Tensei Shitara Ken Deshita Jump



v1.0.1 First Edition, Din A4 version

Introduction

Welcome Jumper, to this new world. This world, unnamed as far as anyone knows, is the setting of the Light Novel, Manga and Anime, Tensei Shitara Ken Deshita, or "That Time I was Reincarnated as a Sword". It follows the adventures of "Sensei", sapient, magical sword who in his previous life was an ordinary Japanese man, and his small wielder, Fran the Black Cat Beastmen girl he saved from a Twin-Headed Bear and Slavery, on their journey to unlock the Black Cat Evolution ability.

There are over 80 gods in this world who worked together in order to create this world after leaving their original world which was overcrowded with deities, with the God of War having been banished after he turned on the others becoming the "God of Evil" instead. You find pretty much all the typical Isekai Tropes here from LitRPG Mechanics, Isekai evolutions, a Class System that is actually worth something, skills, magic, dragons, dwarfs, various degrees of Furries and even Dungeon Cores.

You start your journey by default at the time when Sensei awakens as a sword, about a month before he would be found by Fran during the attack of the Twin-Headed Bear against the Slave Trader carriage she was being held in. You will stay at least 10 years in this world and to that end take this, **1000 Cat Points**.

Note: For those curious why I started this Jump and didn't announce it for feedback and likely upload it straight as a PDF File, I'm writing it in OpenOffice.org at the moment because my PC has currently no Internet access because it is pretty old and gets that error. This may leave the doc a bit lower in content than my typical Jump Docs due to no feedback, but I'll upload it once the issue is resolved and I complete the doc.

Age & Gender

You may choose your age and gender freely, no cost is needed to choose though a recommended age is at least 10 years old for this world though a bit older is recommended and younger isn't prohibited. When I say gender I also mean biological sex, your Gender Identity though may be whatever you want and biological sex is only restricted to what is possible for your species.

Location

You may start anywhere in this world which would make sense for your Origin, or for your starting conditions in this Jump.

Origin

Note: Each Origin may permit you to take the place of whoever the Origin is based on.

The Teacher - Drop-In (Free)

You're a bit of a bystander. Like "Sensei" the Magic Sword, you're a voice in the shadows, guiding another on their path to greatness. You may choose to take the place of "Sensei" and get the "Magic Item" Race for free.

The Student (Free)

You're an ambitious fella, aren't you? Like Fran, our adorable murder kitten, you have a goal in mind and seek to get stronger, to become more than you are now. You may choose to replace Fran but in that case you will have to take the "Beastmen" Racial Option with the specific choice of being a Black Cat Beastmen locked in.

Adventurer (100 CP)

Ah, this is the default I am afraid. As an adventurer there aren't that many who would be elligible specifically for you to take the role of though if you can match her power, Amanda the Mother of Demon Children is one possibility, which would require Half-Elf as your chosen Race. In practical terms this comes with an established career and at least Rank E as an Adventurer.

Noble (200 CP)

Ah, nobility. The rich and powerful. Hereditary status and often, some powers too. Funnily there aren't a whole lot of them to go around in this setting, or at least not many of any significance. You can obviously choose any of the major characters who fall under this category if you match their racial characteristics.

Evil X (200 CP)

Ah, the main antagonist faction of the story. For the record "Evil Man" isn't a description or inaccurate, the ones under this Origin are all the people at the start of the series involved with, willingly in full or only partially, with the worship and attempts to free, the God of Evil, the former God of War. You can guess this isn't pleasant. Most of the people under this are human but the Black Cat who led to the current state of her race, Murellia, is as you can guess a Black Cat variant of Evil Man. You may, obviously, choose to be one of the named members of this category.

Race

Human (Free)

The default option, humanity. Mankind. Though admittedly, this may also include things like Dwarfs or Halflings, aka Hobbits with the serial number filed off.

Elf (-100 CP)

Elfs are, as you may be able to guess, your stereotypical knife ears. They live super long, have super high magical affinities, and are quite fleet footed. For an extra 100 CP you may be a High Elf, increasing your stat growth rate by a factor of five and doubling the power of your magic.

Beastmen (Free/-200 CP/+600 CP)

Naturally this is the race of one of the key characters, so this is included. Beastmen fall under the purview of the God of Beasts. You may choose to be a Beastmen of an average species such as Red Dog or Blue Cat. These are no better than humans in terms of capabilities aside from heightened senses. For an upcost of 200 CP you belong to an evolved Beastmen species of your choice. This will set your starting Level to 45 as that is when evolution is started at the normal level cap. Finally for gaining 600 CP instead you may become a Black Catkin like Fran, which locks evolution from you until you can break free of that curse and cannot go beyond level 45 until you evolve. In return the evolved forms of Black Catkin are quite powerful.

Magical Weapon (-200 CP)

Naturally what the Main Character is cannot be neglected either. You're a high-quality armament of your choice, by default a Greatsword, with various abilities relating to upgrading yourself. You may increase your starting grade and thus stats by one grade for an extra 50 CP in cost. (Cannot be taken with the "Noble" Origin)

Evil Being (+200 CP)

(Requires "Evil X" Origin) Well, this is obviously necessary. You're a being created or touched by the Goddess of Evil and her power. You're empowered beyond normal but by default you're only a low-level monster such as a Goblin. You cannot be an Evil Man for the purposes of this option alone.

Hybrid (Varies)

And finally this option. By buying this option you may choose 2 or more races above and make yourself a hybrid of them. Doing so you must pay their price + 100 CP times the race options beyond the first option, so for example Human (Free) + High Elf (-200 CP) + Upcost (-100 CP) = High Half-Elf (-300 CP). Note: If you choose "Magical Weapon" as one of your races you will be a being capable of turning between one race and the form of a weapon as far as races are concerned. Also in regards to race requirements in Scenarios or to replace a character: If at least one of your chosen races matches it will count. So become Fran the Catgirl who can turn into a set of Gauntlet Claws or whatever.

Modes

I'm sure you're wondering "What does this mean?" and the answer may surprise you. Basically, this jump has four modes you may choose which will influence the effects of Scenarios listed here too.

Jump Mode

This is the standard mode, as stated above you gain 1000 Cat Points (CP) and stay here 10 years at least. No other requirements needed, no extra rewards.

Gauntlet Mode

Naturally this is the other Mode, surprised? Maybe not. With this Mode all regular Gauntlet rules apply and this Jump is treated as a Gauntlet. Meaning you're reduced to your Bodymod for the duration and you will remain here until you finish all scenarios chosen or die. Death doesn't end your chain, you just move on without taking anything but you can try again from the start at any point, even immediately. Yes, this means you have to redo everything from scratch.

Rank-SSS Gauntlet Mode

And now finally for the spiciest of all meatballs, Rank-SSS Gauntlet Mode. Didn't expect this, did you? It is basically the same as the above Gauntlet Mode, but you lose the effects of your Bodymod in addition to normal Gauntlet Circumstances. This also applies to anything even more fundamental than just a Bodymod, for all you Cheater's Manual Abusers.

Supplement Extra Mode – In Another World with my Bastard Sword

This mode can be taken in addition to the above Main Modes, any of them. What it does is that it will allow you to take another Jump of your choice where you will be transported to after your tasks or time here has elapsed. In Normal Mode this will let you buy and have access to the Perks and Items from the second Jump but only deal with Drawbacks from it after your time here. For Gauntlet Mode it puts the other Jump into Gauntlet Mode too and you do not gain Perks or Items from there until you go to that second world. In Rank-SSS Gauntlet Mode the same happens as in Gauntlet Mode, but outside of innate purchases from that Jump, so things not related to skills, must be learned or earned and Items have to be found manually in places that will be appropriate. In both Gauntlet Modes your time will be extended to until the end of the plot of the second Jump and you will enter that Jump the same age as you entered into this world. Also, in all cases you retain your racial choices from this Jump and your appearance and identity. Note: Drawbacks taken here will not follow into the added Jump.

Scenarios

And here we are at the Scenarios. They're not mandatory but they give some extra Rewards

Gauntlet Mode Reward

Obviously first we have to talk about what you get for the Gauntlet Mode on its own. Simply put? Take whatever you got for free here, it will be added to your Bodymod. That is all.

Rank-SSS Gauntlet Mode Booster – If you took the Rank-SSS Gauntlet Mode instead, you also can add anything worth 100 CP (with Discounts included) to your bodymod. Simple, right?

Black Cat's Quest

(Requires "The Teacher" or "The Student" Origin) Ah, naturally the first proper scenario is this. The conditions to accept this are quite simple, you need to take the place of either Sensei or Fran, and if you do, you must complete Fran's Goal of finally unlocking the sealed evolution of the Black Cat Tribe. Yes, this means you have to complete the whole quest of Fran as either her or as her sword. This obviously comes with some downsides on both ends. For the Sword option you are less vulnerable but at the same time you're a largely inanimate item which could be stolen, theoretically. Additionally you will be responsible for caring for an emotionally damaged ex-slave no older than 12 with all the social skills this implies. If you choose to become Fran instead you'll have more autonomy over all, but you're also very small and squishy. Moreover, you will be burdened by her memories and mental scarring. As for what you have to do? Well for just this scenario, Fran needs to slay an Evil Being of Threat Level A or higher, or one thousand weaker ones. This can be accomplished but trying this would mean that the canon way of Fran evolving won't work.

Reward – Your partner will become not just a companion for free, but gain the status as a co-Jumper, gaining 1000 CP each Jump and can take Drawbacks while gaining half value from any Drawbacks you take which affect more than yourself. Additionally you or your partner, whichever is Fran, will be healed from all mental scarring and live through a happier alternate universe with Fran's parents surviving, before moving on. You can also grant a similar level of mental healing to others with a touch. Lastly you will be granted the "Evil Sealer" Perk, which allows you to permanently seal beings which can truly be called evil for good, even if it was just an avatar. Moreover, you can reinforce such seals to be unbreakable for another 1000 years if you find any. One last thing, the death of one but not the other won't end the chain, if one of you dies the other keeps going and the dead will return on jump end or when revived by other means. Fran and Teacher, whichever isn't you, will have access to the Perks and Items of "The Student" and "The Teacher" respectively and this will, alongside their current forms, take the form of their base selfs alongside all skills, levels and stats they have earned in this time period.

Curse Broken Booster – This is a reward that requires you to break the curse on the entirety of the race by either killing an Evil Being of Threat Level S or a Kin of the Evil God, which is essentially a Demigod. This has to be accomplished by one or more Black Cats without any assistance from another race. So… yeah, it'll probably be Fran doing the heavy lifting here. For doing this you will be able to take along with you the entirety of the Black Cat Tribe which, for lack of hard numbers, will include 1000 adult, 1450 children and around 100 wise elders. They're not known to be numerous after all.

Gauntlet Mode Booster – The above rewards are obviously added to your Bodymod for taking this as a Gauntlet. But moreover, you and your companion will now be gaining the Perks and copies of the Items that the other has purchased. Moreover, you may make purchases of up to 1000 CP in this Jump after it ended or carry that CP into the next Jump.

Rank-SSS Gauntlet Mode Booster – For starters, you gain the same rewards as from Gauntlet Mode, so congrats on that. But more importantly, you will be granted your entire build from this Jump as a Bodymod addition as well as any abilities, skill or items you acquired over the course of your stay alongside all levels you gained here from your experiences and battles. On top of that, a Blessing of the Wargod will fall upon you and your partner, not of the Evil God, but the War God. This will boost your combat prowess and all your stats by a factor of 10, uncap your level and

skill cap, as well as reimbursing you any CP from Perks you took that had this effect to be used here or in the next jump. Lastly, the blessing will grant you the ability to truly and full kill anything you strike a killing blow against, even deities which have no concept of death and even if you were to strike a mere avatar. In doing so, a portion of their abilities will be transferred to you as well. So go and Kill Darkseid, don't worry, he won't crush the multiverse when his true body keels over. Yes that means no negative side effects.

Ruler under Siege Quest

(Requires "Noble" Origin) Before you were likely to be a prince or princess of a minor noble house, maybe a duchy. But now no longer. Regardless of purchases you're now the prince/princess of a kingdom in this world and while this may sound like a cushy situation, it isn't. Not only are you now required to enter at the age of 12 at most, you're an orphan. Your parents, the king and queen, were slain, as were any older siblings you may have had. A nearby kingdom is vying to conquer you for the purpose of acquiring new slave labor and no underhanded tactic is below them. Your task is to not only lead your country and ensure it survives, but to render the opposing country unable to pose a threat anymore to yours. Naturally you must also ensure your country is still able to function as a working society, no turning your population into undead once they die out.

Reward – Obviously the first benefit you gain from this, you gain your nation for free as an Item, it can be imported into future jumps without disrupting the oceans, plopping into the setting as an island, or not and be treated as a Warehouse Extension for the duration of that jump. Your nation's armed forces will be by default the same as they were at the end of this jump in terms of capability but if you buy a military unit, copies of it or its equipment will show up, integrated with magic, among your forces. If you buy an army unit such as modern soldiers, enchanted versions of their equipment can appear among your forces and the new unit will also automatically benefit from magical enhancements with dedicated spellcasters added to it. Additionally you can summon your troops to your side at will from your land if it isn't imported, but it will take them going into the Warehouse and to your position if it is imported.

Supplement Extra Mode Boost – In addition to the above reward, if you took the "Supplement Extra Mode" you won't be summoned, rather, a gate will open to another world and you will be invaded through it even if the world you chose normally isn't so magical. Repel those invaders and take the fight to them. Manage that and this reward is for you, namely: The territories of whatever nations you were attacked by will be added to your nation's territories and will be retained same as in the above reward with all assets from that world added to your own nation.

Gauntlet Mode Booster – For taking the mode you will gain the above rewards as an addition to your Bodymod if you qualify, meaning that even in Gauntlets, you will be able to benefit from the reward. Additionally, your troops will gain lesser, bodymodded versions of your own Perks and have permanent access to the LitRPG System of this world, and will also benefit from any other systems you encounter.

Rank-SSS Gauntlet Mode Booster – You gain the same benefits as from Gauntlet Mode, also gaining your full build here as an addition to your Bodymod, but moreover, an elite knight order will be formed, 200 man strong they will benefit from up to 10 Perks you assign them and their weapons and armor will always be able to match items of the same type as you, same with the best mounts you have access to.

Servant of Evil Quest

(Requires "Evil X" Origin) As soon as you saw this Origin, you were obviously aware that this would come. Yes, this Scenario requires you to be as evil as they come. Feed the souls of the unworthy to the fragments of the Evil God, corrupt those who would fall sway to her might and awaken her. Yes, the God of Evil is a Goddess, surprise! Anyway, to accomplish this task you must fully restore the goddess of evil to defeat the gods of this world. Naturally a certain catgirl and her damned dog will be interfering with you at every step and even if you somehow kill her, another like her will appear.

Reward – For your great deed, you're not destroyed, and in fact, you and your followers survive! As a reward for your devotion and service the Goddess has bestowed upon you her highest blessing, making you a Demigod of War, a Demigod of her own. This grants you power more than ten times as great as that of an S-Rank Adventurer and your followers in turn become five times as powerful as an S-Rank Adventurer. This makes you easily the strongest group to ever exist in this world and consider how strong Amanda the Mother of Demon Children is as a mere A-Rank Adventurer. Furthermore, an Evil Man copy of Fran and a darkened version of her blade, both equal to you in power, can become your companions. They have the full Perk Line from "The Teacher" and "The Student" as befitting them. Their skills are also all equal to the best of these two with Fran evolved to the equivalent of the Black Cat Kin's highest evolutionary stage possible.

Supplement Extra Mode Boost – To gain this boost you must lead your followers into the new world, to conquer it fully and spread the influence of the Goddess of Evil to everyone who would be willing to join, and exterminate the heretics who would refuse her grace. As a reward for doing this you will be granted control of that world as its new Demiurge, given authority by the Goddess to reshape it to your will as a pseudo-Deity. The strongest heroes of that world will likewise return as in the example of Fran, they can be Companions or they may not, and will be powered up similar to her. The world itself will follow you as a Warehouse Attachment that may have gateways opened into future worlds from which you may claim territory over time and spread the influence of yourself, and subsequently your goddess, to these new worlds.

Gauntlet Mode Boost – You know the drill, the above rewards, if you qualify, will become part of your Bodymod. Additionally you gain the power to bestow the blessing of Evil on someone with a touch, which will enslave them to your will while boosting their power greatly. If they would be on your side already they retain their reason and feel thankful to you knowing the blessing you bestowed with the evolution into Evil Man or their equivalent. Additional, like the goddess herself you can now at will create monsters from this world to serve you.

Rank-SSS Gauntlet Mode Boost – This Boost has the same rewards as Gauntlet Mode for a start, but additionally, an avatar of the Goddess of Evil will join you. She will be treated as a new Jumper to work alongside you but will start out only with the Perks and Items you yourself also have, as well as all the rewards you gained from this Scenario except the conquered world from the Supplement Boost. After this Jump though she gets to make her own builds, just for the record. And she doesn't get anything you had before this Jump and obviously, what she got here is Bodymodded for that avatar. She will also act as a 1-Up in the sense that, while her avatar is mortal, if either of you die the chain won't end until the other also dies and revival methods will be able to revive you or her. Lastly, for doing all of this, you gain your full build in this Jump as a Bodymod addition.

Minor Quest – "Road to S" Quest

(This Quest may be taken under any Origin but you must participate in an Adventurer Guild, you also cannot buy a higher Adventurer Rank if you take this scenario) This is the simplest but one of the most bureaucratic of the quests. To complete this quests you need to become a qualified S-Rank Adventurer as recognized by the Adventurers Guild. For this you must become not only incredibly powerful, but become a skilled leader and teacher, growing your reputation to such an extend that very few can truly claim the ability to defeat you. There are only a handful of Adventurers on this level and they can truly be considered One-Man-Armies.

Reward – The rewards at a basic level are quite simple really. First of all, your credentials will be recognized anywhere, if you announce who you are, people will know of your deeds and pay respect as appropriate. As just an example, if you told Omniman from Invincible who you are and to back down, he would act like a chastised school child and apologize to you. The likes of Conquest and Thragg would shit their pants if they receive a report of your presence on Earth. Even someone on the level of Vegeta from the Saiyan Saga would halt in his tracks and reconsider. I know that is a fairly low bar, but consider just how far above Invincible characters Vegeta is, he blows up planets easily, it takes multiple Viltrumites and a destabilized core, just to shatter one, a big one sure, but this wasn't even on par with Muten Roshi blowing up the moon. Lastly, in all future worlds you gain a x10 multiplier to your EXP gain.

Supplement Extra Mode Boost – First of all, the above EXP multiplier will kick in before you go to the other world. Secondly, you will find the equivalent of an Adventurer's Guild there, even if there shouldn't be. Your mission? To rise through the ranks to the equivalent of S-Rank in that organization. As a reward you may take an additional x10 EXP booster into future worlds and will find all future worlds to possess such Adventurer Guild equivalent organizations in which you will, if you want, be able to find yourself registered with the S-Rank equivalent, with all the status and benefits that entails.

Gauntlet Mode Boost – First of all, you get the rewards you earned in this Scenario added to your Bodymod, as always. Secondly, that EXP boost? Stack another times ten multiplier on that so now you get a 100 times multiplier. Thirdly, for pulling off this quite impressive feat you may choose any one adventuring party, meaning a group of up to four Adventurers who have met in the story and been on decent terms, up to and including the likes of Amanda, as a group companion. They will all benefit from the full power of the Perks and Items they buy when imported and will gain 400 extra CP when imported. Also, importing them is free.

Rank-SSS Gauntlet Mode – For the feat of completing this scenario with not even your Bodymod intact, you gain the benefits from taking this in Gauntlet Mode but also, can add your entire build in this Jump to your Bodymod. Additionally you gain the "Adventurer Guild" Item, including 200 C-Rank Adventurers, 100 B-Rank, 20 A-Rank and 5 S-Rank Adventurers for free. Additionally you gain the "Shishou" Perk for free. If you already possess the Adventurer Guild Item you can combine the two. If you possess the "Shishou" Perk or similar perks, you may choose to merge them into the "Shishou" Perk, stacking their capabilities and reducing the time needed. In all cases, you get the CP you paid for those Items and Perks refunded to be used after this Jump in this document or in the next, your choice.

Minor Quest – Continuation of Suffering

(Requires “Supplement Extra Mode”) Ah, wanna know what this is about? Well, remember how it says that Drawbacks don’t carry over to the added Jump? Well, if you want, you can take this scenario, and all personal Drawbacks will persist into the added Setting. Any Drawbacks you may have overcome in your time here will likewise be given a new coat of paint in the next world. Additionally, this will apply the effect of Supplement Extra Mode and this Drawback carry-over to all Supplement Toggles you may have used. This means that no matter where you go, it will be difficult and you must accumulate what you gain over time.

Reward – For accomplishing this task you will in future jumps be able to access the Drawback Section from this Jump at will as well as using the Supplement Extra Mode once per Jump, meaning that it can only be used once to add another document to a jump. Additionally you may choose to treat a Supplement Toggle as working like Supplement Extra Mode.

Drawbacks

No Drawback Limit. But yeah you get to choose how to make this visit harder on yourself right here, don't complain, you know a thousand Cat Points aren't enough to satisfy you.

Fanfiction Toggle (+0 CP)

This setting has a number of fanfictions, with this toggle you may alter the setting to either match those fanfictions, to implement some forms of Fanon or to pick and choose what elements from which adaptation of the source material you want to see here. Yes there are differences, as there always are, between the Web Novel, the Light Novel, the Manga and especially the Anime.

Isekai Insert (+0 CP)

Isekai Quartet is a humorous Crossover Anime featuring characters from various Isekai Anime in a school setting. Sadly, Fran doesn't get to join. Or does she? After this whole Jump is done you will find a red Button that appears near you. Maybe you sit on it, maybe someone more impulsive presses it, maybe you don't even realize it is there before it is pressed. Either way you find yourself and a large selection of characters from this Jump (including all component Documents) transported to the Highschool of Isekai Quartet forming Class 1D with some people (ex. Amanda) becoming school staff. You will stay here for two years of time and before moving on. Drawbacks affecting you personally will stay active though none of the wider setting Drawbacks will follow. After this jump you may reapply this Toggle when making a build to add this vacation time to that Jump.

From the Start (+100 CP/+600 CP)

(Mandatory if in Gauntlet Mode or Rank-SSS Gauntlet Mode) So, lets start with this. This Drawback will make you enter at the start of your life in this world, you're reincarnated and must go through life as it is. Nothing you do can change how things will play out until the events of the Anime begin. Before you ask, the Jump's duration starts kicking the moment Sensei is reborn as a sword. If you enter as Sensei you will start on Earth and not remember what will happen to you. If you're wondering what gets you an extra 500 CP for this, it is simple. That is the amount you get if you chose to replace Fran. I don't think I have to explain why living her life will be the hardest.

Sequel (+100 CP)

This is basically a Drawback every Jump should have. You can take this Drawback 20 times and for every time you take it, you must stay in this jump for an extra 5 years. If you took the Supplement Extra Mode you may apply this extra stay time to the duration of the added Jump instead of your stay in this Jump or split it evenly between the two.

Suffering Kitten (+100 CP/+300 CP)

(Mandatory if in Gauntlet Mode or Rank-SSS Gauntlet Mode and if taking the role of Fran) Your life hasn't been easy. You have lived through suffering that is rare among major characters of Isekai settings and the scars show. Anything that relates to your past suffering, such a people of the same tribe as your former tormentors, those who deal in the same trade that caused your suffering and more, all trigger an absolute hatred within you and a desire to simply… remove them, lets put it this way. Furthermore, your emotional responses have been dulled, giving you a Taciturn attitude and making it hard for you to express your emotions openly. Now, onto the reason why there is a second stage. Simply, if you take the Gauntlet Mode or Rank-SSS Gauntlet Mode options, you gain 300 CP, same if you take Fran's place. If you took either Mode AND take Fran's place, double your CP payout from this Perk, yes, take 600 CP because now you have to not only live through the trauma, you will also suffer specifically the fucked up childhood of Fran. Also, add 100 CP to the "Sequel" Drawback while you're at it, because this will persist. Also, if you enter as Sensei, you will in an instant live through all 12 years of Fran's Life, just to experience it.

Prejudice (+100 CP)

(Mandatory for Black Catkin Race) No this doesn't make you racist. It makes you the target of a common form of racism. A random assortment of people will now be prejudiced against you based on your race, maybe they're just plain racist because you're a Black Catkin like Fran, maybe they see you as just an object due to being a sword. Maybe you're a human and these Elfs are all uppity. Anyway, point is that you will be persecuted for what you are, not who you are. May be taken twice to make this institutionalized among certain nations and people groups.

Odd One Out (+100 CP)

At some point in your stay in this Jump you will be summoned to another world. This may occur as part of the Supplement Extra Mode or be unrelated, but you will find yourself brought to this other world alongside a companion or two. There will be others depending on the world, but you will be the odd one out, either an additional, unplanned for summon, or as a being that wasn't meant to be summoned, such as a certain racist kingdom expecting only human heroes to be summoned and not a, say, catgirl. This will naturally cause suspicion from the summoners and authorities against you but there is little you can do about that and you can prove yourself to get rid of this. You may buy this multiple times, double the times you get summoned every time you buy this. Hope you're feeling very Freeter if you do so.

Innocent (+100 CP)

(Mandatory if you take the role of Fran) Not in the Pacifist way, when I say "Innocent" I mean that you're utterly clueless about sexual attraction, sexuality or modesty. You wouldn't think twice about walking around in nothing but armor or stripping it off without any underwear from staying a slave for four years. In other words, your awareness of R18 matters is on the same level as Fran, our loveable, innocent and clueless Murderhobo Kitten.

Functional Murderhobo (+200 CP)

Well, functional enough to not get labeled Jumper the Ripper anyway. You have a hard time restraining yourself from killing anybody who gets on your nerves. This doesn't mean you're a bad person, just that you were never taught that murdering all your problems isn't a good solution. In other words, you're again much like Fran, and very prone to murder arrogant pieces of shit.

Battle Junkie (+200 CP)

Like Fran you're a maniac, you seek out the biggest challenges you can, no matter how much danger this would put you in. Storm right into a Dungeon? Sounds like a Great Idea! What could possibly go wrong? Don't flee from a Greater Demon dozens of levels above you? Hell yeah lets GO! Basically, you will feel compelled to challenge the most dangerous monsters around no matter what and won't be easy to persuade otherwise.

Phobia (+200 CP)

Choose one phobia relating to the outdoors or wild animals. Think Agoraphobia for example, or Claustrophobia, anything you can expect to run into in a medieval world, including some phobias that may be unique to this world such a fear of Goblins. You now suffer a severe case of this phobia though Exposure Therapy may cure this. You may take this Drawback as many times as you want, taking another Phobia alongside it.

Neuro Divergent (+200 CP)

Choose a form of Neurodivergence, such as ADHD, Dyslexia, Autism etc. For the duration of this Jump you will be subject to it. May be taken multiple times, afflicting you with another form of Neuro Divergence each time. No, picking Dyslexia and ADHD will not make you a child of Zeus.

"Who are you again?" (+200 CP)

Like Fran you're awful at remembering faces if you don't consider them important. If you take a liking to someone you can recognize them but otherwise you will often wonder who the hell this guy talking to you is.

Slave (+200 CP)

(Mandatory if you took "Gauntlet Mode" or "Rank-SSS Gauntlet Mode" as Fran) Believe it or not, slavery is very common in this sort of setting, and you will suffer for it. For four years you will remain a slave, You will be beaten, you will be mistreated, your name will be taken from you and there is nothing you can do for those four years. If you chose to enter as an Item don't expect to escape from this as you will find yourself unable to move on your own and also to find yourself in possession of the worst possible owner you could ask for, whether a despicable Goblin or a Slave Trader. If taken with "Gauntlet Mode" or "Rank-SSS Gauntlet Mode" and taking the place of Fran you will be beaten and mistreated extra harshly from ages 8 to 12. Also, double the amount of CP you gain from this Drawback. Good luck. Note: After the four years you will find yourself freed from slavery but people who are pro-Slavery will be able to tell you were a slave and be very keen on returning you to that bondage, so be careful.

Marked (+200 CP)

Your arrival wasn't one that went unnoticed. Either at your birth, when you appear here or when you take hold of your new self, something will occur, an Omen. Whether that be an Eclipse, a sudden global thunderstorm, or a thousand woman giving birth at the same time, half of them without being pregnant or even as virgins, is up to you. But there will be a clear sign something has happened and skilled Astrologists and the like will be able to discern that it announced the arrival of something and eventually may even be able to trace it back to you. Be careful, because whoever isn't on your side may very well be keen on ending you.

Sealed (+300 CP)

(Cannot be taken in “Gauntlet Mode”, Mandatory in “Rank-SSS Gauntlet Mode” in Double Up Version) This Drawback is simple, it reduces you to your Bodymod. You may take this twice to instead reduce yourself down to what you would be without Perks, Items or the Bodymod. If in Rank-SSS Gauntlet Mode the latter option must be taken. Does this double down on the negative conditions? Sure. Doesn’t mean you shouldn’t take this to make double sure.

Buffed Evil (+300 CP)

Evil Beings, Monsters, they’re all over the place. Your arrival will… coincide, with an uptick in the powerlevel of monsters in this world, buffing them by ten levels compared to their normal strength. This means that monsters are stronger but also that those who fight them can grow stronger faster. You may take this a second time so that they only get this buff when facing you but in return, their strength becomes equal to monsters twice their level. Doesn’t sound so bad, until the Greater Demon shows up and becomes something like a Demon Duke. If you took the “Evil X” Origin and the “Evil Being” race, this drawback will not buff you and will instead make you a prime target for every other Evil Being as they believe you hold a great amount of Evil God Juice to make them even stronger.

Luck of the Fran (+300 CP)

No, this doesn’t give bad luck that leads to get enslaved after your parents already sacrificed themselves to let you escape from being enslaved. No, this gives you Fran’s uncanny ability to randomly run into monsters way above her paygrade, on a regular basis. This doesn’t mean you won’t be able to fight them, it just means that you constantly run into monsters that are just barely within your ability, with much struggle, to defeat. It is a huge risk, but then again, Fran got to level 25 in one fight because she ran into a Greater Demon and was able to slay it with Shishou. Just be careful not to bite off more than you can chew.

Instincts (+300 CP)

(Requires “Beastmen” or “Evil Being” Race Option) This Drawback heightens your Instincts. More specifically, it will make you act more like an animal you’re related to. A Black Catkin will act like a housecat in many regards, a Goblin will become way more Goblin’y (meaning very Rapey, we’re talking Goblin Slayer Goblins not Tensura Goblins) and so forth. You can get past these instincts, but people will notice.

My Parents were Adventurers (+300 CP)

Maybe that is true, maybe not, but that isn’t what this Drawback does. This Drawback locks out all memories you had of your life before this Jump, effectively making you who you enter here, purely and entirely. Your Companions from past Jumps can try to remind you and you will feel a connection, but there is no way of restoring your memories while you’re here. If you take this Drawback, your companions may choose to benefit from its CP as well in return for having the same effect afflicting them.

EXP from Resources (+300 CP)

Monsters have a magical stone on their insides which contain magical energy and their skills. If a weapon such as Sensei was to shatter one of these stones they would gain Self-Evolution Points and access to skills that creature possessed. Now, you need to absorb or shatter these same Magical Cores to gain any sort of EXP or develop your skills, if not outright needing to use them in the same manner as Sensei does. This is bad, because these stones are insanely valuable, but oh well.

Generic Drawbacks

Stalker +100 CP

A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Bounty +100 CP

It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP

Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP

This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP

You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP

Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP

At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP

The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP

With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP

You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP

You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP

Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP

It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP

Once you start this jump you will lose all of your knowledge of the setting’s universe and all its Continuity’s.

Stranded +100 CP

Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP

Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP

You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP

Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP

You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP

Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP

Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP

People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP

No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP

Everyone expects you to already know what’s going on so don’t expect to get any explanations.

Sickly +100 CP

You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP

For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP

No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP

People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP

You will forget you took this drawback.

Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP

You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP

You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP

There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP

You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP

Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP

People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP

Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP

You are really bad at expressing your affection with every attempt you make being extremely awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP

Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP

Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP

Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP

This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP

Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP

You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP

You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP

You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP

Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP

The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP

You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP

Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP

At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP

You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP

You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP

Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP

This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the long run.

Hideous Haircut +100 CP

You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP

You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP

Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP

You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP

You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP

Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP

Your in-universe parents are dead and you are an orphan.

I Spy +100 CP

Your enemies can easily spy on you without being detected.

Easily deceived +100 CP

You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP

You don't know how anything works and will never have anything explained. This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP

Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP

You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP

People don't care when you are injured.

Unknown Rival +100 CP

It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll come out on top purely by accident, which will again spur them to double down.

Perfection +200 CP

You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP

It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP

All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP

Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP

Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP

You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP

A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP

There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP

It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP

For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP

This world is bigger than you would normally think but this makes the world more dangerous There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP

Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP

You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP

Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP

Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front. It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP

You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

You're a Joke +200 CP

It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP

You can't read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP

Whenever you do something for the first time you will be forced to watch a long boring tape that doesn't actually explain anything.

True to myself +200 CP

Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP

You keep accidentally filling into compromising positions.

Stealthless +200

You are very bad at sneaking.

Discount Budget +200 CP

Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP

You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP

You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP

You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP

You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP

You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP

At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP

Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP

You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP

You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP

It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP

It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP

Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP

All of your enemies will get situational intelligence whenever you face them making them twice as competent.

You're a right git +300 CP

Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP

Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn't tell the difference.

You get one more +300 CP

If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today's Kind of a bad day +300 CP

During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at least once so let's hope you have a 1-UP.

The Ghosts of Murder's past +300 CP

Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP

You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP

This can be taken up to four times with each time affecting a different limb for the duration of this Jump. You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons. You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.

Prepare for evasive actions +300 CP

Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP

There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP

For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I'm going to take a walk +300 CP

You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Lost or Found +400 CP

It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP

You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP

Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

I am bound by my word +400 CP

You are bound by any promises you willingly make.

Known Enemy +400 CP

Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400

Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP

You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP

You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP

Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP

For the duration of this Jump you will die at least once a year.

False Friends +500 CP

At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP

It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.

For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.

For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing.

You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Us humans are full of surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP

At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP

Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600 CP

Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

AU Continuity +1000 CP

You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Companions

Yes I am throwing the order out of the window here. I just think this is set here best.

Import (Free/-200 CP)

First things first, for free you can import up to 8 of your pre-existing companions into this jump or create as many characters for free. At an additional cost of 200 CP you may alternatively do the same, but import as many you like and create up to 16 companions if you so wish. Either way they gain 800 CP to make builds in this Jump with Origins and Race. They cannot replace any characters from canon for this with this option.

Fated Pair (-200 CP)

Ah, the protagonists. The Black Catkin child Fran and her Sapient, Speaking sword Sensei, or Shishou, depending on your preferred translation. Soon, they will become major players in this world, even if they work alone. For 200 CP you will meet them and form a connection, leading to you becoming part of their party and maybe a confidant in the secret of the sword. Alternatively if you choose to take the role of either one of these two, the other can be taken for free as a Companion. Sensei/Shishou also counts as a purchase of "Magic Weapon" below and can be imported in future jumps as both a companion and as an item at the same time, namely a sword, if you got him. If you took their quest above, you may also buy this option to obtain their canon counterparts as Companions. Fran has the full Perk line of "The Student" and Sensei/Shishou has the full Perk Line of "The Teacher" alongside a "Magic Sword" Item representing him as an Item.

Goddess of Evil (-300 CP)

Well, not really. This is a small (around 4-5 years old looking) girl with demonic features looking like the Goddess of Evil. Technically, she is. She is a shard of that goddess which has been rendered down into this child form, mortal, harmless, but with a potential that could leave her surpassing Amanda, an A-Rank Adventurer, at level 5. She sees you as her parent/older sibling and is unquestionably loyal. She can also suck out the Evil God's power out of those corrupted into Evil Humans, returning them to normal while growing stronger herself. Her favorite snack? Goddess of Evil shards.

Mother of Demon Children (-200 CP)

Amanda, the Mother of Demon Children. Friend of Children, A-Rank Adventurer, Half-Elf, Foster-Mother to the parents of Fran, Stalker. This woman can kick your ass so hard, her holding back will feel like a nuke to the face. For 200 CP, you get a good chance of recruiting her. If you're under 16, you can basically guarantee it. Be Fran? Well… call her mom if you want, that should do the trick. She would be your grandma technically. She has the full "Adventurer" Perk Line and Items and starts off at level 75.

Familiar (-100 CP)

For taking this Option you gain 1 Animal Familiar, this is a tamed monster. By default this is a Darkness Wolf like Urushi but may be another creature on that level. Additionally, if you took the role of a member of Team Fran, this will by default be Urushi/Jet. You may buy this multiple times for additional Familiars/Pets. If you took the "Black Cat's Quest" Scenario, you won't gain this until the point when Urushi would be summoned which is assured to occur.

Parents (Free, Conditional)

Fran's parents, Kenan and Framere, were Black Catkin orphans raised by Amanda who left her care to become Adventurers and eventually had a child, the aforementioned emotionally scarred murderhobo. They died four years before the events of the series, stopping a band of Blue Catkin slavers from capturing Fran although she was captured soon after. This pair of Black Catkin are not the same as them. Well, in so far as that they're alive. These are the same people, but they stayed alive to raise their daughter. This Companion option, in other words, is the version from the healing live-through Fran receives at the end of her Scenario/Quest detailed above. For this reason you get this option for free if and only if, you complete the "Black Cat's Quest" Scenario. They come in with the "The Student" Origin and Perks as well as Items, and will join you after evolving and reaching level 75.

Recruitment (-50 CP)

Normally you can just recruit anyone you like, but with this option you can, per 50 CP you pay, choose a character from this world to have a good first encounter with and have a higher chance of recruiting them. If you succeed, they will join you with all of their canon abilities and skills they have demonstrated here.

Perks

All Origins gain Discounts on their associated Perks and discounted 100 CP Perks are free.

Undiscounted

Basic Potential

Being a mundane human from Earth would kind of suck, and not being able to access the magics and skills found here would too. You now possess all the requisite characteristics to access the Powers, Skills and System found in this world, as well as to learn magic. Your potential is still low, but in this world? Even a little catgirl can learn how to kill Greater Demons.

Transmigration Sword (Free)

Maybe you want to remain someone between Jumps, or as an author you want to maintain the idea of an Isekai experience for your character. In either case you may choose to use this Perk to alter the "How" of your entry into another Jump. What this means in practice is that you may choose to alter your entry condition such that you appear from one world to the other as if Isekai Transmigrated. This in effect allows you to treat yourself as a Drop-In. This is a Narrative Meta Perk and at your discretion may be treated as an Origin Perk as seen in an Out of Context Supplement. This Author has made his own sub-genre of those by now, so it is permitted.

World of 93 (Free)

This world is quite unique in a way. All creatures born from the leaking energy of the God of Evil contain a "Mana Core", a magical gem in their body which maintains their life and powers their bodies. This Gem is also a distinct weakspot as destroying or removing it will kill the monster. The most common way of using these valuable resources is to utilize them to power magical effect, such as in Magic Crafting or to power magical devices such as lights or to repair Items automatically. Lastly, certain weapons such as Sensei, can absorb the energies of these cores when shattering them to in essence level up themselves and upgrade their capabilities. Sensei's personal System for example runs on it. Now, as for what this Perk does, it is quite simple: Any creature that can be considered a "Monster", even humans or normally human-adjacent creatures which have fallen to true evil, now contain a Mana Core like this for you to use, both in this world and in future worlds. Additionally, the 93 gods (not including the God of Evil) will be able to grant blessings in any future worlds you visit though you may disable this for those other than yourself at will. This means that, if you bought "The System" below and paid for it, others will gain the base functions of The System and may even evolve if they reach the right level, though humans may choose to, instead of evolving, switch to another race like Beastmen or Elf and start again from level 1 to utilize that race's evolutionary path.

The System (Free/-400 CP)

You gain this Perk for free for the duration of this Jump but need to pay 400 CP to keep it after. This world is a dedicated LitRPG world with its own system. Levels, Races, Classes, you name it. Normally there is a 45 Level Cap that can only be overcome by evolving though often, skills and training can make someone with a lower level become stronger than someone with a higher level who didn't put in as much effort. EXP is earned by slaying monsters, a way to reward the inhabitants for taking them out, but can also be earned by slaying non-monsters. Sapient Weapons such as Sensei have a variant of this system which instead of using EXP gathers "Evolution Points" from destroying the Mana Cores of monsters, gradually upgrading the weapon's damage modifier while also generating, through Rank Up, Upgrade Points to trade for uupgrades of other traits such as the amount of skills the weapon can share and to level up skills. The exact functions available to you will be determined by certain Perks further down though. Note: LitRPG in all instances mentioned here means systems like The GAMER where the character has a Video Game-like interface or leveling system and includes DnD or Pathfinder related Systems.

Level (Free/-50 CP)

This world runs largely on a Level System, which I already explained. For free you get level 1 but not a Class yet. For every 50 CP you pay you may increase your level up to the next multiple of 5, so the second purchase makes you level 5, the third level 10 and so on. The limit of how far you can go with this is 10 (1 free, 9 times 50 CP) as that is when the level cap is reached (Level 45) unless you bought the "Awakening" Perk below in which case you can by this up to 21 times to reach level 100 from the start. Your power however will be restricted unless you get a good amount of training and skills.

EXP Booster (-50 CP)

One of the strongest, if not simplest, of all perks. You can buy this multiple times and every time you do, you gain a x5 multiplier to your EXP gain, the growth speed of your stats from training and the speed of studying. This multiplier stacks linearly, so two purchases is x10 and not x25, 3 purchases are x15 and not x125 etc. EXP multipliers from other jumps work multiplicatively with this.

Class (-100 CP)

You can choose one of the canonical classes found here. Each grants a number of benefits to those who choose them. A Spellsword for example receives bonuses to melee damage as well as magical damage.

Special Skill (-200 CP)

Special Skills are a type Cheat ability found among some members of the population. Skills of this nature are things such as Skill Taker, Discernment of Truth Through Lies or Blessing of the Spirits. For every time you buy this Perk you gain one of these skills as seen in the show but not including any related to the Evil God.

The Teacher

Stay-At-Home Sword (-100 CP)

This is a rather basic Perk. Sensei is well known for his skill in taking care of Fran and, in turn, working as a Stay-at-Home Dad, or Sword. Like Sensei, you're one of the best at any and every task necessary to run a household and raise a child. Cooking, cleaning, filing taxes. Basically, this is the full package of Life Skills you would need as a functioning, single man in his 30s in Japan, in the 21st century and this is quite easily translated to this world and taking care of a young child here.

Telepathy (-100 CP)

Telepathy is the ability to speak with others through thoughts only, a form of mental communication. This requires no magical energy nor an orifice to speak through. You can either target this or "Transmit" in the open to be heard within a certain radius around you.

Sharing Skills (-200 CP)

One of the fundamental skills Sensei obtained when reincarnated: The ability to share a number of skills with his wielder. You can do this now too, You start out with three slots you can assign Perks or skills to and someone to share them with. By default this would be your wielder, at least if you're a Magic Sword. You can change your designated Beneficiary once per month. You can increase this limit by 1 Skill Slot for every grade you upgrade yourself or every 10 levels for those of you who aren't magical weapons. Can be bought multiple times to increase the number of Skill Slots you start out with and receive when meeting the conditions for an increase.

Status Falsification (-200 CP)

This is an ability Sensei obtained and uses frequently to hide both his own abilities and those of Fran. Using this Perk you freely modify what skills along the lines of Appraisal or the Skill "Observe" from The Gamer. In future worlds this skill will also work to trick scrying spells, preventing people from gaining information other than what you decided to "Set" the information of yourself to. This Perk can be extended from yourself to one other person (by default your Wielder if you're a weapon)

Self-Evolution System (-400 CP)

By buying this Perk (requires permanent System) you gain access to the Self-Evoltion Menu. By shattering the Magic Cores of monsters you gradually gain Magic Stone Points which, when you reach a certain threshold, will raise your "Grade" which will improve your stats as well as, if you have "Sharing Skills" increase the number of Skills you can share by 10 for every Grade you go up, also this automatically gives you 10 extra slots. If you cannot shatter them yourself, using a weapon will work just fine.

Curse of the Goddess (-400 CP)

The Curse of the Goddess was a curse placed on Sensei such that he can only be wielded by one single person at a time, as such only if his wielder (Fran) dies would someone else be able to lay claim to him, otherwise those who would try to take him would suffer Divine Retribution. Why is this a Perk and not Drawback? Well you can now benefit too. Anyone who would try to take what is yours, your Items, your Perks, your Companions, will not only fail misserably, but will be punished harshly by Divine Retribution with repeat offenders eventually being killed outright. If you're a Magical Sword, your designated Partner will benefit from this Perk too automatically. Items you give away freely aren't affected.

A Soul Foreign to Us (-600 CP)

Sensei is immune to the corruption of the Evil God, how? Well that is simple: He isn't a being from this world, thus the Evil God had no hand in his creation. Like him you are now entirely immune to corrupting influences and Corruption, diseases too for that matter. You may allow it inside you to gain power, but you will never be altered by said power. If you have "Sharing Skills" then this Perk is automatically and freely shared.

Path of Bonds (-600 CP)

Path of Bonds is a Skill Sensei earns very late into the story of the Web Novel (Spoilers ahead), it is a way of controlling the Traces of Blue Light that would connect Sensei and Fran, empowering them, when they were in high sync while fighting a great enemy. This Skill would instead allow others Fran has bonded with to reach out metaphorically to her and both draw strength but also empower her, with them sharing their abilities between each other. With this Perk you may do the same, you, your companions and your allies, all can connect through this and share a number of Skills and Perks with one another equal to the capacity you have through "Sharing Skills" and related abilities, as long as it is during a significant battle. Consider this a Boss Battle Boost.

The Student

Cuteness (-100 CP)

Lets not beat around the bush, Fran is adorable. She can be coated in your guts and still be adorable. Like Fran, you are now an 11 out of 10 on the cuteness scale, and when you grow up this will also translate well to your looks as an adult, whether that be handsome or attractive.

Unbroken (-100 CP)

Fran has three things in abundance. Cuteness, Bloodlust, and mental resilience. Even after everything she suffered, she wouldn't bow down and give up, wouldn't take the easy route out by becoming an Evil Man to evolve. Like her, your spirit is unbreakable, your mind unshakeable, your willpower a Force of Nature. You may suffer, you may become a bit unhinged from trauma, but the core of yourself? Who you are? And your goals? They cannot be broken.

Agile Kitten (-200 CP)

Cats are agile and flexible, and so are you. With this Perk you can now bend your body at impossible angles, squeeze through extremely tight spaces as long as your skull isn't wider than them, and can move at twice the normal speed not just while running but while maneuvering, granting you great agility and not just speed. Dodging attacks is now almost second nature for you.

Following Guidance (-200 CP)

Those who are older often have much more experience than you, and therefore can teach a lot. Any time you under go training or are being taught by another who is more senior in some way and who you recognize as a teacher, you almost immediately absorb their lessons, learning easily what they try to teach you and progressing at ten times the normal speed. In terms of the System, if you have an instructor for a particular skill, your own skill level will increase five times faster than normal and you can acquire new skills by observing and copying others.

Punching Way Up (-400 CP)

Fran is repeatedly thrown into situations where she is up against people and monsters way above her own powerlevel, yet she at least manages to always punch far above her weight class. Just as an example, the Greater Demon, he outclassed her in every way but her and Sensei were able to defeat him by exploiting his two weaknesses as a Dungeon monster: His Mana Core and the fact that he has to defend the Dungeon Master. Like Fran you now gain a situational boost to your capability to fight proportional to your opponent and how dire the situation is. This won't make you able to steamroll anyone you want nor guarantee your victory, but it will ensure you have a chance. However, this also scales with how high the stakes are. If it is just a sparring match against, say, Amanda and all that is on the line is your dignity and having to call her Mommy or something, then the boost will be far less than if you're fighting for your life. This only guarantees you have a fighting chance, it doesn't guarantee the win.

Rage Radar (-400 CP)

There is one thing, which most people can agree is abhorrent in every way. Only ones who disagree typically try to excuse passages in their holy texts which promote it. That being Slavery. Wouldn't it be neat if you could, I don't know, detect where slaves are being held, and hone in on them? Well, now you can. Once per jump you may designate a particular activity, by default slavery, and gain a "Radar" of sorts which will let you detect this activity within a 10 kilometer radius. Moreover, because in fiction there are always these kinds of things, if you find someone who is involved with that practice in a way that isn't harmful, such as someone owning slaves but treating them kindly with the Slavery as just a formality really, you can tell that is the case. Moreover, anyone who engages in activities you object to vehemently, especially if you have very strong hatred for those engaging in it, will find that you are far stronger fighting them than you are normally.

Evolution (-600 CP)

Evolution is a key ability of Demihumans and monsters. While some (Black Catkin) would be denied this ability, you may have this. While only available after reaching the Level Cap of 45, this allows you to use the "Awakening" Skill to evolve further and remove the level cap. As an example, a Black Catkin would become a Black Tigerkin. However, further beyond this single use, whenever you reach a point that can be said to be a growth plateau, you may choose to evolve further, along an appropriate evolutionary path, resetting your level to 1 after you reached that level. While this will reduce your stats, your new evolved form will mean that your stats, as you level up will increase much faster than before, with this boost being proportional to the number of levels lost this way. Lastly you can make others unable to discern your evolved state via the "Evolution Disguise" Skill. This Perk requires any kind of LitRPG System being in your possession to work.

Interesting Times (-600 CP)

It is notable how often Fran and Sensei would run into situations which would lead to combat against formidable opponents and would lead to many great acts by the pair. Like them, you have a penchant for finding your way into situations which could be advantageous for you, maybe running into a group of adventurers on an escort mission under attack would lead to you finding a bandit cave where a special Item necessary for a horrible plan was stored, leading to you capturing these items and subsequently thwarting the plans at least to an extend. There will always be some payout for you, ranging from a huge boost in power from the encounter, important items or the events leading to other encounters that would in turn ensure your growth. Lastly you may choose to not only toggle this Perk on and off but to activate the opposite, allowing you to spend some time without anything happening around you, though in return this will push plot relevant events back and extend your stay if doing so would cause you to leave before the events happen. Can't have you use this to avoid the plot entirely now can we?

Adventurer

Job Postings (-100 CP)

Adventurers take on various jobs in exchange for payment, whether monetary or in the form of valuables. They go on escort missions, explore dungeons and exterminate monsters. You now have the ability to call up a list of tasks you can accept, whether in a System or at a tavern and similar places. These will pay appropriately for the task but may also just include regular employment options.

Management Skills (-100 CP)

The skills needed to manage a chaotic and unconventional group, often quite large, such as an Adventurer's Guild branch. You can easily handle unconventional groups and characters, ranging from an Oni with a heart of gold but the looks to give grannies Heart Attacks, to a guy who is really nice but would be put on a Sex Offenders List within negative five seconds of anyone seeing him. Meaning seconds before anyone would see him.

Training (-200 CP)

You now have all the training you need to pass a Guild Entrance Exam, basic combat training, at least one Journeyman level of skill in a weapon of your choice, as well as survival and dungeon exploration training. Nothing fancy, but definitely above mere potential. This is enough to push you up to be promoted to F-Rank within a week.

Authority Equals Asskicking (-200 CP)

Speaking of, it would really suck if your authority couldn't be matched by your actual combat prowess, wouldn't it? Well no worries! This Perk grants you a significant boost in your capabilities based on the rank you hold in any organization. This doesn't just mean as an adventurer, titles as a Noble, Doctorates, military ranks, they all affect this. This powerboost can be calculated, granting you the stat bonus of gaining a Level for every Rank you receive. Additionally, particularly high ranks such as the B-Rank as an adventurer or a commanding rank in a military such as Captain, will be 10 levels with something like S-Rank or Commander in Chief granting you the benefits of something like being 40 levels higher. This doesn't change your actual level though, so don't worry.

Revival (-400 CP)

A deceptively simple skill, really. Revival allows you to revive yourself once, though it is unknown how often or what cool-down it has. In this instance, this acts as a 1-Up, meaning once per Jump or once every 10 years, whichever comes first, you can revive from one death instead of ending your chain. Just to be nice, you also gain a resistance to the type of death you suffered for the rest of the jump/10 years you triggered this in.

Treasure Trove (-400 CP)

Wouldn't it suck to work your butt off and get away with nothing more than a simple steel dagger? Then this Perk is for you. When you earn a reward or find a treasure you can choose for the Item to either be twice the original amount or twice the quality. This is basically the same thing for money obviously. This also applies to items you commission from a craftsmen for obvious reasons and materials you get from dismantling monster corpses. Yes you can get twice the quality of a material and then commission to make an item from it and get twice the quality from that, or two copies of the Item. Nobody will question this. Don't question this. Doesn't work on Purchases or Scenario Rewards from a Jump.

Blessings of the Spirits (-600 CP)

The Spirits favor you, they truly do. You now have the Unique Skill "Spirit's Affection", which is a high level skill which activates if you're about to be hit by an attack above a certain threshhold. Point-Blank High Level Fire Magic, as an example, would trigger this. This will mittigate a large amount of damage before it can reach you, negating attacks up to a certain point outright and reducing the damage from what remains. Additionally you have a natural affinity for summoning and manipulating spirits, even high-class spirits of the humanoid category even if you don't have the Elementalist Class.

Double Dipping (-600 CP)

Well this is now just plain cheating. You're now no longer restricted to one set of levels, instead you have two sets of levels and stats, which means that you will receive EXP in both of these level sets but only one will be visible with Appraisal. Moreover you may assign a second class to your second stat set, meaning you benefit from two classes rather than one. This can get pretty broken pretty quickly since you will gain stats independently and both will only require as much EXP as their indicated level rather than their combined level. Furthermore, this will affect every LitRPG system you have, from before this Jump or after it, granting you a second stats sheet from them. Additionally, keep your levels separate between the systems. For maximum cheese, yes.

Noble

Court Education (-100 CP)

It would behoove you to know at least the basics of courtroom etiquette. You possess all the education needed to be a proper member of court, possessing both knowledge of how to act as well as how to avoid blunders. You know the basics of political Close-Quarters-Combat too, for that matter. You will always appear squeaky clean, groomed and will never do something embarrassing like picking your nose or farting loudly in public.

Title (-100 CP)

A Noble without a title is basically just a peasant in fancy clothes. You now have a Noble Title which will grant you a connection to old royal blood in this and future worlds. It isn't a very tight connection, but you will have all the legal protections and privileges of at least someone related to a Baron if not a Baron or Baroness yourself. This is a relatively low rank in Nobility, obviously as this is a Perk which comes free with its Origin.

Charisma (-200 CP)

Where Management Skills are necessary to run an Organization such as a guild, Charisma is what is needed to lead an army. You have the Charisma befitting your noble status, meaning the higher up you are, the greater your Charisma and ability to lead others. A Baron has the Charisma to lead a squad, a Marquis a Batallion, and so on. To lead a nation, it takes a King.

Commerce King (-200 CP)

Commerce is one of the cornerstones of civilization. And you seem to have taken a master class in it. You have an intrinsic understanding of when, where, how and why to sell any wares you can think of, as well as how to extract the greatest amount of value from what you sell. As a bonus, you now have also all the skills necessary to process monster carcasses to divide them up into valuable parts with no damage to the wares themselves, thus raising their value due to their pristine condition.

Truth and Lies (-400 CP)

Principle of Falsehoods is a Unique Skill which grants the user the ability to discern when somebody is lying as well as making their own lies more believable. You now possess this skill as well, and don't worry, you're not in danger of it being stolen by someone else. In addition this skill will be a bit more precise, telling you exactly in what way the other is lying and making it easy to convince others you have this Skill or a variant anyway, for real.

Godsight (-400 CP)

Godsight may sound overpowered, but it isn't Omniscience. It is a Unique Skill found in this world which allows the user to see all data on an item, it is basically a form of Super Appraisal which can, to an extend, even overcome Appraisal Negation. With this Perk you get this skill and it even comes with a small bonus as using it will allow you to learn the history, construction process and much more data than that, about an Item and no means of obscuring this data will work against you. This is, in essence, the ultimate form of Appraisal but only for objects though it cannot be a whole world.

Bound Demon (-600 CP)

A certain family in this world has a unique ability, to summon powerful fiends and bind them to themselves. You now possess this same ability, allowing you to summon a powerful A-Rank creature, not necessarily a demon, which will defend you as well as negate all forms of malignant magic that may be placed upon you. Additionally you will now count as a proper wielder for any powerful artifact-type weapon you may come upon.

Royalty (-600 CP)

Before you were only a Noble, a minor one at that. Now you're Royalty. What this means is that you are part by blood, of your race's royal bloodline and can make a legitimate claim to the throne if the current monarch dies. In this regard you will always count as first in line for the throne in such cases if you want. Additionally you will be granted a unique skill called "Royal Blood" which will double your stats passively though anyone who uses appraisal on you will be unable to discern this and only see your unaltered stats. Additionally the EXP you require to level up will be reduced to 1/10th the normal rate with the requirements growing only at half the rate they would normally do before the reduction is applied.

Evil X

Mana Core (-100 CP)

All beings born from the God of Evil have this, a Mana Core. This Crystalline structure contains a huge amount of magical energy as well as the essence of the monster. Yours is contained within your chest instead of a heart, making your immune to heart related diseases or causes of death, but also making you vulnerable to attacks there. To mitigate this, if you have another Mana Core on hand it will automatically replace you Mana Core.

Blade in the Dark (-100 CP)

It can be useful to be a huge brute who can cleave a man in two with a chop of the hand. But more often it is far more useful to sneak up on a target and eliminate it unseen. You have all the skills and abilities of a Master of Assassination, able to temporarily go invisible for up to five minutes with a one minute cool-down and if you attack without detection, you deal double damage, ignoring bonuses from armor.

Sinister Contacts (-200 CP)

It is always useful to have this sort of person isn't it? You now have contacts among the more seedy side of society, Slave Traders, Bandits, the Black Market, Wanted Criminals with a background of being Adventurers who wouldn't give a shit about Collateral. So long as you can afford their services there is practically nothing you can't do with these sorts of people unless somebody actively messes with your plans, such as a certain catgirl.

Hidden Disease (-200 CP)

How does one spread a conspiracy which will end with all the world destroyed? How do you hide this in the middle of a city? Well, this may be how. You are skilled at infiltrating cities and setting up organizations, slowly building your influence over the population and smuggling in your subordinates to undermine all the systems that would impede your goals. Likewise you can sow the seeds of corruption in the system of government, ensuring that, sooner or later, people willing to work for you will come into power and support you. This will take time, but it will work faster if you're putting in actual effort into spreading your influence and the corruption. Also, scales with the power of yourself and your supporters.

Alchemist (-400 CP)

Ah, you may wonder 'Where the hell does this come from? Well, there was this little asshole of an Alchemist a couple towns over who fucked up the local Alchemist Guild for various reasons, most of them because he thinks he'll get his name into the history books faster by being a huge dick to everyone and becoming Infamous. Yeah, he's a real dick and Megalomaniac, up to and including, willingly joining an Evil God Cult with horrible plans. Anyway, because of this connection you now possess the ability to perform Alchemy, this is in essence magical chemistry with a touch of Fullmetal if you want. This can be used to turn Purifying Tourmaline into the polar opposite among others. Your skill is about on par with Eugene from the city of Barbora, who was the teacher of the troublesome Alchemist boy, which puts your skill at Alchemy at level 10 with related chemistry skills being also on that level. This is pretty much the pinnacle of those skills.

Evil Evolution (-400 CP)

At will you can undergo “Evil Evolution”, evolving into an Evil God empowered form of your race. This raises your stats to twice their normal value, raises your level cap if you have any, and boosts all of your skills. You’re also immune to purification and holy magic. Unlike those who are normally affli- I mean blessed, with this power, you do not lose your mind and can at will return to your normal form. Additionally your MP will be quadrupled.

Skill Taker (-600 CP)

Another Unique Skill, Skill Taker is the tremendously powerful skill held by a Greater Demon summoned in a Goblin Dungeon. It allows the user to, once at varying cool-downs, steal a skill from a target. The user can only use this skill once on a target This naturally could be done more often if someone were to share the skill with another as they would be treated as separate people. As a Jumpchain Perk this skill allows the user to do the same once per day but with a small bonus. If a skill targeted by this Perk (Fanwank responsibly) has a Perk equivalent in the Jumpchain Document currently in use, then a copy of that Perk will be granted to the user. Obviously if you can share this with other people, they too can use it. Lastly you can choose whether the skill taken is removed from the target or not, unlike the regular skill. Yes this means you can use it on your companions to get their Perks. Whether you can target someone with this will reset at the start of the next Jump or after 10 years, whichever comes first.

Demigod of Evil (-600 CP)

Well this is a bit… Extreme I admit. You’re no longer a mere monster born of leaking Essence or a follower, you’re a person into which a piece of the Evil God has basically Incarnated. As such your stats are ten times their normal value, you have basically infinite MP and can easily “Bless” other people with the power of the Evil God. Whether the gods will interfere with you may depend on your own actions, maybe you’ll be just a less crazy new version of the Goddess, or maybe you’ll be even worse. And whether those blessed by you lose their minds is freely to be chosen by you. You can also choose whether or not your appearance will change to have black eyes, one or more horns, and other signs of Evil Man evolution only much more exaggerated showing on your appearance. Note that if you don’t align with the typical “Virtues” of the Evil God, her followers will likely suspect you of heresy or something along those lines, unless you can convince them that you represent the part that wasn’t driven insane at the beginning of time. Lastly you can consume the pieces of the Evil God to eventually ascend to become the new deity, inheriting what is still technically the authority of the War God, and can also consume other divinities if you can defeat them to absorb their powers, in this and in future worlds, once you have accomplished Apotheosis.

Items

Welcome to the place where you get your shiny shit :D

All Origins get their associated Items at a discount, 100 and below when discounted is for free. You get a 300 CP Item Stipend. Items that aren't Free inherently may be bought multiple times, Items that are free by discount but cost above 100 CP otherwise, will have their price discounted but not be free the second time and after. Items can be imported into similar Items and Companiosn who have taken the "Magic Weapon" Race Option may choose to import themselves into an Item you or they themselves have purchased here. Additionally you can import Items purchased here into similar Items purchased here.

Undiscounted

Iconic Outfits (Free)

Everyone needs branding, don't you know? This is a full wardrobe of various outfits which come in any aesthetic you wish, allowing you to fit into any stylistic Niche you want. They're just regular clothing but even so, they will be comfortable and be temperature regulated. Updates with new outfits in every new world you visit and will include outfits from previous worlds.

Bag of Coin (-50 CP)

This is a small bag containing 50 Gold Coins, a type of coinage accepted in every nation in this world. Outside this world this is 50.000 US Dollars worth of money but cannot be sold for their gold value but can be converted to other forms of money. Refills monthly.

Bag of Holding (-100 CP)

This is a small bag taking the form of a messenger bag into which you can put up to 50 tons of Items inside, which will be weightless for you, but after this limit is reached you cannot put in anything more than that. A useful tool for adventurers and traders obviously. Can be put inside of Dimensional Storage Magic without consequences.

Magic Sword (-200 CP)

This is a high-quality weapon with magical properties equivalent to Sensei/Shishou from the Manga and Anime. It starts out as strong as him when he first reincarnated. Naturally this may be any type of weapon you can think of, including ranged ones though that may be a bit more complicated.

The Teacher

Homemaker Tools (-100 CP)

This is a fully equipped mobile kitchen with a stove, Oven and other necessary appliances, including a Microwave and all tools needed for cooking. Perfect for cooking on the road. How is this all powered? Why is it so modern? Because this is an Isekai story so stop complaining. It is all powered by Magic Stones anyway and the running water is held in a tank, kept clean and recycled with a Magic Stone with Water Affinity It is also self-cleaning.

High-Quality Ingredients (-200 CP)

Yes another cooking Item. This time it is a large pantry of sorts which contains high-quality, Mana infused ingredients ready for cooking. You could do pretty well in a professional Cooking Guild's contest if you used this and it includes various ingredients equivalent to what would be used on Earth. The Ingredients will uplift the taste of any meal prepared with them by several orders of magnitude.

Dimensional Storage (-400 CP)

The magic which is a superior form of the Bag of Holding, essentially a bottomless pocket dimension into which you can suck anything into and store. There is no time on the inside and living beings cannot be put in this storage, but it is an indispensable ability which can make the difference between a great adventurer and a novice.

Godblade (-600 CP)

Godblade is the designation of a category of weapons forged by Divine Blacksmiths. Characteristics include that they have a damage value of well over 1000, a Mana Conductivity of at least SS-Rank and are literally the best weapons around with nothing able to match them. This may naturally be any type of weapon you want, even some forms of firearms from up to the Colonial Era of Earth, but that may not be so good due to ammo issues. As an added bonus this Item will grow in power alongside your level, meaning it will scale on top of its already high stats to your own. If fused with a Magic Sword you can import Sensei (companion or yourself) alongside it into this Item, thus giving him inherently the status he would only achieve toward the latter parts of the Web Novel.

The Student

Cloak (-100 CP)

This simple, black cloak is ideal for any wandering adventurer, providing protection from the sun, the rain, poison gas and lesser elemental spells… Alright it isn't as simple. It is a minor enchantment which protects against environmental damage and lesser elemental magic basically.

Curry Meals of Purification (-200 CP)

Yes, Fran loves her Curry. This is a simple box which, when opened, will contain 1 plate full of Curry with Rice or a Curry baked into a bun. Both were made with Purifying Tourmaline which means those who eat them will have any malignant influence purged from their system, whether that be viral, mechanical or magical. Yes, you can cure zombies and kick the nanoprobes out of Borg. It also conveys a level of resistance to that sort of stuff for 24 hours after consumption, the more is eaten, the stronger the effect.

Armored for Adventure (-400 CP)

This is a bit more than just clothing. This set of armor and cloth is a self-repairing, resizing set of magical armor in a style of your choice. It provides resistance to various status conditions, damage types and even if large parts of your body aren't covered it projects a field of defense around these parts to ensure you only take as much damage as if it was covered by the armor itself. Also will always look awesome on you.

Magic Book Library (-600 CP)

This is a collection of 5000 books which anyone, with the motivation, can use to learn a variety of different spells ranging from intermediary to "Is that Divine Retribution?" level, or from G to SS-Rank. Will add all publically available magical instruction books found in worlds you visited before this one and also from any worlds you visit in the future. If a certain kind of sword stabs these books, they gain skills related to the magic covered in that book.

Adventurer

License (-100 CP)

This is an item all Adventurers get when they register. This small card contains all your information and serves as both ID and as a license to go where you need to go. This will be recognized in every city and even future worlds as having the authority it gives you here. Your Rank as an Adventurer will likewise be recognized in future jumps.

Dismantling Kit (-200 CP)

Killing monsters and bringing in their corpses isn't exactly the best way to earn money as an Adventurer, it is more profitable to dismantle the corpses before selling them as that raises their value, and if you don't suck at it, you can multiply the worth compared to shoddy work. This little tool bag contains every tool you need for this work as well as a detailed instruction manual how to dismantle various types of monsters, not every species, but it will easily guide you along just about any dismantling job. A Novice can, using these tools and instructions, earn the Dismantling Skill and, with some time, even max it out. In future worlds the booklet will update to include local creatures you may be hunting and the tools will always remain capable of doing their job even in later jumps. They just don't do anything as weapons.

Dungeon Rights (-400 CP)

Another license, this time it entitles you to something kind of special. With this Item you have the rights to a conquered dungeon which will produce treasures and monsters. You will earn 10% of all proceeds produced by Adventurers who go into the dungeon and you have the exclusive right to go in and manupulate the still working Dungeon Core. You may choose the dungeon's theme, the resources it spawns and whether or not it is publicly available to others. If the latter is the case people will enter in this world and future ones to raid the dungeon, ensuring a steady influx of money, materials and, unlike normal, EXP for you. In future worlds this dungeon can either be imported as a location near your starting point or remain a Warehouse Addition.

Adventurer's Guild (-600 CP)

Ah, not a mere adventurer but the Guild Master of a branch of the Adventurer's Guild, aren't you? This is a large building where adventurers gather. It is both a way to organize Adventurers and distribute jobs. The guild takes a small cut of all payments and you gain 10% of those payments as well as first choice of any materials that were sold to your guild. You may also choose not to be the actual Guild Master, instead acting as a Landlord as well as an Adventurer, thus avoiding all the paperwork of the job. In future jumps this system will be recognized as a legitimate business, more often a sort of Paramilitary or mercenary company/alliance. The guild starts with 200 members ranging from G to D Rank and more can join, becoming Followers after this Jump if they remain part of your guild. You may decide whether to import this item into future worlds or keep it as a Warehouse attachment from which Adventurers can head out and return to as long as they remain loyal to you and do not pose a threat.

Noble

Mansion (-100 CP)

This is quite a simple item. This grants you a lavish and beautiful mansion with all the maids butlers and other servants you could ask for. Can be imported into future jumps or kept in your Warehouse. You can recruit others into serving as your servants if you can convince them to do so. So yes, go and try to rizz up that dragon over there, lets see if you can make a Dragon Maid.

Knight Force (-200 CP)

It appears you have been given military power. Whether you're the captain of these knights or if they're your protection detail, these are 20 level 20 knights in full plate armor with decent combat skills. 10 use various polearms, 5 use swords, 5 use bows and arrows with shortswords as sidearms. They all come with their own warhorses and 6 of them are also skilled at combat and healing magic.

Dragon Ship (-400 CP)

No this doesn't mean a Viking ship, though a resemblance may be there. This is a ship which is known as being borderline indestructible and is built to be carried by a Sea Dragon, a high-level ocean monster which are bonded to a certain royal family descended from a line of pirates who founded a nation on their island base. This one is bonded to you and will answer your call from anywhere. The ship itself is armed with magical cannons capable of destroying ships up to the class of an Iron Clad and to take on any kind of sea monster seen in this world, which should be quite powerful compared to most settings given monsters are born from a goddess and all that.

Kingdom (-600 CP, Bonus Discount with "Royalty")

And here we have the Big Bazonga so to speak. This is a Kingdom of your own. You may either be the heir apparent or, if you so desire, be the ruler. By default this may be a nation that already existed in this Jump or you may choose to use the Jump's Nation Builder Section below. All residents will work as Followers and its army will be under your command. Any adventurers living here will also be loyal to you.

Evil X

Demonic Essence (-100 CP)

This is a flask containing a potent, Alchemical Compound. It can be used with alchemy to create an artificial Mana Core for an Alchemist to create an Artificial Monster, a Familiar, with. The flask you have here has enough for one B-Rank Familiar but can also be used to convert Purifying Tourmaline into a corrupting ingredient. You gain one flask at the start of every jump.

Staff of the Evil God (-200 CP)

This wizard staff is a potent magical tool. It can cast a variety of "Evil" magics which can inflict very hard to heal wounds and automated healing and shield magic. Even a novice sorcerer could use this to at least pretend to be a capable spellcaster. Naturally it also draws power from the God of Evil so be careful.

Enslavement Tools (-400 CP)

Slavery is such an ugly, savage business. So unsightly. And so profitable! Here you have a full kit necessary to put others into magical bondage, making them unable to resist you and forcing them to follow your commands. Just be smart about it, don't drive a carriage of slaves through a forest with high-level monsters in it or you may end up on the meal plan of a Twin-Headed Bear.

Piece of Evil (-600 CP)

This is the pinnacle of what the followers of the God of Evil seek, a piece of the god's own flesh. On its own it is inert but will spawn monsters at your command and can be used to power yourself up. Obviously if you took "Demigod of Evil" then you can consume this piece of your mother to get one step closer to Apotheosis. If you took the spot of Shishou you can take this Item at a discount, but you get the Evil God's "Innocence" piece and it will be sealed within you. This also applies to the version of Shishou you get from the Scenario and Companion Options.

Nation Builder

Welcome to the Nation Builder Section. To access this Section you need to have purchased “Kingdom” and have chosen to build your own nation.

For making your build take these 1000 Kingdom Points (KP)

CP can be converted to KP at a 1:2 ratio

Size (Free/-50 KP)

Your nation has for free 20 km^2 in diameter worth of territory. Not much to write home about but for paying an additional 50 KP you can double that territory, and you can pay multiple times to double the territorial surface each time.

Cities (Free/-50 KP/-100 KP)

Your nation obviously needs cities. Your first purchase of this is free and grants you a major Castle Town with 500.000 permanent residents and significant infrastructure in line with the development of your nation. You may pay another 50 KP to gain an additional town with 50.000 inhabitants or another 100 KP to gain a large city with 200.000 Inhabitants. You can buy this multiple times but only the first is free.

Resources (Free/-100 KP/-200 KP)

This determines how rich your nation is in natural resources. For free your nation is very poor in resources such as metal and even wood, being largely steppes and grasslands. For 100 KP you gain moderate resource amounts of either Metals or forests. For 200 KP on the other hand your nation is extremely rich in one of either resource, easily able to produce twice as many raw resources as is necessary for your own nation. You can buy this twice at the same price tier to gain that either level for both types of resources.

Wealth (Free/-100 KP/-200 KP)

This is the wealth of your citizens, for free your citizens are fairly poor, just able to live life. For 100 KP your citizens have moderate wealth and are well off, able to trade freely and earn their living without hassle. For 200 KP, well, you’re either Switzerland or somehow everyone in your nation is rich compared to everyone else. Naturally as head of state this wealth affects your tax income obviously and thus your nation’s monthly monetary capacity.

Military (-100 KP/-200 KP)

How strong is your nation’s military? At 100 KP your military consists of about 100 professional soldiers and 5000 militia ready to fight with another 10.000 able to be called up if necessary. Your elite troops are 40 knights with 20 squires undergoing training. For 200 KP instead your nation has a respectable, professional army worth 50.000 professional soldiers, 500 Knights and a reserve of 100.000 militia. This may be purchased multiple times to add further forces.

Navy (-100 KP/-200 KP/-300 KP)

Just to make sure we have our bases covered, this option grants you a navy. All options grant you 100 ships. For 100 KP they're a large number of smaller, lighter ships, nothing too impressive but very fast. For 200 KP they're heavy warships armed with magical cannons among others on par with the navy of Sydhan. And finally for 300 KP you get flying ships. Yes, flying. These are the same as the 200 KP version but they are capable of lifting off from the ocean and to land in it and can move freely. They only need a body of water to land or specialized ship berths. This may be puchased more than once. If you buy the "Dragon Ship" Item above too, it will also be able to change into a Flight Mode.

Magical Potential (+200 KP/-100 KP/-200 KP/-400 KP)

This is a meassure of how high the affinity for using magic is among the people of your nation. For gaining 200 KP you're the only magical person in a land of Muggles. For 100 KP the magical population is about on par with the ratio from Harry Potter, so about 1 in 1000 people has the ability to access magic. For 200 KP your entire nation is made of people capable of using magic but there are about a 1/1000 chance of exceptional spellcasters and great mages among them. Finally for 400 KP you live in a nation drowning in magic. Everyone can shoot volleys of attacks that look closer to Dragonball Z than spellcasting. People who can challenge Amanda, Mother of Demon Children and have a better than even chance of putting up an impressive fight with magic alone is extremely high while those who can beat her by potential and magic alone is a 1/1000 ratio.

Races (Free/Variable)

Here we come to the section determining what your population looks like. You may choose an option from the Race section above other than Living Weapon and get the first for free. Additional ones will cost their regular cost +100 KP times the number of races you purchased after the first. For races that would grant CP treat them as if they had no cost instead.

Intangibles (-200 KP)

What is this you ask? Well this is a purchase for whatever you can come up with as a specail trait of your nation. Maybe you have a successful Sea Dragon breeding colony so you can produce Dragon Ships, maybe you have a huge shipyard capable of building impressive battleships, maybe your nation has replaced cavalry with magical tanks or maybe there is a Piece of the Evil God sealed in your capital but on another plane. If you're so inclined to have that. It cannot be something that cannot be potentially found here.

Systen Bonus

I'm sure you're wondering what this is. Well, remember how I said you can change how the system works for you? Well, this is a bit of that.

The perks you can buy here cost CP and will integrate into every LitRPG (meaning Video Game based) System you possess. Other people will not automatically gain access to these Perks by having the same system but you may give them access willingly.

Crafting System (-50 CP)

The most simple of Systems. The Crafting System allows you to use various materials to create new Items. Additionally you can use this to automatically dismantle bodies. The quality of what comes out with this depends on your level in related skills.

Stat Custom (-50 CP)

Want the stats of your system to work a bit differently? As long as it isn't anything more fancy than making them more convenient to manage or be a rebranding, or maybe just some cosmetic changes, you can use this to customize them. Appraisal will still show normal stats as possible.

Gaccha (-100 CP)

Ah the Gaccha, as you can probably guess this is quite a powerful ability provided you are quite lucky. Once per Day you can gain 1 random Item. What the item is depends on your luck stat and the settings you've been to and are currently in. There is basically no limit to what can be obtained from this system.

Dating System (-100 CP)

Quite simple, this function allows you to initiate a Dating Simulator-like interface which allows you to romance anyone anyone who is at least neutral toward you, sexuality isn't necessarily a barrier for this, though it would make things a lot harder for obvious reasons.

Instant Dungeon (-200 CP)

Dungeons are a valuable commodity in this world and going into one is always both a risk and a great chance. They contain various monsters, treasure and resources after all, making them ideal for adventurers who can go in to train, to get rich and to obtain new equipment. However, dungeons don't spawn too frequently, and are often subjugated and restricted to make them easier to exploit. With this function however you can at will enter a pocket dimension alongside anyone who want to join you, which will act as a dungeon. The dungeon's environment, monsters and treasures can be determined by you from a Dungeon Menu. Available options will grow with every new setting you visit.

Refinement (-200 CP)

Refinement is the process of using materials to upgrade Items or abilities. Yes this applies to your skills. What is necessary will depend on the target but will scale with the level and rarity of what is to be upgraded. So as an example, a Steel Sword may be upgraded for various amounts of metals. Refinement can be used up to a +10 to the subject's grade and after that may be "Evolved" which will involve far higher ranked materials.

Party System (-200 CP)

Surprisingly, there is no Party System in this setting unless you count the relationship of Fran and Sensei. This can change that. You may invite others into a "Party" which grants them access to a copy of your system with all custom services bought here and which will share EXP between all party members. Additionally, if you have a magical weapon with abilities like Sensei/Shishou, then one of them shattering a Magical Core will generate Core Points for that weapon. You may choose to restrict what systems are shared and also whether other systems you possess will be shared as well.

Custom Summoning System (-300 CP)

This is quite a powerful System, one that can truly have the potential to be a cheat code. In essence this system allows you to create "Templates" of monsters which you can, with MP, summon to your side. Creating these templates takes a significant amount of MP to begin with and the result's quality is both based on how much MP you invested and how you custmoized it. At the start you have a "Template Creation" Skill level of 1, allowing you to invest 100 MP for 10 Customization Points which can be put into increasing the monster's stats (base stat 1 in each stat) or to buy cosmetics abilities. Additionally you may sacrifice materials to gain bodyparts to put together your monsters. If you have Item Shop you may also use money to buy bodypart options. Each level you gain in Template Creation adds 100 MP you can invest into the creation of the template. After reaching level 10 your Template Creation skill will go up one tier with the max MP investment increasing by level in multiples of the max investment you had at level 10 of the previous tier.

Item Shop (-300 CP)

All that money and relatively limited places to spend it, am I right? Well, this is your one-stop-Shop. This System function works as an Item shop containing any and every type of Item found in this world and any other you have visited and will update with every new world you visit. Item prices scale with their actual value but yes, you could buy a Aurora-class Battleship from Stargate Atlantis or a Gundam and yes, the Infinity Stones are available for purchase if you have been to an appropriate setting, though at an exorbitant price. Includes Follower-type living beings as armies or servants.

Ability Shop (-300 CP)

And here we have the Item Shop's counterpart. The Ability Shop does everything the Item shop does but for skills and stats, allowing you to pay for gaining a skill or to increase one of your stats. Can also buy Core Points if available.

Cultivation System (-300 CP)

I'm sure I don't have to explain what this is. If I do have to, alright. This grants you access to all the mechanics normally reserved to those LitRPG stories set in a Xianxia world, meaning a Cultivator world. You can go through all the stages of Cultivation in this system, even cheating in a way by having assistance from said system, and grow stronger that way. You will be the only Cultivator around with this alone but there will be a guarantee that you don't have to worry about missing out anything, the shop will be stocked with any materials you need if you have bought it.

Other (Variable)

This isn't so much a specific option as a "Write-In" Option, allowing you to add a system function in line with the above you have seen in an Isekai story and other LitRPG stories. Out of all options in this section, this is the only one you can buy multiple times. Price will fall into the four shown tiers, fanwank responsibly please.

The End

Well you have made it through this Jump it appears Jumper, congratulations!

Now, where will you go?

Go Home: Ah, quite understandable, take everything you now own and become that overpowered returner you always wanted to be heh.

Stay: Wanna stay? Maybe you have found someone special? It is an interesting world after all so I can understand. All Drawbacks fall off, your rewards are, well awarded and anything you lost access to for the duration of this Jump will become available to you.

Move on: Ah, naturally the Show must Go On, am I right? Well, the Show being your Jumpchain, but that is basically one and the same am I right? Keep everything you have purchased and move on to the next jump. I'm curious where that will lead you now.

Version History:

v0.9: Jumpable Version

v1.0.1: Complete as of this moment