Generic Light Novel / Manga / Anime Jump

As you feel reality shift around yourself, you appear in the middle of a grand library with shelves filled to the brim with… Manga, Light Novels and Blu-Rays.
“Ah, you have come. I have been expecting your arrival”.

In front of you stands a cloaked being who bows to you as a form of greeting,
“This place is a realm is used to store certain forms of stories, at the moment we’re in the Japanese section of the collection. This section covers all the stories the Japanese have told throughout their many variations throughout the Multiverse”.

The being spreads out their arms as they direct you to the mountains of entertainment around you.
“As this place’s caretaker, I’m here to instruct you and to explain what your current Jump will be. You shall enter a new story with a place reserved for you”.

The beings hands you a jar filled with slips of paper with cp written on them.
“Now, with those 1000cp, decide what story you shall enter and the role you shall take”.

Genre Selection

Pick four genres for the setting for free. Or, roll a 1d38 for two genres for an additional 100cp. Or roll for all four for an additional 200cp

(1)Adventure	(2)Romance	(3)Comedy	(4)Action	(5)Drama	(6)Ecchi
(7) Fantasy	(8) Game	(9) Harem	(10) Historical	(11) Horror	(12) Jossei
(13) Kids	(14) Magic	(15) Martial Arts	(16) Mecha	(17)Military	(18) Music
(19) Monsters	(20) Mystery	(21) Parody	(22) Police	(23) Post-Apocalyptic	(24) Psychological
(25) School	(26) Science Fiction	(27) Seinen	(28) Shoujo	(29)Shounen	(30) Slice of Life
(31) Space	(32) Sports	(33) Super Power	(34) Supernatural	(35) Tragedy	(36) Yuri / Yaoi
(37) Isekai			(38) Other		

Those four genres will determine which story you’ll journey through next, and what will be your role be in it.

Origins

Mysterious Stranger:
You simply appeared out of nowhere one day with a fresh perspective on the happenings of the world around you. You know enough of the local language, somehow, to get by. How mysterious.

Side/Supporting character:
Someone important to you, a friend or relative, hasn't been themselves lately. This sudden developed has worried you so you told them that you'll be there to help and support them.

Protagonist:
Something's going to happen, you can feel it. Though you aren't sure what it is you can feel an event is going to happen soon with you at the centre of it, an event that may change everything and threaten everyone's peaceful lives.

Antagonist:
You've been hurt, hurt ever so much by this world. But, you refuse to let it win! You'll channel that pain and make yourself strong enough to change the world. The current world may label you whatever it wishes, but you know it won't matter when the dawn of the new world is in sight.

You can choose your **Age** and **Gender** so long as it makes sense in the story.

Perks

100cp perks and items are free for your chosen origin with similar origin perks/items discounted.

Mysterious Stranger (Drop In)

Genre Sage - 100
You aren't simply Genre Savvy, you have reached the level of a Sage of Genres! With barely any effort you can sense the type of genre affecting a story or world you interact with and how to affect them step by step. With time and precision, you could slightly modify the genre of the story or world. However, the larger the change the more time it will take and less likely it'll be to work. However, you can not change genres entirely. You might be able to make a deconstruction of a setting more light hearted instead of grimdark, but it would still be a deconstruction. These changes come about from actions you actually take in the world however, so don't expect to be able to change anything if you're isolating yourself or not interacting with the setting at large.

Nice to meet You - 200
Often people may be untrusting of others, especially strangers, but that doesn't seem to apply to you. So long as you aren't hostile to someone you can make a good first impression no matter what the situation and if you actually help them with something it'll speed up the whole trusting process. However, if you mean someone ill will you can use this perk to instead put them off their game.

Greater than their Parts - 400
Throughout your travels you have no doubt acquired a number of skills and powers of varying usefulness that you've no doubt experimented with and due to these experiments, you have uncovered greater power. With this perk, you instinctually know what powers and skills would work well together, even opposing powers will work together perfectly with this. The end result will always be greater than the sum of its parts, though this doesn't mean these new powers and abilities won't have their own limits.

The Greater Good / Bigger Bad - 600
There will no doubt be a number of elaborate plans and endless schemes you'll encounter during your stay here, it'd be a shame if you couldn't keep up. With this perk your ability to make plans has reached unimaginable heights along with the ability to recognise the plans of others, what their endgame is after some investigating and how to counter them. Not only that but you've learned how to turn setbacks and compromises into opportunities to improve plans for your success. So what if the enemy army took control of most of your country, their most important figures are finally in range of your secret weapon. Promising to slip some reward money to a group of people, you'll have competent lackeys in no time. Gods and Demons laugh at the plans of mortals, but they'll learn to fear yours.

Side/Supporting Character

A Friend Indeed - 100
You're a rather pleasant fellow to be with. Whenever someone spends time with you they can feel themselves unwind a little even if it's been extremely stressful lately. Perhaps it's how you stand or how you speak but people generally enjoy your company more than before, after all sometimes they just need a friend.

The Jack - 200
You're not a master of any single subject in particular but you are well informed in a little bit of everything, while you don't excel at anything in particular your wealth of knowledge will no doubt come in handy. Your skills playing instruments have made you fingers nimble enough to work with delicate objects and your storytelling skills will be enough to lie to the police about that bag of money you're hiding and get away with it.

Bringing the Best - 400
There's something wonderfully odd when you're involved with something, when you and your friends are working towards a shared goal you all become much more efficient and competent in the activity. Even cheering your friends on from the side-lines is enough to give them this boost, the power of friendship is no laughing matter to those who are well informed.

The Light Brighter than the Stars of Heaven - 600
Your friend has gotten into something big, and they've been struggling to keep up with the challenges involved. You wracked your brain trying to find a way to help them when you had an epiphany, they didn't need a friend... they needed a rival! Whenever you mark someone as your rival by telling it to them, either with your real identity or a fake one, your potential and growth as well as theirs will increase to the one with the highest value. Whenever you compete against each other you'll both experience a significant increase in skill along with moments of realisation to push you both even further than either of you would have gotten alone. After all, rivals push each other to be better. You can only mark one person as a rival at a time.

Protagonist

A Journey's Beginning - 100
The lead always has an event that sends them on to fulfil their mission/destiny and they'll normally run across a little something to help them along. Your luck has been given a significant increase and all journeys or endeavours you embark upon will always have a great start however if you wish this good fortune to continue they you'll need to work for it.

Tools of the Fools - 200
Throughout your journey the hero will need people, items and equipment to have a chance to overcome whatever challenge they'll face, sadly often times the lead is missing something critical to complete their task. With this perk you're more likely to come across individuals, groups or items necessary for your success up to a week before they'll be needed, however you won't instinctively know what they will be for at the time so you'll need to get that knowledge elsewhere.

A Champion - 400
The call to action is an event a hero will experience before they start their journey and will likely mark a great personal change in themselves or even the world; answering the call is one thing, performing the action is another. Whenever you take part in something with genuine consequences that'll affect your journey you'll gain a heightened instinct along with knowing what skills and powers you have which you can use to overcome the current situation. However, this won't guarantee a victory but it will guarantee any humiliating defeats aren't caused by lack of skill.

The Guardian - 600
It's down to the wire, the 11th hour has struck as the enemy seems to have assured their victory. And yet, the hero stands once more as the final guardian. Whenever you vow to protect something your abilities and competency in doing so skyrockets, not only that but all forms of power both internal (willpower, etc) and external (friendship, cheers of the people, etc) skyrockets as well giving you more power than you otherwise should have. Whether it's the safety of your city or someone's smile, you'll stand to the bitter end.

Antagonist

Those who Fight - 100
A villain is the label the world has branded you with, the sole reason being your desire to change it. Rather than allow it to hold you down you've learned how to use it to your advantage, whatever your reputation is you'll know how to use it to further your own goals without losing sight of who you are or why you're doing it.

A Perceptive Mind - 200
Most people have a very… shallow view of the world, being unable to see harsh truths and the connections of everything and everyone. Luckily, you aren't like most people. You see the world with a much more profound view allowing you to understand things in months others would take years to even begin to comprehend, and how to use it to your advantage regarding concepts, society, items or even people. Especially people, merely share your views with others and you could have those so called 'heroes' allies to switch sides to you.

The Leader - 400
Even if you have the willpower and skills to change the world you are still just a single individual, to bring about true change you'll need followers. Your charisma has greatly increased along with your ability to handle the processes of a large organisation and lead it. Not only that but whenever you work to change something, be it as small as a menu item to something on a multiversal level, you'll attract those who wish for change to your side. Turn your one (wo)man rebellion into a universal revolution!

To Stand Alone - 600
To bring about change is to battle against the world itself, a fact you've become painfully aware of. However, regardless of the obstacles in your path you shall overcome them all. You've become proficient in a large number of fields of study to further your agenda, with mastery over four topics. But, above all else, your sense of self is unquestionable and your willpower is truly monstrous. So great is your force of will and personality that virtually nothing could overcome it or force you to submit, save for your own deliberate choice to submit.

General Perks

Experienced Brawler - Free or 100
Since there is a high likelihood of you getting into physical fights it's better to be prepared. This perk increases your pain tolerance and grants you average fighting ability compared with the average fighters in the story, however if you spend an extra 100cp you'll be above the cannon fodder with peerless mastery in one style of martial arts, one melee weapon and one type of ranged weapon.

Experienced Brain Buster - Free or100
You'll need more than brawn to get through this world jumper, so you should train your brain. Your intelligence has been given a slight increase along with improved pattern recognition, but with an extra 100cp you'll be able to pass most entry level college tests without studying thanks to your extensive general knowledge. This "generic" knowledge base updates itself automatically as you travel to new regions, places, and worlds.

Intellectual and Profound - 100
You are general more insightful and knowledgeable than you otherwise would be, able to make complex observations within a few moments. The true benefit of this perk is increased thought speed, casually your thought speed is triple what a normal member of your species has with it being ten times faster if you focus along with the ability to have multiple trains of thought at once allowing you to hold conversations while monologuing. This does not grant a body able to move at those speeds however. You can be toggle this effect at will. This can be stacked with other perks.

Welcome To The [____] Club - 100
Pick one of your genres. You will now be likely to attract the attention of and form a small group out of people who are interested in that genre or the things that it involves. Romance Club will be full of romantics or those interested in romantic pursuits, Post-Apocalyptic Club will be full of either survivalists or those who want to bring about the end of civilization, etc. Can be taken up to four times, once for each of your selected genres.

Welcome To [___] World - 200
Pick one of your genres. During this jump, the effect of that genre on the setting as a whole will be strengthened. The true power of this perk comes in future Jumps. When entering any Jump, you may apply this perk, and cause the associated genre to be added to the world as

a whole. Harry Potter with Magical Girls, Naruto with Giant Robots, you now have the chance to explore different stories. How this affects the stories will largely be up to you. This can be taken multiple times. You must determine whether or not future jumps are changed before the jump starts, once you are in the jump it is too late to change.

I Am [__] - 300
Pick one of your genres. You can now transform into an enhanced form based off of that genre, with powers linked to it. No, an embarrassing uniform is not required but you can have one if you feel like it. Your transformation can take any appearance, your power(s) related to this genre will see roughly a 10% increase at the start and will steadily increase for every jump where that genre appears. You can be taken multiple times.

Creator - 200
Jumper… what slumbers within you is a great talent to be a creator, of the written and picture variety. You can effortlessly write up a mediocre story in under an hour along with decent drawing and animation skills, push yourself harder however and you can create wonderful pieces of literature and art deserving of global recognition. What's more any translations of your works, from word to animation or to different languages, will not cause any loss of quality or misinterpreted/distorted meanings. Who knows, perhaps this will help you should you ever gain the ability to create worlds or entire universes of your own.

HIGHLY Efficient Use of Time - 400
You know how in certain parts of stories events seemed to, for lack of a better, condense without losing any information or tone? Well, it seems you're able to do it now as well. Whenever you do something it seems you get more out of it then you should have. For an example, if you spend a day exercising you'll gain the benefits of few days of exercise instead. This doesn't give you what you can't gain yourself, it merely condenses time without loss of experience.

Unfair Advantages - 500
There is simply no other way to say it, you have such an unfair advantage over others it isn't funny. You are beyond the pinnacle of your species having an edge over others whether it's physical, mental, spiritual, magical or anything else you may think of. Effectively this means you are at roughly twice whatever the "peak" of your race would be, in all categories. This perk also boosts origin capstones.

--The Greater Good / Bigger Bad > The Observer
Your ability to recognise the plans of others has reached even greater heights allowing you to discern the outlines of someone's plan with nearly no investigation needed, but that is not all. You've gained a subconscious connection to the Akashic Records, while you are not able to gain any knowledge from it you have gained a danger sense that will alert you if something is endangering you, those close to you or even the world along with steps on how to prepare for it regardless of the nature, location, or other details of said danger. Though the prep work for the countermeasures won't make much sense in the beginning take comfort that the medieval catapult filled with Australian cheese will be the turning point in an alien

invasion. This also grants a strong resistance to all forms of reality warping and time paradoxes directly targeted at you or attempting to derail your plans.

--The Light brighter than the Stars of Heaven > The Partner
During the 'Rival Phase' your friend finally admitted that they could use your help. No longer are you rivals, now you are Partners! Competing or training together now accelerates the development of new skills and powers significantly for everyone directly involved, not only that but all forms of fates or magic that forces people to go alone or carrying burdens by themselves are negated when you're involved. You stand with your friends to the bitter end so you all can reach that impossible happy ending together, a happy ending that seems so much clearer than before. You can be partners with multiple people at once, though an individual must have been a Rival before they can be a Partner, and you can still only have one Rival at a time.

--The Guardian > The Preserver
Any empowerments from internal and external sources you have are doubled, but you've also learned a valuable lesson. A true hero is one who inspires others and lead by example, any ally who chooses to stand with you against any threat will receive the benefits of 'The Guardian' perk during the conflict (and only during the conflict) with the added bonus of connecting your subconscious to theirs for perfect teamwork with any risks, drawbacks or weakness tremendously mitigated.

--To Stand Alone > The Ideal
Your charisma and will have gathered many who wish to serve you, not out of material gains but because you have inspired them. Whenever those under you work at a task they can work beyond their limits and do more than what they could have done before, which only motivates them to work harder. Not only are those who work under you more competent but their own willpower has increased so that fear, mind control, hardships or half-hearted speeches aimed at turning them against you or your cause will be heavily mitigated. And should you fall, either through battle, age or betrayal, then the spirit of your teachings will live. Though the wording may change those who take on the spirit of your ideals will work together to finish what you started with a dogged perseverance that will frustrate and stymie enemy attempts to disperse them..

Items

Items related to origins are discounted with the 100cp items being free.

General

Money free / - 50
It's a big world out there Jumper, have a little spending money to help you along. Equivalent to $250,000. Everyone gets one purchase for free and may buy more for additions of $500,000 per 50cp spent.

The Jumper Series! - Free
As thanks for coming by, please, have these light novels, manga and anime based around you and your adventures. Subbed and Dubbed in every language from your world and those of worlds you've travelled through thus far. Comes with bonus content such as conversations and events you weren't present for, your actions through the eyes of others and their thoughts on the matter AND special 'What-If?' items that shows you what would have happened from any what if scenario you ask. Cannot show you what is to come, only what could've been. You get material for every jump you've already completed, and new compilations at the end of every future jump you complete (including this one).

JUMP Incorporated - 50/100/150/300
Well congrats Jumper, you're now a business owner. Along with the business you have a highly competent right hand (wo)man, they're not a companion but they can fill any role you give them even as the CEO if you don't/can't do it. You must buy the previous options before purchasing the higher levels of business you want. Ie: it costs 600cp total to get the Mega Corporation.
- 50: Your business is comparable to a large privately owned company with heavy influence in one city, competent workers guaranteed.

-100: A well-respected national company with its own world-famous R&D departments.
-150: A multinational company with branches and connections all over the world. Able to train anyone into competent workers, a middle school dropout can be turned into a competent business leader within a year or two.
- 300: Your company has become a true MEGA-CORPORATION, with its hands in so many industries it'd be near impossible to find things your company doesn't have a piece of. However, should you choose to step away from certain industries and focus more on others you can see those focus industries become even more competent and successful. Focus on twenty industries and see those ventures be years ahead of their competitors, focus on ten industries and see them be ahead by decades and if you solely focus on five they'll be ahead by a century at minimum. But above all else, your company has access to nearly endless resources through a mixture of parallel world mining (don't think too hard on it) and very efficient use of resources. Comes with a publicising company, an anime studio and a video game developer as a bonus separate from your focus industries.

Mysterious Stranger

Maps and Informants - 100
It seems you've come into possession of a very special smartphone Jumper, within this phone are highly detailed maps of anything you can think of with the only limitation being that there must be a way for you to get those maps (buying them, stealing them, measuring the location yourself inch by inch, etc). This phone also contains self-updating lists of individuals who have information to help with your current task/mission. As a final bonus, almost as an afterthought, this phone never runs out of charge, always has perfect (free) service no matter where you are, and will appear in your hand whenever you need it and disappear whenever you don't.

Wardrobe of the Stranger - 200
It seems you've come into ownership of a very special wardrobe, it fills itself with outfits perfectly fitted to anyone who uses it in any particular style you're looking for. However, that's not all, these outfits are auto designed so they won't be out of place with any setting you may come across along with helping anyone blend into a crowd and not look suspicious. They're also quite protective, having the benefits of low-profile armor no matter how thin or flimsy they appear, and actual armor would be even more protective than normal. It can't provide anything beyond the "mundane" however.

A Strange Home - 400
How odd Jumper, it seems you've come into possession of a very strange house. Though it appears to be a regular building it seems to be constantly overlooked by people who are wishing you harm, they're more likely to search their own homes for you before they ever discover this house and in the event they do find it the house has secret escape tunnels made to collapse after you and your allies have fled leaving no trace, mundane or exotic, to

track you and yours with. In the event it's destroyed it'll be repaired within 24 hours, or built anew at any location you desire. Post jump, it becomes a warehouse attachment and can appear in future jumps. The house's ability can be added to any other buildings you own instead.

The Idiot's Guide to Everything - 600
Behold Jumper, for this device holds The Idiot's Guide to EVERYTHING! A seemingly infinite series of books that can teach you any skill in this world or any world you have visited before, just so as long as those skills are canon or part of that series expanded universe and NOT FanFiction. The Idiot's Guide also provides methods on how to sidestep pitfalls, drawbacks/warnings and how to compensate for the weakness of the skills you learn. You can also materialize a copy of a particular section and give it to someone without having to hand over the whole thing. They're stored in a warehouse attachment only useful for storing the guidebooks themselves and you'll always find the exact guide you're looking for only moments after entering this room. You may get this as a digital app in audiobook and pdf format for your smartphone from the Maps and Informants item as well if you have that, if you want.

Side/Supporting Character

Rumor Mills and Hangouts - 100
You won't always be able to help your friends with everything, so sometimes it's better to keep an ear out for rumors and having a list of places to visit. Within this jump and those to follow you'll have a constantly updating list of rumors with a map of places to visit, whether they're mundane or potentially extraordinary, along with details and information to explain the relevance or importance of said rumors and places.

Wardrobe of the Supporter - 200
It seems you've come into ownership of a very special wardrobe, it fills itself with outfits perfectly fitted to anyone who uses it with any particular style you're looking for. However, that's not all, these outfits are designed to help calm others and the wearer down and let them relax so long as the situation isn't completely hostile. They're also quite protective, having the benefits of low-profile armor no matter how thin or flimsy they appear, and actual armor would be even more protective than normal. It can't provide anything beyond the "mundane" however.

A Friendly Home - 400
A very lovely home you have jumper, it has a very mellow atmosphere and seems to have everything. Constantly stocked kitchen, an expansive entertainment centre, a study with constantly updating mundane books that always seem to be relevant to what you're currently going through, enough replenishing first aid cases to treat a small army and whatever other

mundane household items you or your allies need, within reason. The house's abilities can be added to any other buildings you own instead.

Bag of Everything - 600
Well not everything, but you'll certainly think so at times. You are able to pull out any mundane item you can think out of this when you need it, and only when you need it. You can also use this to place or retrieve things from your warehouse and its attachments or any inventory you may have access to, anyone besides you who checks it will only find a regular bag with whatever mundane things they were expecting and they can't use it to reach into your warehouse (or any other personal inventories you may have). An odd quirk about this bag is that it can stretch to allow you to summon any vehicle you own, but the vehicle has to either be in your warehouse or in one of its attachments for this effect. After you're done you can return the vehicle with a thought.

Protagonist

Networks of Friends, Family and 'Friends' - 100
It's important to keep friends and family close by, something that has benefits most don't realise. You have a large network of friends and relatives who wouldn't mind letting you and some of your friends to stay over for a while, or sharing information you might not have heard of. Though, heads up, some of those friends might want to be something more than friends. In the event you choose a drop-in origin for later jumps then you'll find yourself making a new network extremely quickly.

Wardrobe of the Hero - 200
It seems you've come into ownership of a very special wardrobe, it fills itself with outfits perfectly fitted to anyone who uses it with any particular style you're looking for. However, that's not all, these outfits are designed to inspire courage and improve morale of all allies and the wearer whenever they face a tough challenge. They're also quite protective, having the benefits of low-profile armor no matter how thin or flimsy they appear, and actual armor would be even more protective than normal. It can't provide anything beyond the "mundane" however.

A Home for all - 400
Ok, good news and bad news Jumper. Good news is you're officially a homeowner in this world, bad news your house is also owned by someone who constantly make renovations

without your prior knowledge. The co-owner could be your constantly away-on-work parents, a distant relative who needs to get rid of a lot of money or even your benefactor if you have one. Strangely enough all the renovations and extensions seem to happen before someone decides to move in with you and any requirements they need are already sorted out, I suppose having a house that'll expand to accommodate any new companions and allies you make isn't a bad thing. The house's ability can be added to any other building you own instead.

Deux Ex Medallion - 600
It seems you've stumbled upon a medallion with strange properties, it seems to guide you to where the plot demands by acting as a compass and warns you if someone is lying or hiding malicious intent. This medallion also appears to house a spirit that appears to know more than they really should know. The spirit is loyal to you and will never manipulate, betray or lie to you and will use its knowledge and instincts to aid you in any way possible. The origins of the spirit is a mystery that you may find out about. [make up whatever you want so long as it's not too complicated]. Once a jump, when faced with a situation you genuinely can't resolve on your own, not even with your allies helping you, this item will somehow activate its "power" allowing for a chain of events that somehow resolves the situation. It must be a heroic endeavor however, and when facing BBEG types it mostly just gives you the means to fight them evenly rather than just take them out for you.

Antagonist

Underground Connections - 100
The downtrodden and outcasts of the current world have learned that they must come together in order to survive, something that you have taken advantage of to make far reaching connections in the seedy underbelly of society that gives you access to manpower, information and materials. Beyond this Jump you'll be able to locate and make connections in the less than legal parts of the world easily and set up a new network to rival the previous one.

Wardrobe of the Villain - 200
It seems you've come into ownership of a very special wardrobe, it fills itself with outfits perfectly fitted to anyone who uses it with any particular style you're looking for. However, that's not all, these outfits are designed to intimidate your adversaries and break their morale whenever they oppose you. However, this won't work too well on those strong willed. It also serves to impress your authority on any subordinates you might have. They're also quite protective, having the benefits of low-profile armor no matter how thin or flimsy they appear, and actual armor would be even more protective than normal. It can't provide anything beyond the "mundane" however.

A Fortified Home - 400

Better to be safe than sorry were the words you used when you acquired an old building and restored it to its former glory before increasing its defences against all manner of threats regardless of what they are, you have also outfitted this building with facilities designed to help further your goals. A command centre, places for soldiers, a medbay, workshops and training areas are located in the 10 sub-basements of this property. It's practically a Bond Villain base in all but name. The house's abilities can be added to any other buildings you own instead.

Counter Hax Item - 600
This is it Jumper, something that all those who rebel against the current order long for more than anything else. An item that nullifies powers/abilities/events that could be described as hax, the item can take any form you wish and is soul bound to you so that it shall never be stolen. Let those so called heroes come, they can't cheat their way out this time. This effectively counters all forms of plot armor, and protects you against any abilities that would otherwise allow them to twist the narrative against you in their favor, or otherwise manipulate fate, destiny, luck, probability, etc, in order to completely shut you down. If they want to win, they'll have to genuinely work for it. Just be aware that just because you've shut down the plot armor of, for example, Superman doesn't mean he can't just punch your head off if you're a regular mortal (or, hell, even fairly superhuman yourself).

Companions

Old Friends - 50 or 300
Import one companion of yours for 50cp, or up to eight for 300cp. They each gain an origin and all discounts it may entitle them to. They are in the same story/world you are in and thus do not get to choose genre's. They get 600cp to spend on whatever they want, and may take one drawback for extra CP. They may not take any drawback that changes the setting or genre however. They may not buy companions of their own.

New Friends - 100
You gain a single new companion per purchase of your general description. You will meet up with them during the course of the jump and just seem to hit it off, becoming rock solid friends to the end very quickly, Nakama you might even say. They get an origin, all appropriate discounts, 800cp to spend on whatever they want, and may take two drawbacks to gain additional CP, though they are under the same restrictions as the Old Friends option on what they may and may not take. They can not purchase companions of their own.

Drawbacks

No limits on Drawbacks.

Hey, I've been here before +0
If you've visited a previous setting that has a novel, manga or anime about it you can go to that setting for no extra points. You can't use the jump doc for the setting and it will only be another version of that setting, consider it a clean slate.
-Doujinshi -100
Or, you may go to a fan variation of that world. If so, you'll need to spend an extra 100 cp for it.

Another One +100
Roll the genre section again, another story based around those genres will take place in the same setting as the one you're going to. Crossovers guaranteed along with team ups for both heroes and villains. This can be taken up to four times for a maximum of +400 cp with all afterwards being simple flavour.

Pick Another Off The Shelf +100
At the end of your ten years, roll a new set of genres,(which can not be the same selection of genres you've already used), but "Isekai" must be one of them. You'll be inserted into another Generic Light Novel / Manga / Anime setting directly from your first one for another ten years thanks to some interdimensional shenanigans. Your choices in the rest of the jump remain the same, including drawbacks which remain in force – you do not get more CP to spend. You can take this up to four times for a total of +400cp.

It Goes On and On, My Friend +100
Basically a reference to how some light novel series get bogged down in the plot's progression. The time limit to the jump is greatly extended. However, this won't actually give you much extra time, as everything in the jump's plot slows down to a snail's crawl. Even things like going on a date, going to school for a day, or participating in a fast-paced tournament seem to take forever, such that even with the extended time you'll probably now need most of it just to complete your main objectives in the jump.

Grammar Badly +100
You're not sure if it's the writer or the translators, but the sentence structure and word choice is now... exceptionally awkward. Everyone speaks in confusing tongues which ends up coming out as barely understandable.

Overly Flowery Language +100/+200
Everyone seems obsessed with using excessive prose and language in order to describe seemingly every little inconsequential detail. Expect pretty much everyone to be metaphorically chewing the scenery, from the most airheaded pseudo-philosophist to the most hard-core pragmatist that truly believes that "time is money". You'll be practically screaming for people to get to the point unless you've got the patience of a saint. For an extra 100cp however you're compelled to talk and act in the exact same way for your entire

time here but you won't realize you're doing it, so everyone will think you're being a hypocrite when you tell them to hurry it up.

How Shallow +100
These stories are such wonderful things, aren't they, Jumper? Such character depth and meaning, the evermoving, interlocking strings of relationships causing everyone to move forward on so many different paths. Sadly, not all stories are like this nor are the ones you're heading towards. The world you're going to is, for lack of a better word, flat. No interesting characters, lore or even conflicts. Not to say there won't be any conflict at all, if the genre calls for it, but rather that it will be so bland and boring and by-the-numbers that even the people directly involved can barely bring themselves to care about it.

Easily Avoided Drama is a Go! +200
What it says on the tin, you're going to have to deal with situations that could be solved in under ten minutes if the people involved just had a proper conversation. Expect misheard conversation to take days to sort out, a minor argument over fictional characters taking weeks and may RNG help you if the misunderstanding is a relationship one.

Internal Monologues +200
You have a tendency to give profound statements. Too bad only the audience will hear them, since they're all in your head! Your preference for internal monologues makes you less interested in saying things aloud, and you often forget that you said certain things in your thoughts rather than actually sharing them with people. There's also a chance the thoughts you don't what to say might be the ones you say out loud.

Gainax up to 11! +400
Oh, oh dear. Jumper by taking this the setting has been given numerous levels of danger. Nothing that you shouldn't be able to survive, but I recommend you be cautious moving forward lest several missteps could see you in over your head with even slice of life settings not being safe. The only real upside to this is increasing the amount of power you can theoretically gain here.

Incoming Plot +200
No matter what happens you seem to find yourself being drawn to the plot of the ongoing stories, or more accurately the plot of the stories are drawn to you. Expect a sensitive hearted maiden to eat most of your ice cream as she cries about how her lover left her, help a football team raise the funds to keep their club open, doing security work for an idol concert and help a team of magical girls defeat the monster of the week by driving them to the location. Hey, at least you'll have a lot of screen time.

Filler and Movies +300
It was a crazy summer you spent saving the lost Kingdom of Niahcpmuj, you go to bed content with your increased ability and new memories... only to wake up to it all being erased. On top of going through the events of the story normally you'll need to go through 'Special Events' that will take place between each major arc of the story. Filler Events will be

small adventures with you and your allies with barely any connection to the overarching story, Movie Events will push you and your allies to their limits to overcome a great enemy.

Filler Events can range from annoying to nonsensical (or both) but are guaranteed to challenging, often in ways you normally wouldn't operate in or consider. Filler Events tend to be longer lasting, usually their own narrative arc, than Movie Events. Movie Events however will be far and away more dangerous than 'normal' events, to an almost absurd degree, often introducing powerful opponents or events from seemingly nowhere, leaving you to scramble and scrape for any advantage you can find as preparing for them ahead of time will be next to impossible. Movie Events tend to not last for very long in terms of overall time, which may or may not be a good thing depending on what is going on.

After you complete each event the story will go forward with the events during the Filler and Movie event never being brought up again and any new abilities from that time being lost. At the end of the Jump your memories (and any abilities learned) of these events will return along with the option to take a single ally from one of these events along as a companion if you want. They get an origin, all appropriate discounts, 1000cp to spend on whatever they want, but can not take drawbacks to gain additional CP, though they are under the same restrictions as the Old Friends option on what they may and may not take. They can not purchase companions of their own.

They Need You Jumper! +300
Normally all the plots would resolve themselves for the best without your involvement, not anymore! Now you'll need to take an active role in the story or face ruin, this includes any other story you added to the setting. Protagonists will have to deal with competent villains with no remorse and that long for the end of everything, Antagonists have to put down heroes who are guiding the world to ruin, Drop-Ins and Supporting/Side Characters will have to step in and help one side while also helping the other to prevent things from escalating because reasons.

Genre Locked +300
Your mind is altered such that you only see things through the lenses of people in those genres you've picked. Moreover, you can only use skills and powers in a way that fits with the conventions of those genres. If a power cannot suit the genre themes, it won't work at all. Roll to get matched with a single genre of the ones in your story; while the other genres will still be present, you can only think and use your powers in the mindset of that single genre for the remainder of the jump.

You're the Dere +100/+200/+300
Your heart is tied by an invisible red string to someone, and your dere persona surges whenever you see, speak to, hear, or even think about that person. For +100 it's a companion or a character of your choice, for +200 it's a complete stranger with no place in the story and for +300 it's an enemy you'll face during your stay here. You roll a 1d10 to become the stereotypical embodiment of a type of "dere" when dealing with this person directly or indirectly. If you want, you may reduce the CP you gain from this drawback by 100 in order to choose the type of dere you are. (See Notes for Details)

[1] Tsundere	[2] Yandere	[3] Kuudere	[4] Dandere	[5] Deredere
[6] Kamidere	[7] Himedere	[8] Coodere	[9] Undere	[10] Mayadere

Welcome to our Hell +300 [Requires: Perk - Creator]
Scratch that, you're not going to this setting. Nope, you're writing them. You have ten years to make a name for yourself in the Manga/Light Novel/Anime industry, if none of your works are in the top ten by the end of ten years then your chain is over.
-Re: Creator +300 [Requires: Drawback – Welcome to our Hell]
Hmm, if you're sure Jumper. At the end of ten years a strange event will occur where one of the major characters of your work will come to this world and meet with you, how they react depending on what you put them through because of your story. If you have more than one series expect characters from those to appear as well, for some odd reason there's this girl in a military uniform encouraging creations (characters from stories) to rebel and attack their creators (writers). However, you won't remember this drawback so there's little reason in telling you now.

There will be a big confrontation at one point during these events, either you against your creations or against the creations of other, but if you survive you can take one of your creations along as a companion. Particularly powerful creations taken as companions will be nerfed to no stronger than your personal power or less, with any additional strength/power locked away and slowly unsealed as you yourself grow in strength and power until such a time as they are fully "unlocked".

Special Scenario

Jumper, this world will be facing a grave threat very soon. A threat that the leaders of the world refuse to accept exists and will do nothing to prepare for until it's too late.
It will appear before your time ends here and you won't be able to leave until it is defeated. Now, this creature is intelligent and powerful, easily being able to destroy this world with merely a modicum of effort. Luckily, it also has a sense of honor and fair play.

It will challenge this world in anything the people choose, which just so happens to be something very relevant to what you experienced in the story. Whether it's swords and sorcery, sports, discussion on various topics or even a children's card game played while riding motorcycles. The creature will accept all challenges so long it's made aware of the rules.

Though you might be able to defeat it in a vicious battle with your out of jump abilities, if you do you'd move on without earning the prize. Defeat the creature in a competition of your choosing and it'll spare this world, and it will also give you a single reward of your choosing:

-The Assailant's Blessing

When you attack with the intent to harm your attacks gain a significant boost allowing even regular attacks to be able to break most barriers and defences, even attacking targets that may be spread across time and space is possible if you somehow had the means to attack in such fashion.

-The Defender's Blessing

When you stand your ground to protect something you gain a significant boost allowing even the simplest of guards to withstand the force of most powerful attacks that would normally require more specialized defences.

-The Communicator's Blessing

You are able to enhance beings. Besides minor buffs or debuffs you can allow other beings to experience concepts even if they don't possess them, such as allowing an emotionless robot to experience contentment or love, or a hopeless rage monster tranquility and happiness. Whether its pain or joy you can have other beings experience them, though it will take you a bit of effort to pull off, and will be extremely difficult to do on things that are actively attacking you.

At the End

Congrats on completing this part of your journey Jumper, we're confident the stories here will be beloved for years to come. Though what happens now?

Go Home/Retire: Ah, I understand. Home is where the heart is after all. You return home just as you left with everything you've gained on your journey.

Stay Here/New Home: This world has grown on you I see, there will no doubt be many more stories here for you to explore. Matters will be taken care of in your original world, with your family gaining royalties from a very popular up and coming series you co-created. The Jumper of Worlds, the tale of Grand Adventure! Minor edits made to avoid copyright infringement.

Another Series complete, onto another!: Haven't quite filled your hunger for adventure yet my friend? Then off you go to another Jump, another world, another story!

Bonus Endjump Scenario

[Requires 10+ Jumps]

Huh this is… odd. It seems you're destined to meet individuals who seem to embody each jump you've visited thus far, with those of the same setting being considered either relatives or one entity all together. Each one is unimaginably powerful with all the perks of their representing jumps acting as their base power level, if you manage to conquer all their routes it would be enough to ignite your spark.

Now, keep in mind that although these beings are the personification of the Jumps you've already completed that doesn't make them any less of a person. You're going to need to woo them to earn their love, a task far easier said than done.

Remember; a Jump Personification has all the perks and items that were listed in the Jump, even the joke options. So, you can expect to have any perk you have to be used against you and even those you don't have but could have gotten.

Word of warning, after you complete the 'route' of first one it will only get more difficult from there. So much so you'll need the help of the Jump Personifications you've already wooed to help you, meaning you'll have to be careful in which order of Jumps you go after.

Even then, you'll have to make sure the relationship is a stable and happy one in order to win this challenge jumper.

However, not only will you have to woo the Jumps you've gone through but also any gauntlets as well. Be careful, Gauntlets tend to have Yandere tendencies.

If you aren't ready for it you can choose this as your end game and go off to do several other jumps first, but you can't do any other end jump. This will be your final trial Jumper, can your love conquer all?

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...Don't give me that look.
Waifuing/Husbandoing the jumps themselves was an eventual outcome after Jumpers have romanced Eldritch beings and their own benefactors.

Notes

Be creative with the settings you rolled for.
If you buy multiple home properties you can merge them together to get all of their effects.
If you buy multiple wardrobes their individual effects stack, and their protective effects are magnified even further.
In regards of 'Unfair Advantage' if the pinnacle of a species is 100% then Unfair Advantage would put you at 200%.
Possible Genre clarification:
(6) Ecchi [Perverted, but not into outright porn territory. Think Keijo! instead of Bible Black]
(12) Jossei [for older girls/realistic romance]
(16) Mecha [Giant Robots]
(27) Seinen [for older boys/gritty action]
(28) Shoujo [for young girls]
(29) Shounen [for young boys]
(36) Yaoi/Yuri [Boys Love / Girls Love respectively. Expect LGTB relationship shenanigans]
(37) Isekai (transported to and/or involving Another World. Your classic "protag finds themselves in a new world" trope)
(38) Other is for any genre that appears in Light Novels, Manga or Anime that wasn't listed. Alternatively, you can use Other to select a genre that was listed.

Dere Description:
Tsundere: Acts mean and sometimes violent on the outside but sweet on the inside.
Yandere: Acts sweet and cute on the outside, but when he/she loves someone they'll be willingly to kill just to be with them.
Kuudere: Acts cool and unemotional but shows their sweet side over time.
Dandere: Acts quiet and silent, even unemotional at times, until eventually revealing they're just shy.
Deredere: Acts entirely sweet and energetic towards every person they meet.
Kamidere: Acts very similarly to Tsundere, but with a god complex.
Himedere: Acts very similarly to Kamidere, but is treated like a princess.
Coodere: Acts very indifferent. Sometimes they'll be nice and other times cold.
Undere: Acts very nice and is very agreeable, usually likes the target of their affection from the beginning.

Mayadere: Acts like a Tsundere, only that they initially tried to kill the target of their affection before switching sides after falling in love with them.

JUMP Incorporated -
The companies purchased via the JUMP Incorporated option (all levels) flawlessly insert themselves into future jumps, neither disrupting the economy nor causing people to raise their eyebrows. However, how good and how big it is depends on the setting. It might be like the East India Company in a pre-industrial setting, or a multi-planet super-conglomerate in a setting like Star Wars or Star Trek or similar space operas, depending on what level of company you purchased.

You can choose to have it operate at the highest level it has ever operated at in settings where that sort of thing wouldn't be supported, but if so the protection against economic disruption and people not noticing its sudden insertion goes away. You may only choose to have it active at its theoretical maximum, or allow it to flawlessly insert itself in a setting appropriate way, prior to the jump starting. Once you are in the jump itself it is too late to choose differently. Default assumption if you don't (or can't) choose for some reason is "setting appropriate".

The definition of love for the **Endjump** challenge can be platonic or romantic love on a case by case basis if you wish.

Change Log:

Worked on formatting

Changed Light Brighter than the Stars of Heaven and its capstone breaker version
Changed Conquer into Ideal

Replaced Special Challenge Scenario

Expanded on End Jump Opinion