicate years to master a new martial art, you'd be halfway to mastery without lifting a finger. This applies cumulatively to all your children at all times. For 1200 CP this goes from 50% to 100%. What's theirs is yours, even if they don't realize it.

Upgrader – 800 CP / 1600 CP

You have the ability to infuse mana into literally anything in order to improve it. Evolve a chihuahua into a mythical Fenrir, a beginner's sword into a dragon-slayer, an old flip-phone into a smartphone, a basic fireball spell into an apocalyptic inferno, etc. You can turn anything into a stronger/better version of itself, even if the exact criteria for "better" are vague or context specific. The only exception to this is that this power cannot be directed at yourself. Otherwise, you could just upgrade your own mana to let you upgrade anything infinitely. That is, unless you're willing to pay twice as much to be rid of that pesky limitation.

Empty Angel – 1000 CP

Your soul exists in an odd limbo between worlds. You are able to create mortal avatars to send into different worlds and see through their eyes. They will be assigned a variety of challenges or "achievements" to accomplish in a given world. These could be tedious but relatively benign like finishing your collection of rare stamps, reaching the tallest point on the planet, or getting in at least one fight every day for 100 days. These could also be world-changing like slaying the demon lord or personally ushering in the apocalypse. These challenges are optional, but the more and greater achievements you accrue, the more options you are given to customize and improve your avatars going forward. Perhaps you'll be able to incarnate as members of a royal family, or as an extremely rare and powerful species, or maybe you can set up some kind of system to allow avatars to exchange resources with each other between worlds.

Plot Driver – 1000 CP

You're much more than just another summoner hero. You're the one doing the summoning. You have the ability to gaze into parallel universes and facilitate the transport of people or souls between them through a method of your choosing (summoning, reincarnation, transmigration, etc.). The process of sending people between worlds also brings out one or more unique Cheat powers within these souls. None of these cheats will be on the level of this one, but that's still setting the bar quite high. You can even place a kind of "tracker" on those you send between worlds, ensuring you can always keep an eye on them. It's technically possible to send someone to another world to acquire a cheat before sending them right back, but this is a quick way to make enemies of just about every other deity governing death or souls. It should go without saying you can transport yourself between worlds, but you cannot unlock additional cheats in this way or revive yourself after death.

Ctrl-Z - 1000 CP

A simple causality-manipulating cheat. With an exertion of will, you can rewind time to “undo” the last distinct action you performed. There’s technically no limit to how many times you can do this, but you can only “undo” one action at a time so using this to time travel would be extremely tedious. This needs to be a conscious choice, so you can’t use this to revive yourself if you’re killed before you realize what’s going on. You also can’t use this while your mana reserves are empty.

Heretical Medium - 1200 CP

You have the power to channel ghosts or even gods through your body, allowing them to possess you. The longer a spirit possesses you, the more they become a permanent part of you. Their memories, skills, abilities, even raw power. Even if a being only possesses you for a few minutes, you’ll walk away with a little extra power and maybe even a few specific skills. But if they try to linger in your body for over a day, then before long the entirety of their being will be subsumed into your soul. This naturally takes much longer for particularly mighty gods, but it will also often take much longer for them to notice anything awry. If you’re feeling especially cruel, you know a ritual that can trap even the mightiest spiritual beings within your body as long as you remain within the ritual circle until they have been fully “digested”. You also know an inverted version of the ritual that allows spiritual beings to possess you without risk of absorption.

Undiminished - 1200 CP / 1600 CP

Normally, the more powerful one becomes, the harder it is to make further gains. This is true for conventional training and abstract leveling systems. However, an odd bug in your existence has allowed you to overcome this. When it comes to your personal growth, diminishing returns are no longer a factor. It takes just as much experience to level up at level 1000 as it did at level 1. Even without the help of a leveling system, the same blinding progress you made in your training as a child will continue well past the point that most would consider “mastery”. If you’re willing to pay 1600 CP instead, then your growth isn’t just constant, it’s inverted. This is extremely gradual, so it will likely take years before the effects are noticeable, but the more you grow in any particular category, the faster any future growth becomes. It’d probably take half as long to go from level 1000 to 2000 as it did to go from level 1 to 200.

Agnosticism - 1200 CP

Any being that can be categorized as a “god” is unable to harm or negatively influence you, not even when their power is being channeled by others. While a god’s holy magic may not be able to smite you, there’s nothing stopping that god’s worshippers from grinding you into a fine paste with regular physical violence or non-holy magic.

Revival Man - 1200 CP / 1600 CP / 2000 CP

Every time you die, regardless of the cause, you have the ability to resurrect yourself over the course of 24 hours with a new minor power relating to your last cause of death. Maybe you got pyrokinesis and fire immunity from being burnt alive, or the ability to transform into animate water if drowned, etc. You can only have one of these powers at a time, with each one replacing the last. Unless you’re willing to pay 1600 CP, you are unable to recover from the destruction of your soul or similar death-adjacent fates. For 2000 CP you can resurrect from literally anything, up to and including being erased from existence. Not only that, you’re no longer limited to one bonus power, and get to hold onto all of them no matter how many times you die.

The Button - 1600 CP

A small stopwatch that you can summon to your hand with a thought. Once the button has been pressed, time is stopped for everyone but you. Well, you and any other beings that would normally be able to move in stopped time. There is no limit to how long you leave time stopped. Whether that be a few minutes or several decades.

John Doe - 1600 CP

You know everything. Literally everything. The sum total of all mortal knowledge now sits in your brain, and you are able to sort through that functionally infinite archive with ease. Basically, anything that has ever been known by a mortal being in the current Jump, so do you. Every rare spell, every crafting technique, every invention. The only caveat is that you don’t know any “personal” information. You could casually list the exact number of threads in the princess’ dress, but not the contents of her diary. You also can’t draw on knowledge that has never been known by a mortal, like that which is monopolized by the gods or undead.

Puny God - 1600 CP

You wield the power of creation. You are able to craft small (from your perspective) worlds that you can manipulate with godlike power. You can enter these worlds through an avatar. Your power normally does not extend outside of these worlds, but you can use your power to freely summon objects, structures, and even living beings from these worlds to your side, or you could even send them into one of the other worlds you created. There is no limit to how many worlds you can create.

Maxed Out - 1600 CP

Exactly what it sounds like. All of your stats and skills are instantly brought to the maximum possible level of power and mastery. Whenever you acquire a new skill, that gets maxed out too. If a skill or stat has no upper limit, such as if you have some kind of uncapper perk, then it is raised to what its maximum would be if not for that, or just to an arbitrarily high value if it has no upper limit by its own value.

The Fairy's Tale - 2000 CP

An impossibly small book containing endless pages. It contains a record of all fate for a given world, from its very beginning to its very end. You always instantly find whatever page you seek. You also receive a magic quill that can be used to rewrite fate however you please, adjusting all future entries to reflect your changes. The knock-on effects of major changes can often be chaotic and unpredictable, though not always inherently to your benefit or your detriment. I would strongly advise against editing the past. Possession of the book protects you from being altered or erased from time as a result of your own edits, but that doesn't mean anyone around you will have been born or have any idea who you are.

Wishmaster - 2000 CP

As long as you can verbally state your wish or hear someone else make some kind of request, you are able to warp reality in any way as long as it technically fulfills the wish. It's up to you whether you genuinely seek to satisfy the wish in both letter and spirit or deliberately twist the words of the wish in the most malevolent way possible. There's no limit to how many wishes you can grant, although you're unable to grant yourself or anyone else any power greater than a 1000 CP cheat.

Excessive Favor - 2000 CP

It seems the gods are quite protective of you. You will find yourself unlocking, mastering, and activating new skills the instant you need or want them. About to get ambushed? You get a skill that automatically counters ambushes. Fighting an enemy with an instant death skill? You now have instant death immunity. About to be shot by a sniper you have no knowledge of? You now reflect all projectiles. Think it would be kind of cool to ride a horse? You now have full mastery of all forms of riding. Really desperate to win a tournament? It is now fundamentally impossible for you to lose in any tournament setting. No single skill will be greater than any 1000 CP cheat, but since there's no limit to how many you can have, how specific their effects, or how frequently you can acquire new ones, that really isn't much of a restriction. Don't be surprised if this ends up sucking all the challenges out of life.

Instant Death - 2000 CP

Not even going to pretend that this is an OC power. You are able to kill absolutely anything simply by thinking about it. Whether it's a person, a mechanism, a specific body part, a zombie, an extradimensional god, concepts, physical laws, etc. When you kill someone it is instant, unavoidable, and irreversible, even by you. Paired with this is the ability to reflexively detect any hazards or killing intent, no matter how distant or indirect. You need to have some idea of where your target is relative to you, but by combining these two effects, you can reflexively kill any being the instant they direct any killing intent towards you, regardless of distance, the means of attack, or even what universe they're in. This is reflexive, so it even works in your sleep.