Rising of the Shield Hero (WN)

by Misdreamer

A Prophecy foretells the End of the world
Wave after wave, a Calamity of untold scope

Four Heroes, summoned for aid
Eight Chosen, fighting for their land

A Goddess, and her hidden machinations.

Welcome, Jumper, to this world.
Here is 1000 CP. Choose wisely.

Background

Origin:

Summoned Hero - You have been summoned as the wielder of one of the Four Cardinal Weapons. You may choose one of the four and take their place, or to appear as a fifth Hero.
Since your life before the summoning would be largely irrelevant, this option is automatically taken as a 'drop-in', meaning you start the jump without additional memories.
Requires you to buy the Legendary Weapon item, for a minimum cost of 300CP.

Hero of the Land - One of the Eight Vassal Weapons has chosen you to aid in fighting the Waves of Calamity. You may choose any of them, either replacing the already existing Heroes, being chosen by one of the inactive ones, or even a copy of an already existing weapon.
You obtain memories of how you've lived in this world as an adventurer in your starting location for a while, until you chose to try your hand at awakening one of the weapons.
Taking this origin as a drop-in will give you the benefits without the related memories, and also starts you off with your weapon already with you.
Replacing important individuals, like the king of Melromarc or the Hero of the Whip, will not make you take their place - their actions and their role in their story is their own, but they will accomplish it without a weapon.
This origin also requires you to buy the Legendary Weapon, for a minimum cost of 300CP.

Reincarnator - The Goddess Medea has seen fit to give you a second chance at life, after your untimely death, provided you do her a tiny, little favor. What that favor is and what you do now is up to you, though I would think twice before deciding not to follow her directions.
You may choose whether to live your new life from birth, or skip the first 5, 10, 15 or 20 years of your life, gaining the memories of a life in the city, child of a moderately influential family.
Taking this option as a drop-in will leave you in your starting location with no new memories to help orient you, but it won't let you avoid making a promise to the Goddess.

Local - You were born in this world, leading a normal, unexciting life until the Waves came about. You may have been a small-time peddler, a pharmacist or even a farmer, the choice is yours as long as it's not combat-oriented. You are familiar enough with the System of this world, its culture and geography, its inhabitants and its monsters.

Taking this as a drop-in leaves you with no memories of a previous life, but you may decide whether to retain your knowledge of the world.

Age and Gender:

You may pick any age between 16 and 30. Your gender is the same as in your last jump, but you may change it for 50CP. Reincarnators may choose to change gender at no cost.

Race:

Human (Free) - You are a normal human being. They do not particularly excel in anything, but they also lack any obvious weakness. Your level is capped at 50, when you may choose a class through the Dragon's Hourglass, and then at 100.

Demi-human (50CP, Free for Local and Hero of the Land) - You are a Demi-human, a Therianthrope, a Beast-man. Choose an animal, and you will gain some of their physical characteristics and slightly improved senses. Your physical growth is tied to EXP, up to a point; as your level increases you will grow up, to reach your peak at around level 40-50. Losing levels will not revert your age, and you will keep aging even if you do not raise your level, although more slowly.
For an extra 50CP you may take on a mystical trait related to your chosen animal - a fox demi-human may gain an affinity for fire or illusions, choosing a mole may give you an affinity for earth magic, racoons would gain an affinity for illusions or sealing magic. You may choose a maximum of two affinities, though they will be less intense than if you only choose one.
For a further 50CP, you may gain an upgraded version of your race, like the Hakuko are to tigers, or the Kitsune are to normal foxes. This comes with a boost to all your racial abilities, affinities and better growth correction per level, and it raises your natural maximum level to 120. You may take a Class-up starting from level 50, though your first hard cap is at level 60. You also gain the ability to transform into your chosen animal starting at level 80, and a second, more powerful transformation at level 180. Even if you do not reach that level, this ability will be given to you after this jump's end.

Location:

Summoned Heroes start in Melromarc.

Chosen Heroes and Reincarnators roll the dice, or pay 50CP to choose.
Locals may choose freely from below.

1. **Melromarc** - The Kingdom of Melromarc is a matriarchy, and the most resolute in the belief of human supremacy. Slavery of demi-humans and beastmen is common, and accepted by law. While the Queen has progressive views, and works toward integration, the King is a war veteran, blinded by his hatred towards non-humans.

2. **Faubley** - The world's most powerful country. Its royalty has a history of marrying summoned heroes, leading to some very skewed technological progress. The current King of Faubley is a disgusting person, happily using people as toys until they break.

3. **Silt Welt** - A country of beast-men, once under the control of the four great races: the Hakuko, the Genmu, the Shusaku and the Aotatsu. After the war against Melromarc, the Hakuko fell from power. It is a very radical country, a mirror to Melromarc, where humans are treated with cruelty.

4. **Shieldfrieden** - One of the more moderate countries, a republic populated mostly by demi-humans. As its name would imply, they are most friendly towards the Shield Hero, who features prominently in their legends. Despite their mutual enmity towards Melromarc, they are not allied with Silt Welt, maintaining strained relationships.

5. **Zeltbull** - The country of mercenaries, and arguably the economic center of the world. Money and violence are the only things that matter here, and the history of constant warfare of this nation is proof of it. Merchants and artisans flock to it, leading to it being the richest country in the world.

6. **Free Pick**

Perks:

As usual, each origin gets one 100CP perk for free and the rest are discounted.

General:

System (Free and Mandatory) - You are now part of the System which governs this world, for better or worse. You may gain access to your status page by saying the word ‘status’, you can raise your level by slaying monsters, all that stuff you probably already know about. Some interesting details are that all the damage you do is linked to your stats: even weapons you have brought from another world are subject to this.
After the jump’s end you may choose how much your stats affect you: if you want to retain the benefits of your attack stat to ranged weapons or if you want them to function based on plain old physics, and other stuff like that.
As a special case, you may remain partially outside of the system - this will allow you to use items and abilities like super strength or laser eyes without having to worry too much about your stat points. Whatever it is you brought from another jump, it will work as intended.
For 200CP you may even share it with other people after this jump.

Level Uncapper (100CP) - It removes your maximum level (100 for normal people, 120 for upgraded demi-humans and beastmen). You can now keep leveling until you reach 999. To sweeten the deal, you can now choose your class without having to go to the Dragon’s Hourglass, or reset your level if you so wished.

Magical Affinity (100CP) - Choose a magical affinity - it may be an element, like fire or water, or something more abstract like support, healing or illusions. Casting magic without an affinity is technically possible, but difficult enough that it may as well not be. If you want to use this world’s main magic system, you are going to have to get the related affinity. You may buy this perk as many times as you wish. The first one is free for Humans.

Magic Flow (300CP) - You gain a sense for the flow of mana, something the people of this world tend to use unconsciously. By expending mana when doing something, be it attacking or defending or even mixing a potion, you can improve its effect with no theoretical upper limit, though you very quickly reach diminishing returns.

Dragon Pulse Order (300CP) - You gain the ability to use the charged energy present in the environment to modify your own magical abilities, a skill that has gone almost extinct. While it would normally require someone to gain the blessing of a Dragon Emperor to learn, we’ll handwave it just for you. By taking energy colored by your

surroundings, you may mix it to spells to modify the result, often very markedly. For example, if you had a source of fire nearby, you may take the energy of that fire and mix it with energy from the surrounding air to shape it into a breath attack. Or you may add an element to a spell you cast, though the effects of this type of magic tend not to be very big if you do not have a magical source nearby. Like, say, a friendly dragon willing to provide it. Or again, if you had an affinity for darkness, you could gather energy from the ground, somehow solve for darkness from it, and get black fire as a result. Like an equation, but with magic.

Ki (300CP) - You have a talent for yet another energy source that exist in this world, this time one that is more useful for strengthening the body. By circulating and expending your internal Ki you may substantially increase your physical abilities. Through training, you may learn how to sense Ki to substitute for sight, or even refine your control for more complex ways of attacking or defending. It is the basis for the Hengen Musou style, though that is not included in this perk.

Summoned Hero:

Intimidation (100CP) - You're pretty intimidating, you know? If you feel like people aren't giving you your fair shake, you could always try to glare at them a bit, or something like that. Guaranteed to make at least merchants to not treat you like garbage, though overuse could lead to consequences.

Meta-Knowledge (100CP) - You know this world, Jumper, not as a world per-se, but as if you had played a game set in it. You know about the monsters, you know about the shops, you know about locations for farming both materials and experience, you know the skills and the classes. That said, you do not gain any information about the Waves, politics, or current events, and apparently you weren't paying attention to the story much.

Strong Constitution (200CP) - You have quite the strong constitution. You become unnaturally resistant to mundane illness and diseases, immune to poison and alcohol, you don't even get dizzy from spinning too fast if you don't want to.

Revelation (400CP) - Magic on a level only attainable to the Heroes. Choose any one spell - you can now cast a Revelation level version of it. Did you choose a fireball? You can choose, an enormous sphere of fire raining from the sky or a moderately sized ball, burning ten to twenty times as hot, or something like that. Did you choose Explosion or Giga Flare? Well fuck, I have no idea.

While normally you would require knowledge of Dragon Pulse Order to cast such a spell, you will not need it.
With work, you may learn how to replicate this process and adapt it to other spells, but never quite to the same magnitude. The cost of spells also increases to match their power, which is another issue to consider. Knowing how to use Dragon Pulse Order will certainly help in this endeavor.

Curse Series (600CP) - Through great emotional turmoil, a Hero may unlock a form based on one of the seven deadly sins: Wrath, Gluttony, Lust, Greed, Sloth, Envy or Pride. These forms offer greatly enhanced stats, stronger attack skills, or even a new ability altogether. On the flip side, each one will subject the user to a different curse, potentially lasting for months at a time, and using the form without restraint will certainly lead to being consumed by it. At the start of this jump, you may choose one sin, and unlock their corresponding form.
Resisting the temptation will not be easy, but willpower will definitely help you power through it. Overcoming your curse will let you access its counterpart from the Blessed Series, trading your ultimate attack for a bigger stat boost, the complete absence of drawbacks, and altering your ability to a more benign nature.

Chosen Hero:

Lesser Legend (100CP) - Though deeds beget fame, you will find that being the wielder of a Vassal Weapon grants you a much needed degree of anonymity. Not many will recognize you for what you are, as long as you do not flaunt it. This only applies to ‘good’ deeds, not any that would make you infamous.

The Sword (100CP) - When you fight alongside someone, clearly defining your respective roles will help you both. You attack while they play defense, or you distract the enemy while they charge up a killing blow. As long as you don’t start switching it up too often, you will find it much easier to coordinate with your companions.

Choral Magic (200CP) - You have learned how to synchronize your magic to other people’s, allowing for much greater feats of magic. By casting your spell together, you may greatly increase its magnitude and power. It works best if all the participants know how to cast the spell, though for a lesser effect only one is necessary.
You can also teach how it works to other people, obviously, or it wouldn’t be very useful.

The Wise King (400CP) - The Hero of the Cane was famous around the world for his planning ability. You now have a similar talent: you can make a plan that will be almost guaranteed to work, as long as you have enough relevant information. The more details

you have, no matter how small, the better your plan will be. Planning takes time though, so don't expect to devise your master plan in the middle of the final battle.

Jack of All Trades (600CP) - You have a one in a million talent, Jumper. You aren't good at anything! But neither are you bad. This perk will grant you a modicum of talent in basically any skill you may want to try your hand at. Be it juggling, smithing, solving equations in your head, or even more esoteric skills like magic, you will find yourself not good at, but mediocre. Isn't that nice?
In addition, this perk lets you learn things you would find very difficult to. For the purposes of this jump, for example, your lack of affinities in regards to magic manifests as a general, muted affinity for basically everything. While you won't easily attain the greatest levels of magic, you'll easily find yourself capable of the simplest spells.
While you can take this perk and use it to learn skills offered in other perks, this certainly has limits. What it means is, trying to learn how to use Ki, or even Hengen Musou, without their relative perks, will be a struggle. Without a teacher to direct your efforts, you should expect it to take years to make significant progress towards the latter.
It's up to you whether to cultivate your skills, but this perk gives you a strong foundation.

Reincarnator:

Divine Protection (100CP) - Rather than protection bestowed by a divine being, this perk gives you a kind of 'immunity' from divine influence. While it certainly does not protect you from a direct divine smiting, you will find most subtler influences will not gain traction on you. Great for avoiding divine meddling in your life, hint hint.

Headstart (100CP) - The main benefit of being reincarnated is, after all, experience. While you would normally start roughly at the same time as the summoning of the Heroes, you may choose to start up to five years before canon. When inserted into the world, you will find yourself in quite the favorable position: your family will be affluent, or even minor nobility, so money and education will be made available to you. If you wanted to, you may have a place in the prestigious Academy in the country of Faubley, where you could find such amazing company as the future Hero of the Claw and the first princess of Melromarc. This perk is incompatible with the Summoned Hero origin.

Genius Alchemist (200CP) - This world's alchemy is the practice of using various skills, both magical ones and mundane (like compounding), to genetically engineer plants and monsters. By splicing different beings' genome, you may create chimeras and even homunculi that share traits of their origins. Another use for it is in breeding - over time, you can use selective breeding together with alchemy to radically change a

race's inborn traits, for example giving Philorials the ability to fly. This kind of gradual modification tends to give much better results than the alteration of a single individual, though the latter is certainly possible. Crossbreeding can even create whole new races. Finally, not to be forgotten is the possible use of this discipline together with compounding, as alchemist can modify plants' traits.

Magnetic Charisma (400CP) - Rather like Tact, you will find yourself covered in women! Quite unlike him, you will actually have the charisma necessary for it to make sense. Not brainwashing, charisma. When presented with a large group of women, as in more than three, you will get a sense for what and how to say things for everything to go smoothly. Just a little mental pull, that tells you when you are about to make an absolute ass of yourself. If you like men, same deal, though if you want both you will have to buy this perk twice.

Cheater (600CP) - Your patron, the Goddess Medea, has seen fit to help you along in your new life by granting you an ability. This may be almost anything, though try to keep it to a manageable level, would you? Examples may be, projecting a force field that cannot be broken (though it requires you to stand still while activated), an attack that strikes the very soul of your opponent, or even the goddess' own favorite trick: an attack that cannot be dodged, for it simultaneously hits the present, the past and the future of your target. Though that last one sounds a bit too OP, so let's say it only does as much damage as fourth tier magic, and it can only be used as a generic light blast. And it costs a lot too, yes.

Local:

Valley Jumper (100CP) - Monsters like you. When they are lower leveled than you, they will not attack unless provoked, and you will have a much easier time taming them. Does not work on the Waves' monsters, or on any that are being directed by an outside force. In this case, monsters refers to animals, even those affected by magic - constructs like golems are not included, unless purely natural.

Strangely Useful Hobby (100CP) - You have a weird, though mundane, hobby. It may be a love for ancient folklore, or an obsession with birds, or even an interest in steam locomotion. Now you are guaranteed, during the course of this jump, that it will be useful in some way. And some knowledge of your hobby of course, though not enough you would be able to make it a living.

Unquestioning Loyalty (200CP) - When you give out orders from a position of authority, people actually listen to you. Most of the time. Let's just say, they will not

comply to orders that actually have a detrimental effect on themselves, but they may be all too willing to call someone ‘Trash’, even though they have no reason to. This only works with subjects, not subordinates.

Crafting (400CP) - This is a catch-all perk that includes the various ways to make stuff in this world. You learn how to synthesize and compound medicine, how to forge weapons and armor with various system-granted boni and how to enchant them. To make it fair, you start at apprentice level in all of them and have to work at it a bit to reach the highest levels. This perk includes almost all crafting skills, with the sole exception being alchemy.

Hengen Musou (600CP, Incompatible with Legendary Weapon) - You have been trained in the Peerless Transformation Style, a martial art created with the belief that people should not rely on heroes to save the world. A style that does not lean on weapons, but is equally capable of augmenting any.
It is the ultimate expression of Ki manipulation, as most of its techniques rely on it. You may learn to attack bypassing defenses, and defend in turn from attacks of this nature, by manipulating the opponent’s and your own Ki in turn.
Its main technique is Musou Kassei - sucking Ki from the air and using it to further boost your abilities, though it places a burden on the body. It artificially creates something similar to the SP of the heroes, that can also be used to supercharge your magical abilities. It is best used in high-intensity bursts, though if you were particularly talented you may find more benefit in a more constant, low-powered state.
After this jump, you may adapt this style to work on other energy sources, rather than Ki. Chakra, magic, Aura, all may be used in a similar manner with enough practice.

Items:

You get 200CP to be used in this section only, and you can get a discount on any three items of your choice.

Legendary Weapon (Mandatory and discounted for Summoned and Chosen Hero) - A weapon of legends, capable of unlimited growth. You may choose any type of weapon you want: a scythe, or a knife, or a drill? Even stranger things, like a carriage, a ship or a book. Almost anything really, though let's limit it to the size of a galleon. A spherical gem, of any colour you wish, will always be displayed prominently on it, and it will persist through its various changes.
Each weapon has a fiat ability, one that persists through all its different forms - the Shield extends a part of its durability to your whole body, the Cane lets the owner learn magic regardless of affinity (up to a point), the Projectile duplicates itself, letting you chain different forms and skills with ease. More in the notes.
Possession of a Legendary Weapon automatically grants you some benefits: while your class is locked, it is one with the highest growth correction in the system, and a lesser correction is applied to your followers, be they companions, slaves or even pets.
The Weapon is also highly impervious to anything but the most powerful of abilities, on the level of gods. If affected, or even completely destroyed by something, it will revert to pristine condition in less than an hour.
For 600CP, or 300 for the two Hero origins, you get the weapon, with the ability to unlock new forms and grow stronger by absorbing materials and copying weapons of a similar type. It will react when held near something that can be absorbed or copied. The different forms can be 'mastered' through their use for a slight but permanent bonus in stats, and the ability to use certain skills without changing form. Killing a monster will guarantee an item drop, which can be accessed from a dedicated inventory connected to your weapon.
For 100CP (or 50 at a discount) each, you may unlock one of the strengthening methods of the other heroes (Rarity, Enchantment, Proficiency, Pay-to-Improve, Form Synthesis...). You may take this as many times as you wish. Strengthening methods you have not bought will not be available to you during the course of this jump, and may only be obtained following the instructions below.
Buying four strengthening methods, for a total of 1000CP (for Reincarnators and Locals) or 500CP (for Summoned and Chosen Heroes), grants your weapon additional functionalities. Once per every jump (or 10 subjective years, whichever comes first) you can choose one between these options:

- Unlock another strengthening method, or create a new one from scratch.
- Fuse your weapon with another item, granting it the ability to shift form between the two.

- Remove a previously fused item from your weapon, which returns you the item in question.
- Expand your weapon to encompass another one - this will open a new, separate upgrade tree for your second form. However, you do not gain a fiat ability for your secondary forms, only for the main one.

That said, there is a drawback to being in possession of a Legendary Weapon. To ensure their use, in this jump you will not be able to separate yourself from it for more than a few moments, and they will not let you utilize any other weapon you may possess. While simply holding one in your hands is not enough to trigger a reaction, trying to use a weapon with intent will see it fly out of your grasp, shocking you at the same time. This only applies for the duration of this jump.
You may import a weapon you already own to be the basis of your Legendary Weapon, in which case it behaves as if you had fused the two.
More information in the Notes section below.

Tate no Yuusha no Nariagari: the Ultimate Collection (100CP) - Web novel, light novel, anime, and even the games the summoned heroes have played. All of them are available to you, complete with necessary hardware.

Lucoro Fruits (50CP) - A bowl that is always full of Lucoro fruit. It's famous for its extreme alcoholic content, to the point that a drop of its juice in a barrel of water makes for a heavy drink. You probably shouldn't eat them if you don't want to go in a coma, though they apparently have a very pleasant taste.

Animal Costume (50CP) - A suit of 'armor' in the shape of any animal or monster of your choice. Looks like a cross between a onesie and a mascot costume. Gives a considerable boost to your status and some resistances appropriate to the animal, but it only works when it's visible. You can't change its shape, can't hide, can't mask it with an illusion, can't import its bonuses to another costume/armor set, fuse it or otherwise change anything about it. And it always looks stupid when you wear it.

Accessories (50CP) - Three accessories of your choice with one of several effect (of intermediate level or below). Possible choices are a stat boost, an experience gain boost, or even a slight resistance to elements or magic.

Thirty Silver Coins (50CP) - Thirty silver coins, perfect for a traitor. You always find them on your person when you need them. They refill every week if spent.

Four Holy Weapons Manual (100CP) - A book that updates in real time with the other heroes' adventures, both the Holy and Chosen ones. In each following jump, you may choose a legendary weapon in the setting, and receive information on their wielder instead. Tends to give information in a vague, flowery language, but it's quite reliable.

Plot of Land (100CP) - A sizable plot of land, more than enough to build a self-sufficient village on. Great for any enterprise you may want to start. Does not follow you after the jump is over.

Carriage (100CP) - A wooden cart (covering optional), any animal or monster can be attached to it. It's also slightly faster than it should be, and slowly repairs itself from damage. Great for traveling.

Balloons (100CP) - The trashiest of trash mobs, you get five of those and more every time you pop them. They can't damage you, so you can let them bite you all you want, but they also disappear on death without leaving anything behind, including experience or item drops. You could use them as a tool for intimidation, though they mostly make you look ridiculous.

Bioplant Seeds (200CP) - Ten seeds of the Bioplant, that are quite easy to modify. You can get more by growing them, and absorbing one in your weapon will net you the ability to easily modify them in large strokes. For more detailed modification, you will need knowledge of this land's Alchemy.

Monster and Plant Encyclopedia (200CP) - A written guide to every single monster and plant in the setting. Tells you where you can find them, habitats, breeding condition, classes, levels, drops and their uses, everything you may want to know about them.

Crate of Materials (200CP) - A crate full of monster parts, restocks every month. Useful to get a leg up on the other heroes. In it you'll find a trash tier monster drop, a common one, a rare one, and a really rare one. Guaranteed to give you at least one part that will unlock a new form every time. It's not a lootbox, I swear.

Monster Eggs (200CP) - You receive an egg every year, containing a random monster. Also a nest that has the perfect conditions to hatch any egg you put in it. After this jump, your eggs will contain monsters appropriate to the setting, if available. Or if not, one from a random previously visited one. Taming or killing them for materials is up to you.

Legendary Weapon Replica (200CP) - Don't know why you would want this, but here you go. It's 'a fourth as strong as the legendary weapons' (probably not really), it can shift between their four forms and use a number of appropriate skills, and it needs to be recharged very often. Like, ridiculously often. Using any skill will consume some of its internal mana battery - a high level skill will consume a quantity equivalent to about 100 people recharging it for an entire day, and the buffer is only enough for three high level skills before empty. It's terribly inefficient, and definitely a waste of magical energy.

Crown Feather / Dragon Emperor Fragment (200CP) - It can be absorbed in your weapon, to unlock all relevant forms. Or, you can absorb it in yourself or in a Philorial/Dragon to give them a massive boost in status, a new class, better growth correction and so on. If absorbed in such a manner, the user will grow an ahoge or equivalent that can be plucked (which if absorbed by the weapon will give a much lesser boost, though it's a renewable resource). The fragment comes in a Dragon Core, the Feather looks like a crown. The hair only grows back when you want it to, so you don't have to worry about looking like an idiot.
You can only buy one of each, but absorbing one into someone precludes absorbing the other. Philorials can only absorb the feather, and dragons can only absorb the fragment.

Yggdrasil Medicine (400CP) - A bottle of Yggdrasil medicine, the Medicine of Miracles, that refills the day after its contents are used. It can cure almost anything, from wounds to hereditary illnesses, though it could require more than one dose. It has trouble dealing with curses and other magical maladies. It can't regrow a missing limb, but reattaching one is possible.

Sky Fortress (400CP) - A seed that when planted rapidly grows to full size and starts floating. Multiple towers, living spaces, all you need for your very own Lap*ta. Completely made of plants though, and quite flammable if you don't spend some time modifying it. From inside, you can pilot it (it's about as fast as a blimp) and if you land somewhere you can set up in three hours a series of five towers that leech the surrounding magical energy to raise a multi-layered barrier. The barriers can be broken by destroying a nexus in each tower, which are partially outside of the barrier itself. They have to be broken in a specific order, and every time one breaks the remaining one become impenetrable for about two hours. The towers cannot be deployed while flying, only on the ground. You get a new seed every jump.

Dagger of Mob Mentality (400CP) - Stabbing someone with this will create a spreading curse, brainwashing people into a simple directive. The effect becomes more powerful when more infected are around each other, but there is a risk of the directive mutating after its third generation of spread.

Holy Water (400CP) - A phial of high-class holy water, guaranteed to at least weaken even the strongest of curses. Normal ones are instantly dispelled. Refills a week after being used.

Companions:

Import - You may import your companions for 50CP each, or 200CP for eight of them. Each of them gains 600CP to spend as they wish, discounts apply for their origin.

Just a Friend - For 50CP, you may create a new companion to be recruited during the course of this jump. You gain 600CP to spend on them, plus 200 for the item section. You may not take a Summoned Hero with you, but the other origins are fair game. They are loyal to you, and won't betray you if you don't give them ample reason to.

The Sword and the Shield - For 200CP you may take with you the Hero of the Shield, Iwatani Naofumi, and the Hero of the Hammer, Raphtalia. While they are busy chasing down rogue gods and stuff like that, they have decided to leave a fragment of themselves to go with you on your adventures.

Canon Companion - You may choose anyone from this world to become your companion for 50CP, though you will have to convince them yourself. Taking this guarantees you will meet them more than once, the rest is up to you.
Medea and Arc are not suitable choices.

Bothersome Bird - You sure? Are you really sure? Oh well, your funeral. For 50CP you get a bird, Jumper. The most annoying bird ever. She (or he) is loud, childish, easily spoiled and a general nuisance. It's a Philorial, a Queen (or King) of its species, which grants them great stat growth, though usually skewed rather strongly towards one or two stats. It can also take human form, and is at least intelligent enough to be a companion. You get 600CP to spend on them, and a complementary Carriage to make them shut up for a bit.

Drawbacks:

You may only take a maximum of 800CP worth of drawbacks.

Comparable Continuity (Free) - Do you not like the Web Novel? Well, no problem then. Taking this will let you choose between it and the Light Novel continuity.

Grace Period (Free) - You're in luck, Jumper. The Goddess Medea has decided to postpone her plans for this world and prolong its life for… let's say a couple decades, more than enough time for you to get out. While you're here, and only as long as you don't provoke her, her plan to fuse the worlds is going to be much slower than in canon, leaving you to fight the waves and the Spirit Beasts for the duration of this jump. Unless you directly go in that direction, which would definitely provoke the Goddess, nobody will discover the nature of the waves for the duration of your jump.

Silly Costume (100CP) - You have to wear the costume, Jumper. But I'm not cruel, you don't have to wear it 24/7, you can take it off to wash yourself. But the Costume is the only clothes you will ever be able to wear for any amount of time during your stay here. Going *au naturel* is not an option either.
If you bought the costume in the items section, you may wear that and receive it's bonuses.

Annoying Tic (100CP) - FUEEEE! Sometimes you just can't help yourself. Make that all the time. Every couple sentences, every few minutes at the least, you can't help yourself from going 'fueee'. It's annoying for other people, and you're really self-conscious about it too.

Trash (100CP) - There is something irrational about you, a madness that goes deep. Choose something that you would expect to encounter often, you now go completely mad every time you see it. Your reasonings become illogical, and you can't control yourself.

Bitch (100CP) - You have an annoying nickname. Everyone calls you by it, and you will never be capable of just ignoring it. Everyone means everyone, even your companions, or people who have never even met you before.

This Country is Full of Trash (100CP) - The country you start in is horrible. The people are disgusting and selfish, the administration is corrupt. You want nothing more than to burn it to the ground, but you'll be forced by circumstances to spend a considerable amount of time inside its borders. Can be upgraded for another 100CP to:

This World is Full of Trash (100CP) - Same as above, but it's the whole world instead. Taking both gives 200.

Persona Non Grata (200CP) - Something happened, Jumper. You did something, or someone accused you of having done something, and now everyone treats you like garbage. For the next ten years, you will find it extremely difficult to make friends, or even to find someone that will treat you like a person. Your companions, imported or otherwise, are thankfully spared from this effect.

Clueless Hero (200CP) - You really aren't doing this on purpose, you swear. But every time you decide to help someone with their problems, after leaving something bad happens because of it. Slay a dragon oppressing a village? Its carcass becomes a zombie and spreads a plague. Solve a famine using a legendary seed? The plant starts spawning monsters and destroys the countryside. Hopefully someone will clean up your mess.

Tenuous Connection (200CP, Requires Legendary Weapon) - Your weapon is faded, incapable of giving you access to most of its functions. If you bought the 1000CP version, you will only gain the benefits of the standard one. If you bought the cheapest one, the only way to upgrade it will be to copy other weapons, rather than using materials to unlock other forms.

Hidden Knowledge (200CP) - Something is hidden from you, that is of vital importance to your goals. You don't know what it is, and hints are everywhere, but every time you get close to finding out you never get it. Pages torn from ancient texts, conveniently eroded murales, you won't find out what it is until it's too late.

People's Hatred (300CP) - Everywhere you go, people hate you. Maybe because you're a criminal, maybe because of their religion, maybe they just don't like your face. You will not make any friends in this jump, and expect people to obstruct every time you want something.

Dark Jumper (300CP) - As the whip hero is a reflection of Naofumi, with his harem being a mirror of Naofumi's, when arriving in this world someone will be there with all your powers, and reflections of all your companions. He will have knowledge of your power and the world, and years before your arrival to prepare a trap. That said, the danger he poses is mostly not the physical kind: you won't have too much trouble dealing with him, but the confrontation will be ugly. Expect some level of emotional upheaval, especially if you're prone to denial.

Waves Come in… Waves (300CP) - Shit is hitting the fan, Jumper. The waves are now the world-ending disaster they never quite looked like. Every month a wave is

guaranteed to come, and you and the other heroes will have to split - one wave for every active hero will spawn somewhere in the world. Each wave is harder than the one before in every way - more monsters, stronger ones, even more than one boss for each wave. To make matters worse, the Four Omens are out for your blood. They will awaken, one every 3 months - but their awakening will not pause the wave counter. And they know the best way to save the world is to kill you. After you have killed all four, they will come back stronger - again and again until you go away, ten times total.

Nightmare Mode (600CP) - Are you sure about this? Ok then. Every week, a wave will spawn somewhere in the world for every possible Hero, active or not. Every single one of them comes with a world attached - defeating the Wave means driving back or killing that world's Heroes. At least one of these waves every month is led by the Goddess Medea, though it won't be obvious which at first. There is at least a fragment of her in each world, and even if you kill them they will keep coming back. Support from your world's countries is negligible - most of their resources will be invested in wars against one another, despite your best efforts and sheer common sense. The other Heroes may mean well, but often cause problem. Reincarnators will sabotage any kind of organized response to the Waves. Basically, the world is fucked and you are the only thing barely keeping it together. Good luck with that.

Ending

Well, it's time to close up here. What will it be?

Go Home - keep all your powers and go back to where you started.

Stay - I mean, if you really want to? I don't quite see the charm in this place. Expect to be pressed for a harem if you are a Hero, they are quite popular after all.

Keep Going - we both know you're gonna choose this one. Put that shiny new weapon to good use, since I doubt you actually came here for anything else.

Notes

It's a work in progress on these

Language - Locals, reincarnators and chosen heroes get both spoken and written proficiency, summoned heroes only get spoken by default

Hero origins - If you choose to become a fifth summoned hero, or an eight chosen hero (I'll explain that below), expect to be treated with caution, at least from the powers that be. For the summoned hero, depending on your actions people may come to see you as a fourth hero, to replace the Shield, or as a false hero. Chosen heroes have a bit more leeway in this, as apparently at least one is missing, and people don't seem to know what form they take.

Reincarnator - Remember the promise to the Goddess. You have made one, as per the origin, and it may be anything from killing an entire school of martial arts, to simply destroying a mural. If you take the Grace Period drawback, you will be more likely to tend towards the latter.

Demi-humans and Beastmen - They are different things. Demi-humans look mostly human, with added animal features like ears or tails. Beastmen look much more animalistic, often being covered in fur or scales, and having pronounced animal features, like a muzzle.

The Waves, the Hourglass, the Beasts and the Goddess - I'll try to make it as simple as I can. The central point of the world, and the main antagonist, is the Goddess Medea. She comes from some kind of ultra-advanced civilization, and she's basically Bitch on steroids. Literally even, since Bitch is apparently a fragment of Medea that she inserted into the world. Her goal is to fuse multiple worlds together, and ultimately harvest them for energy. She has chosen not to interfere directly with the world, mostly for her own amusement, but if the situation warrants it she is more than capable of destroying the world and collecting its energy. Instead she sends down reincarnators, and gives them tasks in exchange for cheat abilities. The reincarnators are responsible for, among other things, destroying information about the Waves and the Four Beasts' natures and, for a more recent case, the decline of the Hengen Musou style of martial arts.
The world you will find yourself in is the result of the fusion of 4 separate worlds - each one being the origin of a cardinal and two vassal weapon. The different races of people are confirmed as being each native to different worlds. Each time two worlds undergo fusion, the Waves of Calamity happen. The worlds start colliding and bleed into one-another, resulting in the distinct fissures, and eventually fusion. The Waves have

come periodically in the past, and each time it resulted in one of the worlds being absorbed by the other. The present wave is the result of a total of eight worlds colliding - four on your side, and four being part of Glass' world. This would be the last time, as both worlds are too unstable to recover from a full collision.
The role of the Four Sacred Beasts, then, is to slow down this process. The merging can be held back almost indefinitely, by killing about 2/3 of the world's population and storing their souls. Normally, their arrival would coincide with the seventh to tenth waves, the order being Spirit Turtle, Houou, Qilin and lastly Ouryuu.
The Heroes very presence in the world is a stabilizing influence: killing the heroes results in the world falling apart much faster. Killing every hero means the collapse of that world.
In a normal situation, the Waves come about once per month. Letting one of the Four kill people can slow that timer down, but killing heroes can accelerate them in turn. Each wave results in an enormous fissure, from which monsters continuously spawn. To close the fissure and end the wave, a boss monster has to be defeated.
The Hourglass of the Dragon Era is an artefact that can be found in most regions of the world. It is used for class ups and level reset, but it also has an important function in the fight against the Waves. Approaching one will sync your weapon to it - it will then display a timer to the next Wave that happens in that region, and teleport you to its location once it runs out. The sand contained inside them is also invaluable for the heroes, as it unlocks the Portal weapon form, which allows you to save three locations and teleport between them (with up to 6 people). Most countries in the world have an Hourglass inside their capital, but a couple of them are in the wilderness, and one is even underwater. Distributing resources to combat the waves effectively means often separating the Heroes, and sharing the responsibility of defeating it with that region's army.

System, Classes, Levels, Stats and Growth Correction - What I'm writing down here is mostly cobbled together, since there is no comprehensive description of stats that I could find or even a status page, and most times we only see them talked about obliquely. If you know something is wrong, do comment, ideally with a citation or a chapter number.
Stats are HP, MP, Stamina, SP, EP, Vitality, Attack, Defense, Agility and Magic.
The first three are self-explanatory. SP is exclusive to those who wield a Legendary Weapon and stands for Skill Points, a resource that is used to activate your forms' various skills. EP, or Energy Point, is a resource discovered by Naofumi while messing with Ki. Gathering this energy from the world, you may expend it to increase the power of both skills and magic - though you will have to discover it yourself to use it. It works under similar principles to Mousou Kassei.
Attack and Agility require no explanation. Defense is only physical. Vitality increases your HP and your Stamina. Magic increases the potency of your spells.

To increase your stats you have to increase your level. This level is tied to a Class (for the heroes this is locked to ‘The X Hero’, with X being your chosen weapon). You may change your class at any time at one of the Hourglasses, with the selection of offered classes depending on how you fight, and possibly your attitude and affinities. Special items like the Philorial Crown Feather and the Dragon Emperor Fragment can give you access to special classes. Your level in your class, if you aren’t a hero, is capped - first at level 50, then at level 100 (see the Races options). Once you reach level 50, by going to one of the Hourglasses you may activate it and request a class-up. This raises your level cap to 100 and gives you a boost to your stats, dependant on the advanced class you chose. Stat points are assigned automatically each time you level up, increasing your stats depending on your class and various external factors. You may reset your level to 1, losing all your stat bonuses gained from your class, by going to an Hourglass or, after the jump’s end, at will.
Growth Correction is a very important factor in the system. It’s a modifier that increases the amount of points you get for stats for each level - so someone who picked a magic class will have better growth correction for MP and Magic. Most importantly, this is not a static value. It can be raised in a multitude of ways, especially with access to a legendary weapon. Advanced classes naturally have better growth correction than normal ones, and rare classes even more so. The hero classes have some of the highest in the system. Various unlockable forms offer varying degrees of generalized growth correction for your party members, your slaves, your companions, your pets and tamed monsters, even specific to their race, and the more categories they fall into, the more the bonuses will stack.

Magic System - The main magic system of this world is Ritual Magic. Anyone can learn it, but you can only use elements you have an affinity for. Every spell cast using this system falls into a power category - from weakest to strongest they are Faust, Tzuvait, Zveit, Dreifach and Revelation, the last being exclusive to the heroes due to requiring SP. Combining elements you have an affinity for is quite easy, and can often result in much greater effects than mono-elemental spells.
Casting a spell means pronouncing an aria, and then invoking the spell’s name. While the aria is pretty easy to discard with practice, the name itself is essential.
The name varies depending on the spell’s components: Ars is used to denote a spell using more than one element (for mono-elemental spells this is omitted), then its power category, and finally the name of the spell itself.
Effects of magic vary quite wildly. Even elemental magic users can cast spells with abstract effect like increasing stats or resistances, though at a much lower potency than support magic user. Healing magic has a few spells that inflict damage by twisting the body. It’s a very versatile system, though it can lack in power compared to other worlds’ magic.

Dragon Pulse Order - This is kind of a problem, because there is little to nothing about this one. Naofumi alternately describes it as ‘equations’ and ‘solving puzzles in his head’, which is so vague to be almost useless. The only one that actually uses it regularly is Taniko, and we know so little about her that I can’t tell if what she does is supposed to be normal magic, dragon pulse, or just Gaelion doing something.
The important part to remember is that it works based on calculation, and that you can’t prepare yourself for a spell since its formula can change while you cast it, requiring a degree of skill on the part of the user.

Ki - This is another one that’s hard to pin down, as you can never quite tell what’s just ki, and what’s an application of Hengen Musou. First of all, like magic, Ki is in the air around you. Everyone has Ki in their bodies too. Talent is a factor in learning how to manipulate it - some have it, some don’t. People using a Legendary Weapon have an irregular Ki flow, which means they can’t learn how to do Hengen Musou, but Ki manipulation is fine. Other than that, there is little to nothing I can tell you about it.

Bothersome Bird - It can’t absorb the Crown Feather item. For all intents and purposes, it’s as if it already had one, with all the bonuses that entails, including the regenerating ahoge.

Philorials and Dragons - Dragons tend to hoard, live in solitary mountain retreats, and can apparently interbreed with anything. Also, only Philorials are capable of withstanding their lust (I’m not making this shit up, it’s written almost word for word). Pure-breed dragons are extremely rare, with most species being hybridized with other animals. They have a core, which is the source of their power, and dead pure-breed dragons can pass a part of their consciousness through it, making them almost immortal.
Philorials are basically chocobos, birds that can’t fly. They are obsessed with pulling carriages, to the point that not letting them will cause depression. Apparently, their ancestors (which could fly) were created by a hero. A Philorial raised by a hero will grow into a king or queen of its species - growing to massive size with time, gaining the ability to shift to a human form, to shift size with ease, and becoming a leader of a pack if they so choose.
The two species do not get along, almost to the point of hating each other.

Cardinal and Vassal Weapons - There are four cardinal weapons (Sword, Spear, Bow and Shield) and eight vassal weapons, two for each cardinal one (Projectile, Axe, Whip, Carriage, Gauntlet, Claw, Cane and Hammer). The world at large calls the vassal weapons Seven Star Weapons, since the Carriage hero has gone into hiding.
The cardinal weapons belong to the four summoned heroes, while the eight vassal belong to locals.

Cardinal weapons can only be wielded by summoned people, while the vassals can be wielded by both them and locals.
As of the start of the web novel, the Cane Hero is Aultcray Melromarc XXXII, the king of the eponymous country. Tact, a reincarnator, is in possession of the Whip. The Carriage Hero is Fitoria, a Filorial queen. The Axe, the Hammer, the Claw and the Projectile have a wielder, and though their identity is not revealed, three of them were summoned. The Gauntlet has not chosen a wielder yet, and every day people present themselves to it in hopes of being chosen, usually in vain.

Weapons' Various Powers

- Choose a primary form (sword, spear, gun, whatever). This is your 'main' form, of which you are a hero. You gain a form tree based on this. Absorb materials into your weapon's gem or copy weapons of a similar type to unlock these forms.
- Forms for specific things are often locked behind more general forms, following branching paths. Objects can unlock more than one form at a time. For common materials, you may need more than one to unlock their related forms. Some forms may be locked behind other forms.
- Your weapon reacts when held near something that can be absorbed - whether this is a one-time thing, or it happens always, you may choose as you see fit. Consider it fairly smart about this: If you don't want to absorb something, like a rare material for example, it won't respond to it after the first time. You can also choose how it notifies you, be it with a sound, a light, a message on your hud, haptic feedback, whatever you want.
- Mastering each form provides you with a small but permanent bonus, either to stats or in the form of a skill, depending on how good the form is. To master a form, simply transform your weapon into it for a certain amount of time, from a couple hours for the lowest ones, up to a month for the highest. These are Equipment Bonuses, and the skills unlocked in this manner may be used regardless of your equipped form. Forms may also have Special Abilities tied to them. They are, instead, dependant on the form itself for their function. As an example, absorbing a whetstone will unlock a form that will have as Equipment Bonus Mineral Identification +1, a skill that lets you identify minerals depending on its level, and the Special Ability Automatic Polish, which lets you insert other weapons inside it to automatically polish them, at the cost of stamina. While the first can be used at all times after the form is mastered, the latter can only function due to the form's shape, and is thus tied to it.
- The internal inventory of your weapon stores drops from all the monsters you kill. These are not physically taken from the monster itself, but materialize as a bonus. Quite often though, the drops are of mediocre quality compared to if you took the time to dismantle the corpse properly. This inventory can be connected to any other such you may have.

- In the case you fuse your weapon with sentient weaponry, be it in the form of enchantments, AI or similar, only one consciousness may reside in the Legendary Weapon at any time. Copying sentient weapons is also not possible.
- You may separate anything you have fused with your weapon at any time with no repercussion, though considering you can only fuse things once per 10 years or jump you should be careful with that.
- Growing weapons can be copied as though they were a normal weapon, but the unlocked form will not grow. Fusing a growing weapon to it will let it retain its functionality, though the various form trees will not benefit from any such improvements.
- Weapons that depend on their owner, like a zanpakuto, are impossible to copy, even your own. Fusing your weapon to something like that is possible, but only if it belongs to you.

Autocrafting and Recipes
The legendary weapons are also capable of automatically making items using materials you provide or from the internal inventory. To unlock this function you need to gain a crafting skill from a form's Equipment Bonus (like compounding or smithing), a recipe for what you want to make (you may also discover recipes yourself, which will automatically log them), and the relevant materials at hand.
Making items this way always gives you a much worse result and takes as much time as if you had done the work by hand, but the process is automatic and quite easy.

Weapons' Fiat Abilities - These are granted by fiat, for the first form you chose for your weapon. Expanding your weapon to cover another, such as choosing a sword and later taking the shield, will NOT grant you their ability. Only the ones confirmed in the web novel will be listed here, the rest are up in the air. Some I changed to make more sense, or are extrapolations.
The Shield confers you part of its durability - only to you, not to any armor or clothes you wear. It can also deflect magic, if you tilt it at a precise angle.
The Bow makes ammunition out of your magic, and apparently also covers guns for some reason. I think that's stupid, so if you take the bow, you get Bow + Arrows - you can copy arrow forms as well as bow ones, but better ones or ones with special abilities will cost you more mana. No guns included.
The Spear covers all manner of polearms, but no ability has been stated as far as I can remember.
The Sword is in the same situation, as it doesn't state any particular ability.
The Carriage. It can link to places you have been to, and open a portal to there (the portal is inside the carriage, so you can't transport it through them). Inside it, HP, MP, SP and Stamina recover faster, the effectiveness of Healing magic is increased, and you
require less sleep.

The Cane lets you use magic regardless of your lack of affinity, though it only goes so far.
The Projectile apparently has the power to 'remove dark power from people', but since that's idiotic and never actually explained, I decided that the power of the Projectile is to make temporary copies of itself, letting you chain skills more easily.
The rest of the vassal weapons have no explanation for their ability, if they even have any.
The difference between Claw and Gauntlet, for those curious, is that the former is more attack and speed focused, while the latter is focused on defense. And while the Gauntlet's defensive power is much lower than the Shield's, it doesn't hamper the attacking ability of its user.

Strengthening Methods - You better be grateful for this list, the wiki is shit and I had to go look it up in the WN. I'll divide them by weapon order. I'll try to explain them the best I can, but forgive me if it seems a jumbled mess. I promise you it was even worse than it looks. I'm changing some of them, both to make things clearer, and because most of them are poorly explained and they don't expand much on how they work. The Axe, for the most extreme example, involves playing some kind of Japanese cellphone minigame to get stat boosts, which is just kind of dumb.
Note that some of them, especially in the case of the Cardinal weapons, are tied together, and meant to complement each other. I'll make it obvious when such is the case.
To reiterate, choosing one of these as your weapon doesn't give you their enhancement. These are things you can buy at 100 (or 50)CP each, and those you can take once per 10 years with the more expensive option.
Shield - doesn't seem to have one. At least, nothing unique to it.
Sword - Proficiency: using a specific form will increase its proficiency, from 0 to 100, which causes it to increase in effectiveness by about 150%.
Energy Grant: by resetting a weapon's proficiency to 0, or by consuming item drops, you gain energy. You can spend that energy on a specific form to Awaken it, potentially improving any equipment bonuses and special effects it may have.
Rarity Increase: you may spend accumulated energy to increase a form's rarity, which makes it 120% as strong. The tier goes C UC R SR SR+ UR UR+ L M X. Every form starts at C. Increasing a form's rarity to SR, L, M and X unlocks more slots for Item Enchant.
Spear - Tempering: a specific form may be upgraded through the use of materials, dependant on the form itself, up to a maximum of +10. This process cannot fail, but it requires specific materials for each different form, usually some type of ore.
Spirit Enchant: killing monsters will sometimes give you soul fragments of their specific type. You may consume them to give a form an enchantment based on the monster it belonged to. Not every form can accept every soul: for example, having the soul fragments of a poisonous monster may grant you resistance to poison or to damage

from poisonous enemies, but you will not be able to grant this bonus to, say, a form that comes from a wolf. This kind of enchantment can grow indefinitely, though after a while it will start to require enormous amounts of fragments for even the slightest of improvement.

Status Enchant: you can add a stat modifier to any form by consuming a demon soul fragment. The monster it belonged to will affect the result - its strength will decide how powerful the enchantment is, but the effect will be completely random. To compensate for its inherent randomness, the bonuses obtained with this method tend to be quite a bit stronger than the others', and it doesn't share its 'slot' with any other method. Obviously, only one of these enchantments can be on a form, and you may remove it at any time.

Bow - Reinforcing: a weapon's power can be increased by using a specific type of gem. It's apparently relatively common, and after this jump you may find it quite regularly in your item drops. Each form has a counter - from a minimum of 5 to a maximum of 100, depending on its strength. The amount of ore needed for each level is slightly higher than the one before.

Item Enchant: burning dropped items will provide you with their energy, which can be used to confer passive skills to a weapon. The enchantment can go up to level 10, and the chance of success decreases with each level, but higher level have slightly higher gains than lower ones. Failing an enchantment will lower it by one level. Skills obtained this way are quite situational, like reducing damage from aquatic monsters by a percentage, and depend on the items that are consumed. You can only have one of them on each form.

Job Level: a way to directly raise stats by consuming item drops. Using large amounts of items, you can increase any stat directly, though the amount grows for every time you have raised it, and there is a 24 hour cooldown until you can use it again. The growth is slow, but relatively steady as long as you have a supply of items.

Axe - Body Modification: when leveling up, you will gain 1 stat point to be distributed freely among your stats. Resetting to your natural stats and respeccing is possible, but there is a cooldown time of three days. This works retroactively, so taking this method when you are level 100 will give you 100 points. Alongside stats, you may also directly increase resistance to elements and to individual status effects.

Whip - Growth Elevation: it increases the growth correction for your stats, by spending levels proportional to the increase. This can be used repeatedly on every stat, one stat at a time, though each stat will separately require more and more levels to further increase their growth correction. To reap the benefits, obviously, one has to level up. This can be used on both monsters and other people, as long as they give permission. Lowering your level will decrease the points available to you with the Cane and the Gauntlet's strengthening methods, though raising it again will give them back.

Projectile - Strengthening by Money: completely useless on its own, it uses money to bend the limitations of the other strengthening methods. While for lesser forms it may be an affordable price, high level ones will quickly rise to outrageous prices. Physical

currency of any kind is required, digital is not accepted; currency meaning actual money distributed by a state, not gold bars or sea shells. With this, you may increase the number of Item Enchantment slots available to a form, or buy points for Magic Enhancement, or lower energy costs for Rarity increase. That said, the bigger the effect, and the better the form you're upgrading, the higher the cost goes, exponentially. While you may halve the first rarity upgrade energy cost for the lowest tier forms for the cost of a meal, the same for the jump from R to SR for a middle ranked weapon form will cost as much as a house, and from M to X on that same weapon would be enough to bankrupt a moderately rich nation.

Hammer - Weapon Synthesis: it allows you to transfer a form's most iconic special ability or equipment bonus from one form to another. Collating similar bonuses on a single form may unlock new forms altogether. Each form may only be synthetized for a number of times, dependant on its strength, from one to five, after which it will turn dark in your menu and may no longer be activated. It can then be unlocked again, as long as you have the needed items, though to its basic form. Synthesis between two forms that have had their Tempering and Rarity increased will result in the recipient receiving the highest of their values.

Cane - Magic Enhancement: you gain 5 points for each level to be distributed at will among a list of all the magic spells you know (to a maximum of 100 points per spell). This will increase the effect of that spell by a percentage, up to twice as powerful as it would normally be. You may reset your points, with a cooldown of three days.

Gauntlet - Skill Enhancement: you gain 5 points for each level to be distributed at will among your skills (to a maximum of 100). This will increase the power of each skill to a maximum of twice their normal effect. You may reset your points' placement, though there is a cooldown of three days to this. To be clear, Skills refers to abilities granted by your weapon's unlocked forms, not how good you are at playing the violin.

Claw - Magic and Skill Proficiency: each skill and magic spell you know is given a proficiency level (0 to 100). This will grow with use, making them more powerful (up to 150%) and easier to use. This is separate from the Cane and the Gauntlet's values, and they stack.

Carriage - Item Encyclopedia Bonus: this method will give you slight boosts based on the contents of your weapon's internal inventory. If the amount of a certain type of item crosses a threshold, you will gain a small boost related to that item. The bonuses are quite small, and often highly situational, but they pile up quite fast, and they are often things you wouldn't be able to get through normal methods. Examples of these rare bonuses may be expanding the range of your portal skill, increasing monsters' item drop chance, increasing damage dealt to and decreasing the received from specific monsters and so on. On the flip side, having them in your inventory means not selling them, or using them for other strengthening methods. The bonus is static, so having just enough to trigger it and using the rest is definitely an option.

Bioplant Seeds - These seeds can be modified through alchemy, or through the skill granted by absorbing one of them into your weapon. While the former offers more in-depth modification, the latter is quite a lot easier to do, and nothing prevents you from doing both. The skill works through an interface, in which appear a series of sliders. You can lower and raise them as you wish, but the total available points remain the same. The values are:

- Fertility: raising it will make it easier for a plant to spread.
- Productivity: how much fruit is produced.
- Vitality: how it copes with growing in more situations, such as different climates.
- Immunity: resistance to sickness, poison and parasites.
- Intelligence: increasing it will give your plant consciousness, eventually resulting in it becoming a monster.
- Growth Potential: the speed at which it grows.
- Variability: how easy it is for the plant to mutate itself into another form, often randomly mutating its stats. High values make it very easy for it to become a monster.
- Special Ability: you may spend points to give a plant special abilities, such as producing a higher quality seed upon death (note that this can't easily be used to create a feedback loop), decreasing the probability of mutation, or similar.

The Bioplant seeds you get start with 50 points in total, randomly assigned to any of those stats. They can be easily modified into growing to mimic mundane plants, like tomatoes or apples, and with a lot of work you may even create something as outlandish as a crepe tree. They can be made to grow into plants with special properties, but points have to be invested into Special Ability for that.

As a final word for me, thank you for reading this document. If you wanted to make a jumpchain for the Light Novel/Anime version, do feel free! Really, it would be nice to see more than one.