Clearing An Isekai With Zero-Believers Goddess:

The Weakest Mage among Classmates Jumpchain

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WN Version 1.1



Introduction

The 1st year students of the East Shinagawa senior high school were on their way back from ski camp, when they were met with heavy snow.

They were also unluckily hit by an earthquake.

The avalanche created from the earthquake dropped their bus from the cliff.

The bus was buried in the snow and it was impossible to operate it anymore.

Unnecessary to say, there were no survivors.

Meanwhile, in another world, there's a war approaching, between Olympians gods, also known as the Holy Gods against the Demon Gods and observed by the neutral faction of the Outer Gods and the few remaining defeated Titan Gods. This war has always been fought by proxies, the mortals.

The Goddess Althena of the Holy Gods authorized the summoning of otherworlders, bringing most of the frozen students to the Water Temple on the West Continent, however not all of them transmigrated successfully, some of the students were randomly transmigrated or even reincarnated on the other parts of the world.

Currently, it is the year 1001 of the Salvation Era, one thousand years since the Savior Abel defeated the Great Demon Lord Ibilis, in a few years the prophesied time of the Demon Lord's Resurrection will arrive. This event threatens the future of the humans and demi-humans of this world, and the influence of the holy gods.

It is in this world you've arrived to, while you situate yourself, a certain goddess previously sealed on the planet finally obtained a chance to get another apostle after a thousand years.

You are going to be here for the next ten years. Here is a little something to help you prepare:

+1000 CP

Location

Roll a 1d10 to determine where you start. Alternatively pay 50 CP to choose your Starting Location.

1. West Continent – Water Temple, Water Country, Rozes: You can mingle with the summoned students and get history lessons and teachings about the common sense of this world. The touristic industry of this country is flourishing and the influence of the church is high;

2. West Continent – Fire Country, Great Keith, Half their country is deserts, their martial arts are popular, there's a lot of beastkin and mercenaries, maybe you will be one of them?

3. West Continent – Spring Log: Most of this country is forests. Lots of influential elves, and beastkin. The country is protected by a disorienting mist. Borders the Demon Forest,

4. West Continent – Moon Country, Raphloaig, fallen a long time ago, demonkin barely managed to survive in the ruins. Very poor, all inhabitants of this place are descended from demonkin in some way or another, and get persecuted for it.

5. West Continent – Commercial Country, Camelon, land of casinos and money lending. Lots of products to buy, from luxurious food, clothes, magic weapons and other equipment.

6. West Continent – Sun Country, Highland: the leading power of the continent. Has the most national power, population, military force, and financial affairs of the continent. Careful of nobility, politics abound in this place.

7. West Continent – Earth Country, Karilan:An underground country, city of dwarves, famous for trading metals with the rest of the continent, very prosperous..

8. South Continent – Border with the Grandflare Empire, you appear at the entrance of Zenith Tower, this land is ruled by a different Destiny goddess than the west continent, actually it has three.

9. North Continent - The demon continent, you arrive at the entrance of the Abyss, one of the three "Last Dungeons", together with the Zenith Tower and the Deep Sea Temple.

10. Free Choice - You can choose any of the above options as your starting location.

Origins

Otherworlder (Drop-in)

You just show up in this world, with no new memories to either help or hold you back. **Otherworlders get a 400 CP stipend on the Skill section plus up to two discounts on Skills that cost less than 600 CP.**

Local

You were born here on this world, you know the common sense of this planet and are trained in a lot of skills commonly used here. You can freely choose the details of your family, but levels of wealth and levels of competency on your allies require certain purchases on the item and/or companion section. **Locals get a 600 CP stipend on items**

Your default age can be freely chosen and your gender carries over from the previous jump. You can spend 50 CP to change it.

Races

Humanoid (Free/100 CP) From humans to beastkin, dwarves, elves and half-elves, you are part of the favored races by the Holy Gods, relations between races are usually friendly with prejudice being rare. You can spend 100 CP to get some advantages over the average as long as you have a theme: better or unique senses for beastkin, higher strength in parts of your body for dwarves, longevity for elves, wings for the winged heaven race etc.

Monsterkin are included in the 100 CP bracket.

God-Kin (400 CP): Also known as angels, or demons, but including other mythological beings like phoenixes, sphinxes, succubi or others. Beings created to help the gods on their tasks, their parameters (stats) are maxed, and they are masters in a variety of skills from the moment of their birth, they don't need to eat, drink or breathe since everything they need is provided by the ether existing on the godly realm or regularly given directly by their patron.

Their bodies never degrade with the passage of time, but unfortunately they can't grow stronger past the moment of their creation. Those that rebel against the gods become fallen angels or rogue demons and require other methods of obtaining ether to survive.

God-kin of the Angel variety can, by disobeying the regulations or committing a crime against the gods, "Fall", turning their wings dark and losing access to one of the light elements and trading it for one of the dark elements. Fallen Angels that spent enough time repenting can "Ascend" and turn their wings back to a light color and get back access to all light elements. Post-jump you can shift your wings between colors, and no longer suffer any drawback for "Falling". The racial restriction on growth is lifted.

Spirit (400 CP): Living mana, spirits are living magic, an accumulation of billions of smaller spirits working in tandem in a single being result in an entity with a unique personality equivalent to that of other races. The Great Elemental Spirits of this level are comparable with godkins in parameters, but being made of an element affects their personality, an earth spirit being slow to move or a fire spirit being hot headed, for example.

Among the known spirits there are the elements of fire, water, earth and wind. There are also the rarely seen time, light and dark spirits. None of the types require any kind of sustenance nor do they age. They can naturally move between closely connected parallel worlds, moving through their element.

Spirits naturally have control over their own mana, the most difficult part of making them do anything is overcoming their flighty and unconcerned nature. If you yourself are a spirit, you will need a certain level of willpower to not get constantly distracted. This flighty nature goes away post-jump.

The Orderly mana of the Holy gods reject spirits, which makes entering civilization extremely for spirit, their powers get severely weakened in these places, and some places like the

Deep Sea Temple have barriers that completely negate their existence, they cannot enter or survive inside those barriers.

All spirits worship the Goddess Noah, moving instantly to fulfill her every whim, which is the reason she is considered so powerful, entire worlds move at her command. Light, Darkness, Space, Time and Destiny that govern the rules or reality exist to do her bidding...

General Perks

None of the perks of this section can be discounted.

Mana (Free): The measure of one magic, close and some long range fighters usually manifest the mana externally to increase strength, speed and durability. Magicians use mana to cast spells

Having mana allows you to enhance some of your actions, resulting in *Skills* like *Stealth*, *Eavesdrop*, *Farsight*, *Night Vision*, *Cooking* etc. Your class skill will give access to some common skills, but you can freely learn others with instruction. Even an apprentice mage can dodge attacks by an ogre for a while by using the *Evade* skill, these common Skills can be used freely since their cost in mana is negligible. They can also be combined, like using farsight and night vision to see far in the dark. The proficiency of the skills increases with practice, but their strength is fixed, based on your class and natural talent usually identified with rankings, from elementary to saint, with gods having their own rank level.

Everyone may have an affinity with an element, or have been blessed by the goddess aligned with this element, regardless you receive an Element Magic Skill, with this you can generate and control your element, masters of the skill waste less mana to obtain the same effects and create city devastating spells. Past the intermediate level, magic usually takes the form of a mythological creature to attack. Certain classes' skills give the ability to convert mana into an element and use their weapons as focuses to attack or defend, but complex manipulation still requires an element magic skill. Physical classes, use the *Aura* skill to convert mana into body strengthening.

There is a magic that anyone can use that doesn't require a magic skill, the so-called Self-Destruct magic AKA Sacrificial Technique, a magic that uses lifespan as fuel, its one order of magnitude more potent than normal magic but reduces your life.

The Five Pacts (Free): Contracts or Pacts are a system or method used with the objective of making up for the lack of talent or ability in someone. Once you enter one of the five contracts, you form a bond that shares or gifts talent, skills or abilities between both sides, depending on the contract, the five are:

- **Word Pact:** A verbal promise, with low effect unless both parties trust each other. Generally an oath of fealty, oracles can offer this to their Guardian Knight, if one abandons the Oracle, their lifespan gets halved and If the Oracle dies, the Knight loses access to all his skills as penance.

- **Body Pact:** Also known as Love contract, is a pact between lovers, with the effect increasing as the bond between both deepens.

- **Blood Pact:** A contract that activates between siblings or in-laws, or an apprenticeship. Requires a ritual where users share blood.

- **Life Pact:** The heaviest contract, if one side dies, the other perishes as well. The effects are outstanding, but are outlawed and forbidden by all kingdoms.

- **Soul Pact:** Or Apostle Pact, not a contract between mortals, only gods can offer this, by offering faith directly to strengthen the gods, one can receive an ability in exchange. It lets the gods personalize the divine protection to the apostle. Forbidden by holy gods;

Only one bond of each type can exist at a time. The harsher the conditions of the bond or the consequences of breaking it are, the greater the benefits obtained by making the pact.

In Future jumps, you can revoke, renew or choose to make new pacts.

Sturdy Body (Free / 100 CP to keep): The otherworlders received new bodies when they transmigrated. These bodies are slightly different from their previous ones, they have an unforgiving expiration date. When their lifeforce is fully expended then your body will shut down and you will die, regardless of health or the state of your body, but there's an upside to this: As long as your lifeforce is above a minimum amount then your body will be considered full of vitality, even as you age.

This is specially relevant to users of self-destruct magic. While anyone in this world can use this magic, they might have side effects on vitality, but with this perk you can use this magic without any side effects as long as you can recover your life force, be it by performing good deeds or being rewarded for defeating monsters. There won’t be any hidden landmines on this magic.

In future jumps, you can keep the benefits of this state on your new jump body or treat it as a peculiarity of this alt-form.

Class Skill (+100/Free/100/200/300 CP): You begin with a basic class, with average stats and growth like Martial Artist or Blacksmith but you can spend 100 CP to upgrade to an advanced class like Dragon Knight, with intermediate or one superior rank skills.

You can spend 200 CP total to upgrade to a rare class like Grand Mage, Golden or Holy Knight, warriors equally capable with martial, magic and social matters; Finally, you can spend 300 CP total to get access to the strongest classes, like Sage/Great Mage.

Alternatively, you can choose the lowest level class: Apprentice Mage, squire, amateur craftsman etc to receive 100 CP. The higher your class costs, the higher the initial stats and growth per level, the reverse is also true.

A Rare or above Class skill gives you an extra discount on one **skill** that costs less than 600 CP, except for Grand Mage and Sage/Great Mage, who receive their discount on magic purchases only. Check notes for details.

Divine Vessel (200 CP): Among the priests and believers of the goddesses, you are the highest authority, the oracle of your country and one of the holy gods. Or at least you can be, only those with bodies compatible with their goddess are chosen, since the oracle can become a vessel to their deity, the goddess can temporarily possess the body of the oracle to give commands or act directly in the lower world, but since this action is restricted they usually just speak to their oracle mentally.

As an Oracle, your body is very compatible with one of the holy gods, meaning that any blessings received from your deity are further enhanced. A talentless mage receiving a blessing to control water would let you create and manipulate a lake's worth of water and freely shift the states between vapor and Ice.

Oracles can also spread the blessings in their deity's name. You can choose to replace any of the existing oracles, or just become an extra one.

In future jumps you are a compatible vessel for any divine being, able to wield their powers without harm.

Divine Slip (Free/200 CP): Among the children transported to this world, some of them didn't make the parallel world transfer with their bodies unscathed and were instead reincarnated on new bodies; Those individuals were "missed" by most goddesses and then overlooked.

Just like them, you can choose to be overlooked, either by reincarnating in a new body or by slipping with the transferees, in any case the "higher forces" won't be able to perceive you or find anything extraordinary about your existence unless you draw attention to yourself. As long as you stay unnoticed, you will be untouched by any kind of timeline alteration, paradoxes, universal restructurations or reality warping. Changes in the past won't do anything to you and erasing the universe will just boot you to another survivable universe. If a god-like being decides to kill you, they need to do it directly.

For 200 CP, you can keep this protection on you for future jumps, keeping information about you camouflaged against the divine, god-like or other otherworldly beings and protecting you against time and universal powers or rules. This protection is beyond skin deep, even a powerful divine eye that sees souls passively will overlook you or convince themselves that they've seen through your secrets already. The only way to bypass this protection is if they receive direct proof of your nature or are guided by someone who already knows your true

nature, otherwise they will only believe you're average or unremarkable. Post-jump the protection against time and reality warping persists even if your camouflage has been pierced. Anything you own, even powerful artifacts, will also be covered by this shroud.

An extra bonus from being slippery, your "level of power" defies any measuring methods. Any restrictions based on power will treat you as what is more advantageous for you, a barrier that only allows passage for a certain level of power will let you pass without trouble and attention grabbing spells that transport across time and space will do so without attracting attention of higher powers.

Goddess Divine Protection (300 CP, free for Oracle): A Divine protection or blessing is conferred to favored mortals, these blessings depend on four factors: The strength of the goddess; The strength one's body can handle; If they have their hero skill and, lastly the level of faith on the Goddess. Buying this perk will give you the highest level of blessing of one goddess, something equivalent to the favor of goddess Althena applied on the light hero; The blessing in question doubled his stats related to combat when under her domain, the light of the sun. It also gave immunity to poisons and curses or other kinds of abnormal status effects and when he bathed in sunlight, all his wounds were healed and he slowly recovered his mana and stamina.

A Hero who holds the Divine Protection of a Goddess can also release 100% of the Goddess's holy sword's power with a prayer, this release is a power that multiplies the effect of his attack several times but destroys most weapons with the exception being the holy swords.

The Moon Oracle received great affinity with all moon magic and a curse of retribution applied to herself that cowed all that wished to harm her by reflecting any harm visited upon her. You can choose how your divine protection manifests as long as it follows the theme of your deity.

Cheaty Cheats (800 CP): Occasionally someone gets summoned to defeat a great evil and is blessed with great power to do that. There are lots of variations to that formula, but the important part here is: When someone is summoned, they receive great power. Now you will benefit from this: Every time you get summoned or make a one-way trip to another world, you receive a great power. It won't be beyond the level of power of the world you are being summoned into but it will definitely be helpful to you. From simple body enhancement magic, to auto translation or even a skill that lets you act as a video game character.

Powers obtained this way will fade away if you leave the world you received them, unless you have some way to keep them. In future jumps, you will continue receiving powers for exploring new worlds, with stronger powers originating from magic worlds than technological worlds.

As a bonus, you can now survive in space or any other environment that could be described as a "Place-between-worlds".

Perks

You may choose to take 3 100CP perks as freebies and take 2 perks of each tier (200/400/600 CP) as discounted.

Trained Skills (100 CP): Choose three skills, you already know how to enhance them with mana and your proficiency on them is on the level of an expert. This perk can be bought more than once, giving proficiency on three extra common skills every time. Examples of common skills are Dismantle, Cooking, Emergency Treatment, Tinder, Detection, Trap Disable, Evasion, Escape, Treasure Box Location, Intuition, Eavesdrop, Farsight, Night Vision, Mapping, Calm, Concentration, Projectile, Sword Magic, Taming, Intimidation, Swordsmanship, Spear Wielding etc.

Ether Sense (100 CP): This gives you the ability of measuring your own lifeforce, you will always be aware how much remaining lifespan you have. Anyone in this world can use a Soul book, an invention of the Destiny goddess Ira, to check their remaining lifeforce, but you can do this naturally somehow and with additional training you can learn to measure others lifeforce by touch.

Workaholic (100 CP): A fearsome ability in most worlds, you find that you can easily put effort into anything, even the most boring actions won't even get you to yawn or give you any mental fatigue, spending a thousand years filing paperwork and practicing your magic on the side is easy for you.

Uncommon Class Skills (100 CP): These skills are a little more specialized than other class skills and don't usually fall under the rules of this world, but now you can enhance specific actions that you buy with this perk with mana, you receive training in using skills like *kidnapping, assassination, spying, cold reading, battle prediction, women's intuition*… You can buy up to two such skills for each purchase.

Appraisal Prevention (100 CP): A rare skill in this world let people uncover information with a look, just one look and the details of your life get organized and displayed into an easy to understand format, you could use some barrier magic to block it or get this ability: Due to an accident in your summoning or thanks to your nature as a jumper, any appraisal magic and similar methods of revealing your information will only return bugged letters or corrupted symbols, your information literally can't be read. Even the highest level of Appraisal skill will just display that is being blocked.

Heroes Love Variety (100 CP): With an appearance ranking 10/10 out of school popularity contests, enough social skills to romance an older partner that may or may not be a school teacher and being generally considered reliable, there's nothing else for you to do than just win at life, with this much charm you will attract admirers left and right, but be careful to remember that none of those admirers is interested in playing second fiddle to others.

Lovable Dork (100 CP): While some people are charming and skilled in social matters, you're successful in a different way: You are lucky with your words, maybe you lack a filter between brain and mouth and you end up blurting your honest feelings, well it turns out that often your words interpreted as the most romantic thing your prospective partners heard so far, and will always manage to move their hearts. Careful for a few careless words may attract a fanbase.

Siblinghood (100 CP): Affinity and trust is something that takes time to build, people will often keep hitting obstacles when building rapport that makes long lasting friendships a rare thing. You have a talent to slip around these obstacles, improving your friendships and getting comfortable with people in record time, getting so close that you could guess each other's thoughts. Friendship is a two-way street so you won't be making friends out of enemies, but if the potential exists, you can raise that kindling into a bonfire. A girl with this talent got so close to another girl that she didn't mind sharing a boyfriend, even without him those girls looked to be really comfortable with each other…

Convenience Magic (100 CP): Besides the *cooking* skill, some mages practice some universal spells from various elements even if they lack the affinity to make it easier. They trained to form this school of magic, including everything you need to prepare food, changing wheat into bread, cleaning fruits and bodies, and converting some spices. You receive training into this school all conveniences you want trained into your magic. The pinnacle of this school is using magic to build a house.

Turn The Situation Around (100 CP): First impressions are important to in relations, which is why bad impressions linger and make relations difficult, what this perk does its help you overturn bad first impressions, regardless of beginnings, events conspire to give you an opportunity to help those who have mistaken impressions about you, sometimes helping you save them from fatal threats or just having them in a pinch to get you to help them out and overturn your first bad impression, opportunity will come one way or another.

True Warrior (100 CP): Years of experience and practice, survival horror, action, role playing fighting, dancing, dating simulators… Yes you have played them all, you get about a decade of experience on various games and can be considered reasonably skilled on all of

them. Alternatively, you can shift all those years into a single genre, making you a master at gaming in this genre.

Survival Experience (100 CP): You are alone at the dungeon, no supplies, no weapons. Hopeless? Not at all, due to your strong survival instinct you always can intuit the best ways of foraging for food or tools in these environments, how to hide from predators and how to turn the game around and ambush them back. Most importantly it teaches you when to pick fights.

Immersion (100 CP): The soul book can measure your statistics into numbers, which could help motivate you to train, since numbers going up equals real progress. However, you can choose to reject such things, since just looking at numbers go up could distract you from living your life.

You can automatically keep track of any number of personal enhancement systems like the soul book and either simplify them or phase them out of your mind altogether. Changing the info displayed into rankings or just learning how practical the numbers in your stats are. You keep all the benefits of any such system and grow in them automatically without needing to make any decisions. Your growth will be optimized in a way you would have chosen. In addition, you receive the talent to always be able to instantly measure the parameters of those you meet in relation to yourself.

Harmless W.M.D. (100 CP): Went to explore a dungeon and look for the hidden character, found lots of mobs around, cleaned them out, found the dragon's lair. The hidden character ignored you, maybe you have to prove yourself? Freeze everything. Still not enough? Hmm, before trying again you noticed that you have spent too much ether, better ritualistically sacrifice that frozen dragon to refill. Oh? Looks like the hidden character joined up. Mission complete!

Basically you are really intimidating, just acting naturally will cause those around you to think of the repercussions of your capabilities and will motivate them to be more amenable to you and look for ways to appease you lest you genocide them or something.

Spirit Magic Affinity (100 CP): This is the talent that lets you see all elemental spirits, even when they don't want to be seen. Your affinity with spirits will be increased making it easier to create friendly relations. Spirits don't like places of worship of the Holy Gods or modern places, so they can commonly be found in the wild and in places without civilization, though it's not necessarily the civilization that they hate, but the orderly mana of gods and the undead.

Mind Reading (100 CP): Very helpful to galge players, you can see a floating window in your vision that displays the words spoken by those close by, but not the words spoken out loud, instead you can read their thoughts spoken by the heart. There's a helpful indicator displaying who's presently speaking and headings with the name of those who have spoken.

The window has limited space, so you need to pay attention to make use of this trait or else the information will pass you by.

Lunar Elegance (100 CP): A clear voice, elegant movements, a talent for communication, everything about you except for looks seems to be designed to charm others. You can effortlessly make others speechless through singing, dancing or any art you perform. Careful that charming others brings as many troubles as advantages.

Mental Resistance (100 CP): With so many sources of mental pollution in this place, you might need this: Your willpower lets you push back against curses that affect the mind. Charm, fear, fascination. You become instantly aware that you're being influenced and you can delay the effect for a few minutes, the more willpower you have compared to your opponent, the longer you can push down the effect. Careful that this is not immunity, eventually you will feel the effects and stronger curses can take you down in one hit.

Good Schooling (100 CP): You have the knowledge of a middle school graduate. Nothing impressive just enough knowledge and creativity to combine with magic to recreate a few conveniences, like fridges, hot springs, some niche food and with some effort and time you may figure out a new method of communication in these war times.

Invisible Platforms (100 CP): How did you do that? That makes no sense. You can jump from mid-air as if you had stable ground to jump from and a running start. Anytime you jump from any place you will benefit from this, always jumping as high as you can and getting one extra jump in mid-air. Perhaps this is a new skill?

Combo Action Girl (200 CP): Energetic are we? You can channel your energy into moving faster than normally possible, about twice as fast to be exact, maybe not that impressive at first but you can improve on this with training and/or by channeling more mana on this action. You can develop this talent into moving faster than the eye could see, enacting battles from anime and manga! Go forth and reach the finish line!.

New Bulletins (200 CP): Everytime something happens, you are the first one to know, almost as if you were reading a new bulletins or a news feed only you can see. Every day

you receive a missive telling you gossip about important figures and your close friends, some rare times you receive a mental prod with important or urgent news about your friends.

Enchanting Talent (200 CP): A gift for affixing magic in objects, just by attaching mana on an object, it gets “painted” by your mana, getting properties related to your element. Usually requires a specific spell to create magical objects, but you have this effect naturally on your mana, giving you a headstart in enchanting.

Just make sure to practice and experiment a lot with this power, this talent is nothing if you don’t nurture it with experience. High level blacksmiths or alchemists are capable of fine tuning the enhancement to apply unique effects like *certain hit* or *multistrike* or any other buff you could see in a fantasy world.

Blessed Life Force (200 CP): A rule of this world is that defeating monsters or donating money to the church can increase your lifespan, doing acts of charity or good actions in general result in a minimal increase, maybe a few seconds of extra lifespan, but acts on the level of saving a city could reward with a week of extra lifespan. A typical adventurer could accumulate about 30 years in just one year of quests and killing monsters. This is a natural effect in this world, but this perk will let you benefit from this rule even in future worlds, good deeds increasing your lifeforce, the bigger the act, the higher the increase.

A reminder, this in no way make you immortal, you can live up to your race's natural lifespan humans, for example, have a limit of 100 years of lifespan, after their time they will expire regardless of any accumulated lifespan, since this is a rule made by the goddesses, then during this jump you will be bound to this rule. Post-jump, your total lifespan will be the sum from all alt-forms you had in the chain and it will continue increasing with new forms acquired, this not only gives more bulk to your reserves but also makes any powers based on your lifeforce stronger.

Mind Acceleration (200 CP): A elementary magic of the golden/destiny branch of spells, this magic has the potential to allow you to extend one second into several dozens more inside your head, of course most users of this magic can’t get more than two or three seconds into one, but the potential is there and now this potential is yours, you can activate this power with a negligible amount of mana, doubling the speed of your mind and with the potential to get faster with practice. Just remember that this doesn’t affect your body, only your thoughts.

Enthusiastic Training (200 CP): In every game, from RPGs to fighting games, there's a period where the player starts getting used to controls, where he keeps repeating actions, simple or complex just to familiarize himself with the gameplay, this period is where the speed of his learning is greatest. Now you can invoke this phase of learning at will: Never

losing motivation, never losing the wonder of training, you will keep getting better without tiring. This will apply to any skill you want to train, from body training to mental and even practicing magic, you can spend more than 12 hours a day training without getting bored or stressed, after all, training is fun for you!

Sleep Practices (200 CP): They think that, except when you are sleeping, you are always training but that's wrong! You can train even while sleeping! Maybe keeping a magic-controlled water ball over your head that wakes you if you fail to control it? Of course it's possible, since you've been doing it! You can not only keep practicing and training in your sleep, this training makes it so your abilities can be active even while you're sleeping, as the concentration necessary to keep them active will become instinctive for you. Your sleep will still be as comfortable and effective as ever.

Sacrificial Technique (200 CP) Also known as Self-Destruction Magic, when someone sacrifices their lifespan to generate power they obtain much more than their usual mana, that's because they are manipulating Lifeforce aka Ether, a concentrated form of mana, orders of magnitude stronger than mana, but also harder to control. Any use of Self-Destruction Magic will generally cause widespread destruction since hardly any mortal has the proficiency to control that much mana.

This technique is rare, but surprisingly easy to learn on this world, having this perk will not only teach this technique, but also allow you to efficiently convert an amount your lifespan into ether to feed into any power or magic you have, greatly strengthening the effects even when compared to this world Sacrificial Technique, about as twice as strong than any local could do.

Silent Spellcasting (200 CP): Magic in this world follows a simple formula: Manipulate your mana, generate an element and control the effect. The more you practice, the less effort it takes to control. Some movements and chants help manipulate mana, but those with good control can skip these steps. And now you can apply the same logic to any power that you have: The more you use it, the easier it gets to control, to the point you can do so without speaking or making any gestures.

Magic Swordsmanship (200 CP): The technique to channel magic on your weapon, increasing your attack power or granting special effects to your strikes, with this, you learned to channel any of your powers on your weapons allowing you to trigger them during your attacks or changing their area of effect to that of your weapon. Everything from laser swords to beams, explosions or other crazy effects. With a bit of practice, you may learn to combine more than one power on your attacks. As a freebie, you also learned a cheap technique to extend your range of attack with a blade wave of mana.

Ranged Technique (200 CP): While some people train their magic to bring the fight to the enemy, others prefer to keep a distance and this school of magic is perfect for that. Based on the special magic of the Claim Solaris, this magic creates temporary copies of your weapon and manipulate the copies with telekinesis, the number of copies you can create depends on your magic capacity and the control on you multitasking ability, the copies are fragile but they are good for at least one good hit or you can spam and pile them for defense. You must be familiarized with your weapon to perform this technique. Practice can help create a greater amount of copies and make them more durable. Maybe one day you will be able to sword surf?

Refreshing Face (200 CP): Having a combination of high vitality and magic will help you resist magical effects, like curses and other constraints, however once you get caught by a curse, it's over. Unless you have this ability: A resistance ability that will help with rejecting abnormal effects, even being petrified or cursed won't keep your magic from fighting until you shrug off all abnormal effects, it may take a while but eventually a statue will return to life or a cursed-silent will once again speak. The higher your magic power, the stronger this effect will become.

Incarnation (200 CP): By naming a spirit, it is possible to incarnate them into the world, making them stronger and solidifying their existence. This ability you've developed lets you name others to give them similar benefits if they accept, almost as if you were giving them a divine blessing. Naming a being will strengthen its existence and powers, helping it become free of restrictions and compulsions. Naming an object won't give it a conscience, but it could give it some powers based on the name you gave it. This naming doesn't cost you anything, it depends on the ambient mana. Maybe stronger realms will result in more powerful effects? Or having you learn how to channel mana in this power to give a blessing with your attributes?

Overcoming Weakness (200 CP): Immortal King Bifrons is the oldest of the demon lords, with over 1 million years as a vampire he is considered one of the strongest beings on this world, perhaps only below the Dragon King Astaroth and the Great Demon Lord. As the ages went by, not only he grew more skilled, but one by one he overcame his weaknesses, 'Fragrances', 'Running Water', 'Silver', 'Fire', most of those became ineffective against him with the only exception being the Sun, but even being under sunlight only hinders him, the only way to destroy being the light hero power.

Now you have this same talent: As the time passes, any racial weaknesses start having less effect on you and, even though they will never disappear completely, the stronger and older you get the more you can resist them, up to the point you could act as if they don't affect you.

Synchronization (400 CP): When children are learning magic teachers usually help them control their mana, they do this by synchronizing their mana with their student and taking control of mana. With this perk you can do that and much more: You can use any kind of internal energy or mana to mix and control other types of energy and manipulate them to the best of your ability. You will be capable of casting spells using energy from other people or taking control over their cast spells. Not only you will be able to manipulate energy to the best of your ability, but you won't suffer any of the usual negative consequences over utilizing these energies, even if they usually kill mortals, if your control is good enough then you will be able to manipulate these energies with impunity.

You can manipulate the elements you have affinity towards without expending your own mana. A water mage could become invincible during the rain or inside a lake, a sun mage would become unstoppable in the sunlight etc. As long as you have access to your elements, you won't run out of energy to cast spells. You can also share magical senses with those you synchronize with. As your control over energy increases, you can learn to condense other energies into a higher quality version with increased power, efficiency and allow for more flexibility and creativity with the improved energy, loosening the bindings that you'd normally be subject to.

Also a little warning, magicians that have a certain level of mana control or with a powerful bond with their partner will make them feel "strongly" during the mixing of mana or causing too much of a stimulation. This evokes some really pleasant feelings during synchronization, try not to practice this with those that already have significant others or else you may end up a homewrecker...

Galge Networking (400 CP): You can easily make contacts in every town you go to, almost as if you could read the minds of the people you see and they always think relevant things when you first meet them. Who to talk to, who can be convinced by talking, who can be blackmailed, who cannot be convinced and should be "removed"... The people that can help you get highlighted to your vision.

You also instinctively know the steps to get a merchant's certificate or equivalent to allow trade around towns and the country you're in, if there are better ways, you will know that too.

Training Weirdo (400 CP): When constantly practicing the same skill, you can develop new ways of doing so, easier ways of getting old results. You can pick anything that can be practiced and when training, the speed you improve gets progressively better both as you get more skilled, and proportional to the total amount of time you've spent practicing it.

Occasionally these new ways of practicing will lead you to develop novel uses for your chosen skill. With the speed you improve, your improvement rate is almost flat and linear, instead of getting longer at higher levels.

Learning Experience (400 CP): When people try to reach beyond their limitations, they usually fail. If they try something even harder than their level of ability, they will fall short or have to deal with disastrous consequences. Now you are a exception to this, you will find that you have great luck when you try to do something beyond your level, be it an sword technique that requires years of practice or you try to control more mana than you used to, you not only have some chances of succeeding, but the chances of you making everything worse no longer exist. As a bonus, you find that success in going beyond your limits results in a great jump in proficiency, a meaningful experience rather than a disaster.

Proficiency Limit Broken (400 CP): The Holy gods set the proficiency limit of skills to 100 to avoid giving too much power to mortals and creating disasters. They better watch out for you because this limit doesn't affect you. As long as you keep practicing the basics, your proficiency will continue increasing without end and you will start becoming capable of really absurd feats of control at high values of proficiency.

This growth will apply to any skill or ability that can be improved with practice. Just keep in mind that this growth is not in power, only control/utility. You learn how to do something better instead of doing harder. A swordsman won't get better muscles or improve the material of his sword by training like this, but he could figure out how to cut a boulder with precise skill and technique. If he wants to cut adamantine or something like space he needs to either get a magic sword or spend many years practicing to figure out the dao of the sword or something.

Return My Worries! (400 CP): Since the magic on this world is so intuitive, magicians with high control could even create self-resurrection spells with fire element, based on a phoenix rebirth, or a gold mage doing the same by reversing time.

Having a little creativity could let you do the same with any element, so death isn't necessarily the end of your adventure. This purchase will make it so as long as you are alive and in sound mind by the end of the jump you can avoid jump failure on death, however this is only valid if you resurrect in different ways everytime. Repeating the same trick gets lame after all.

As a bonus, once per jump, you get summoned to another world instead of dying. Be it trucks, stabbing or freezing to death, you will be restored to life, though sometimes you may reincarnate in another race…

Teach Me That (400 CP): Outside of some unique skills, any skill could be mimicked by practicing, trial and error or by being instructed by someone with the skill. You can always try to teach your skills, powers or abilities to your allies, and learn anything that your allies share with you. You may not always be able to copy things in full, but you will always learn either at

the lowest level or a weaker variation of the ability. With lots of practice and some qualitative growth you may one day reach the level of the original.

All The Blessings of the Moon (400 CP): You have shown you were special since the day you were born, maybe you've been blessed by the stars or are a reincarnation of some powerful figure of the past? In any case you have a tremendous amount of talent, easily obtaining success in all your endeavors. You learn things really fast and everything you try your hand at makes people doubt if you are really a beginner. And that's without making an effort, imagine what you are capable of if you work hard.

One extra benefit: You've received the blessing of the moon, and with it the retribution curse that makes all harm against you be mirrored on the ones who hurt you. This is a fearsome curse that doesn't only aim at the one who harms you, but people around as well. It is said that if one with this blessing were to be killed, the retribution would bring down an entire country.

Really Gets Around (400 CP): Johnny Walker, one of the companions of the hero from 1000 years ago was the leader of a survivor settlement many of the elves today, maybe all of them, can trace their ancestry to him. Now you are part of this family or in future jumps, part of the same giant community. This gives you an allied family, filled with a varied skill set, some 'Hero Units' that can be convinced to do you a favor and one or two craftsmen. Maybe you'll have a relative as powerful as the Crimson Witch?

In Future jumps, you can choose to be part of any famous and/or extensive family, inheriting all special traits or abilities exclusive to these families. Any power or item that can be passed to an heir will be passed to you, even if you are not the heir, in which case you will receive a copy of your inheritance. Members of this family will see you favorably and may help you from time to time.

That's no Faith! (400 CP) The Apostle pact can give you a powerful skill if you receive your deity's approval, once that's done you can go to another god and convert to learn another powerful skill! What? Angering a God? Divine punishment? Losing the skill you just got? Gods aren't that small minded! Even if they were, there's nothing they can do: Once you obtain something, be it a blessing, skill, power, ability or whatever, they cannot be taken away. Once you learn a skill or obtain a new power, it's yours forever, fueled by your internal power and no one will be able to take it away from you. And I guarantee that no one will be too mad at you, somehow. Though maybe you shouldn't flaunt this fact around, just saying.

Calm as Still Waters (400 CP): Charm, mind control, madness, fear, insanity, all manner of curses that affect the mind and stop you from being the sole ruler of yourself, they are common on this world and some of them are so strong that they can change your thoughts

permanently, so it's fortunate that you have developed this ability. It's not exactly that your mind is untouchable, you can still be read and predicted, but anything trying to change your mind finds you unreachable.

The sea that is your mind will not be disturbed. Changing or attacking your mind is impossible. Even an emotional attack tailored to your experiences won't reach you, in fact, you might not even realize you were attacked!

Adornment, Locked in a Castle (400 CP): Someone's ideal type of girl, the princess locked in a castle. Now you will also get the opportunity to win the love of these types of damsels. By saving someone from serious danger, freeing them from some trouble or, when all else fails, defeating them in combat is enough to create a good impression and increase someone's affection for you.

If you are the type of person to not feed the fish you caught, beware! Continuously saving someone from trouble will increase their affection to higher and higher levels. The type of love that makes someone wait 1000 years for a chance to see you again, build a shrine room dedicated to you or even learn to track you by intuition. Heavy love, in other words.

Holy Maiden's Gift (400 CP): You've received one of the most powerful blessings, the oracle that receives approval of the chief goddess Althena gets access to one of two possible effects:

The first is a powerful enhancement spell, *Victory March Song* that boosts health, mana and parameters of the targets, the special thing about this is that the cost is the same regardless of the number of individuals affected. A magic that makes soldiers fight on the level of knights and turns armies into a force of nature.

The second possibility is an enhancement, *Latent Power* that purifies and perfects energy sources in the body, increasing them and strengthening all powers and abilities, potentially unlocking hidden abilities or leading to the evolution of known skills, possibly revealing new applications. One person can only have their potential unlocked once in their lifetime. The Holy maiden can also target herself with this spell, possibly elevating herself to absurd levels.

You can choose one of the two spells when you pick this perk, you can spend an extra 200 CP undiscounted to receive both. You do not need to be a maiden to receive or use these spells.

Experience and Copy (600 CP): There's something about you, maybe you had low reserves of magic and had to make it useful, or you're just a genius because the way you use magic make it seems like its a god casting a miracle, instead of manipulating the world with mana, they force the change in the world with willpower and mana obeys.

One instance of seeing a goddess stop time in the world is enough for you to get several ideas how to replicate it, seeing a vampire child turn into mist makes it simple for you to do the same. Magic can do miracles, and once you see it done, you can work out how to do it yourself, or at least something very similar. Be mindful of costs, replicating miracles requires such large amounts of mana that may require your entire lifespan to fuel it.

This talent will also work with things besides magic, just seeing something gives you ideas about how to replicate it with any of your powers, though some will be easier with certain powers than others.

Treasure Child (600 CP): Magic is a imitation, merely a lower form of the miracles cast by the gods and, where they can brute force it with willpower, humans require a lot of effort and energy to get close to replicating the same effects, but you are an extraordinary genius, capable of naturally putting effort into everything you do. You are extraordinary talented at creating new spells or miracles, capable of adapting your skills or powers to realize any effect you need, be it water-propelling yourself to move in high speeds, breathing underwater, transmitting words without sound, resurrecting with fire instead of light magic, traveling through time, creating a new effect to separate souls, freezing a being in time…

It may take some time and research but you almost always succeed on the first try and you can get even better with some experimentation. Maybe you will be like Althena and learn how to make skills based on your powers?

Inheritance (600 CP): The famous skill known over the world as belonging to the Sage, that passes their power from generation to generation. Even if the truth is a little different this power exists here: This allows you to bestow one or more of your skills, powers or abilities into someone else, gifting them with the power and all the knowledge necessary to use them at the same level as you. Of course, this causes you to lose access to the gifted abilities.

But that's not the end, any power given away like this will be copied and returned to you at the end of the jump, restoring the power and giving you all improvements obtained or trained by the inheritor. Just like the legendary Sage, you may end up with a lot of political power and dozens of people will fall over themselves to get in your good graces and unlike the sage, you won’t even need to put the effort to train your skills, others can do it for you.

Otherworldly Seed (600 CP): Some people have a pitiful amount of mana, barely capable of generating two attacks before running empty and then there's you. An incredible amount of mana that would have you suspected of being a denizen of the godly realms… Or the demonic ones. You not only have an immense magical capacity and by immense, I mean you almost never will reach the bottom, and you don't seem to have reached the limit of your growth because it is still growing every day! However this ability does nothing for your control, so you better start practicing.

In future worlds, your mana reserves will keep growing day by day, but you no longer need to worry about having control, you will always be capable of pulling smaller amounts of your reserves to use and will no longer suffer negatively from having too much mana capacity.

Fragment of Infinity (600 CP): No matter how strong a human from this world can get, they will always have a limit in their stats, at a certain point the only way to grow stronger is to stop being human, following this principle one of your limbs stopped being human, it became the limb of a spirit, an elemental made of mana. Since the spirits are nature itself, water spirits are the water of the world itself, earth spirits are the ground itself, same for other elements which makes the mana of spirits unlimited, by having one of your limbs turned into a spirit limb you not only get access to unlimited mana, but you can always consider yourself connected to nature itself.

Choose between Fire, Water, Wind or Earth: Your limb will become made not of flesh, but of light, with the color of your chosen element and connected with nature, making you always in contact with your element. You get the best of both worlds, the infinite mana of spirits and the control of this mana to be used with your natural magic. Even though only one limb is transformed, the mana you access at every moment is enough to cast several small town-sized spells and you can just accumulate for a moment to cast city-sized spells.

There will be a mark on your limb stopping the transformation from encroaching on the rest of your human form (which could threaten your personality) or returning back to normal. This mark will also safely contain any form of internal energy that would otherwise harm you. Being part spirit, you will be liked by spirits and they will likely listen to any of your requests. In future jumps, the threat of encroachment will cease, your limb can be shifted freely between spirit or normal, and you will always be able to access the spirit mana regardless of form.

The Sunlight Hero (600 CP): Users of the Hero skill gain the ability to change their own mana or mana of their element into Aura, that is, they can use their own reserves or external sources of their element to increase their strength, speed and durability. An weapon clad with the Hero's Aura will become a fearsome threat capable of dispersing mana (cutting magic itself) and permanently killing demons.

As the jumper, you get the upgraded form of the hero skill, as If you were granted Divine Protection of the goddess: When the you get bathed in your chosen element, any wounds, even grave wounds will be healed in a few moments, you temporarily receive protection against curses, debuffs, including time effects and protection against all but the strongest attacks. Lastly your aura will be strengthened enough to harm even gods. Heroes with magic skill that can generate their element will be able to artificially activate these benefits.

The *Light Hero* skill created by Althena was improved with experiences from the last war from a thousand years ago, it became easier to trigger, faster and got more attack power… Among other improvements, you will benefit from these same improvements or similar in future jumps, almost as if your skill was getting updated with your experiences: Getting more

efficient in costs, increasing duration, range, attack, defense and more, all abilities slowly “updating”. There’s no knowing how strong you will grow from this, just that it will definitely be unbalanced.

Player's Divine Protection (600 CP): Order and Chaos. Good and Evil. Concepts that could define one's personality, but seem to fail when comparing a Divine personality with their actions. A kind goddess that loves peace and avoids war could arrange the defeat of an enemy believer, and torture their soul to create a new soldier for their side. A chaotic and well meaning goddess could advise her apostle to abandon anyone and survive at all costs and an Orderly and good goddess would one laterally speak her mind to mortals and ignore their wishes.

The secret of connections is that they usually only apply among equals. The believers can't even see the gods true forms without their brain exploding, their ages and experiences are too incompatible for them to be considered equals. You are an exception: Somehow you slip right through their biases, gaining their interest, developing it into affection and eventually their acknowledgement. Once they consider you as their ally, they may offer you gifts, blessings and they may even directly interfere with the world to give you a hand.

In future worlds, this will apply to any being with an inhuman mentality, they will easily become very fond of you and very likely to shower you with gifts.

Nightmarish Ascension (600 CP): It's harsh, not being accepted by anyone, being a hybrid born out of miasma after being rejected by everything you could end up hating all life… Or you could choose to accept it all and change others to be more like you, an abomination, this is the terrible power possessed by the Great Demon Lord: Reincarnation and Awakening, the effect of this ability empowered his subordinates changing their bodies and strengthening beyond their previous levels, through sometimes it drove them mad together with turning them into abominations. The targets don’t even need to be alive to receive this, one of the most dangerous parts of fighting the demon lord: Any monstere defeated always came back stronger than before, making the war a hopeless endeavor for humanoids.

Unlike undeads, those brought back by the Great Demon Lord weren’t weak to the sun, they were still living creatures and usually just had a more monstrous appearance, becoming a lump of flesh and organs in a caricature of their former appearance. Not only did they grow monstrous, they kept growing so powerful that they became easier to avoid than to fight, in fact, many of the subjects of this power persist even today, a thousand years after the war. Finding one of them in a dungeon could spell the end of the adventure since their mere presence harms the sanity and minds of mortals, with even seasoned adventurers being unable to even look at them properly.

The demon lord's subordinates were all strengthened by this power, and kept their mind through the transformation, though sometimes there were side effects, like Setekh gained a powerful magic eye that caused petrification, but got an ingrained curse that forbade him from killing. You have this same power, you can target any being, even those that passed

away for a long time as long as you had the majority of their remains. You can reincarnate them, resurrect making them grow stronger, but if their mind can't resist their new power, they will lose it and become thoughtless monsters.

Inherent Skills

Otherworlders receive a 400CP stipend to spend on this section.

Otherworlders also receive discounts on any two skills that cost less than 600. Discounts do not stack. Discounted 50 CP skills can be taken for free. You start reasonably trained and can pay more CP to start with higher rank in the skill (which increases power and capacity), but those levels can also be reached with training.

Elemental Magic Affinity (Free/200 CP per additional element): Grants affinity to one of the 7 elements, jumper and companions receive one basic purchase for free depending on their class skill. The rank of your skill can be increased with training post-jump:

- *Water*: Creating and controlling water, ice and Vapor or Mist);
- *Fire:* Creating and controlling Fire and Heat;
- *Wood:* Creating poisons and the winds, growing and controlling plants and animals);
- *Earth:* Creation and control over stones and metals and minerals);
- *Golden:* Involves the manipulation of Luck (Destiny), Space and Time;
- *Moon:* Creation and manipulation of Darkness, Death (Necromancy and such practices) and Curses (like Paralysis and Charm);
- *Sun:* Creation and manipulation of Lighting, Light and making Barriers or Healing, some can also generate heat.

Should you wish to buy only one of the sub elements, you can do so at a discounted price (Destiny Magic from Golden Magic costs only 100 CP for the intermediate rank). Paying more CP for the elemental skill makes it start at higher levels, increases mana capacity and power, with the default 200 CP giving the Advanced rank and 400 CP for Saint rank (see notes for details).

Storage Magic (50 CP): Allows use of specialized Golden Magic, to create a dimensional pocket that freezes in time whatever is put inside, with the limitation of not accepting living things inside it. Higher levels increase size capacity.

Appraisal/Discerning Eye (50 CP): Allows inspection of target information, higher grades offer more information, up to giving hints on how to defeat an opponent. Information sourced from any known knowledge, including the target's knowledge over his own abilities. The 200 CP version is basically Eir’s Divine Eyes, which lets her see through everything, even obstacles. Maybe there’s a reason why she usually keeps her eyes closed.

Perfect Beauty (100 CP): The effect of it makes it so the user always gives a good impression, no matter who sees them. Higher grades of this skill could rival or surpass Helen of Troy.

Clairvoyance (100 CP): Ability with automatic activation, at times will trigger to show visions of the future to users, usually to help avoid catastrophes. The visions will synergize with user magics skills, users of fire will more easily predict fire disasters, users of death magic will be able to see deaths with more clarity and so on. Higher grades can help even in battle, or allow other mundane uses.

Mana Vision (200 CP): This rare ability allows you to see mana, lets you measure the mana levels of individuals, predict attacks or learn new ways of manipulating mana. Higher levels could extend this ability to other senses or deepen the details you receive.

Demon Eye (200 CP): This skill is the result of sealing a powerful curse spell in you eyes, making it so it activates automatically at what you are looking and it becomes so cost effective that you can use it freely. You can pick a curse spell from this world to be able to cast it, strong curses like petrification requires the highest level. Higher levels let you change the effect of your demon eye once per jump or every ten years. It also lets you pick abilities from past jumps to cast from your eyes.

Cold Heart (200 CP): This mental skill allows the user to keep his mind composed at all times, helping with concentration, keeping calm and avoiding despair, fear or provocations from affecting them.

Clear Mind (300 CP): A skill for maintaining a state of mind as calm as stilled water. Appears to be a combination of high levels of “Calm” and “Concentration”. Greatly reduces the effect of fear, tension and other emotions. Due to focus gained during use of this skill, training efficiency is increased. This skill can be freely adjusted, from 0 to 99%. Higher level allows you to reach the 100% lever, that makes the user completely detached, though you won't have to worry about losing your emotions, they just will be distant while you keep the 100%.

Spirit User (300 CP): A skill very difficult to use, but very powerful, allows you to commune with spirits, present in natural environments or places with abundant presence of elements. Users can cast spells using the mana of spirits, which is practically unlimited in nature. Advanced uses include covering your body with Spirit Armor and summoning giant

manifestations of elements. Requires high levels of control to make it into something other than “Murder Magic”.

Spirits usually hide themselves from mortals, having an beyond human level of proficiency with magic of a certain element lets you see spirits of these elements even if they try to hide, paying 400 CP for this skill will let you automatically see spirits of all elements.

Undead races cannot use spirit magic, since they are hated by spirits.

Unsurpassable Strength (300 CP): This skill that gives the user strength comparable to giants and dragons while having a mortal body or the equivalent increase if they're stronger than an average human.

Heavenly Speed (300 CP): This skill that gives users the reflexes, agility, dexterity and reaction speed to move at high speeds, faster than the eye can see or the equivalent increase if they're already faster than that.

Impenetrable Defense (300 CP): This skill gives the user a sturdy body, increasing durability and increasing effect of defensive wear, enough to walk away relatively unharmed from a giant attack or the equivalent increase if they're already sturdier than an average human.

Abnormal Status Nullification (400 CP): Protects the user from poisons, curses, diseases and all manner of negative conditions, be it mental, spiritual or otherwise, this version is even more powerful than the skill that the Light Hero possesses, for it can completely protect against anything below god rank, and it even allows you to resists god rank negative effects depending on your willpower.

Inherited Physiology (400 CP): Gods, their kin and spirits or even monsters may be able to produce offspring with mortals with the potential to reach the immortals, but you are something else. Born of mortal parents, when you crossed over you turned into a hybrid. It seems you got a skill that gives you the powers of an immortal race while keeping the body of a mortal, striking a delicate balance. You receive an affinity to one of the elements and have great stats, though they will be skewed towards one build rather than an all-rounder, maybe focused on strength or magic or even speed. In this area you could rival the immortal races and since you still have your human body, you have the potential to grow beyond them. In fact, you grow faster in the stats of your specialty than anything else, starting way beyond mortals and only growing higher.

Depending on your inherited race, you may develop powers focused on mimicking their natural traits, a phoenix receiving control over fire and regeneration, a gorgon developing a petrification curse and the like.

Transformation (400 CP): This is an unique skill, different from monster transformation, this skill allows to permanently shift one's race to a different one and change back without need to spend mana. High proficiency could allow one to shift and mix parts of different beings or alt-forms, but it would still require training to get used to new forms, from undeads to Dragons. A jumper could freely mix and shift alt-forms with this skill.

Evolution (400 CP/600 CP): This is another powerful unique skill, allowing one to evolve once certain conditions are met: Level maxed (99) or potential reached and consumed a source of mana higher than your own, usually the heart of a version of your race. Evolution resets your level to 1 and exhaust you for a while. Evolving increases the base level of all your parameters, from strength, speed and durability to mana reserves, your senses, mental resistance and everything else about you. Evolution also raises the grade rank of skills that you use often, even common skills could be orders of magnitude stronger if evolved enough.

There's a chance of failure if the level isn't maxed and/or the source of mana is not compatible with the body. In case of failure, the source of mana is expended and causes mana sickness for a while. For an extra 200 undiscounted points, you can use evolution without a source of mana, just evolving every time you reach your maximum potential (or just level 99, in case you could go higher).

RPG Player (800 CP): Takatsuki Makoto's unique skill, whose known effects include: *Outside World Perspective,* that lets you see your surroundings from the perspective of a person playing an RPG game. This also allows you to perceive 360 degrees and shift the distance that you're seeing yourself from to farther or close distances. As a consequence of this unique point of view, this skill makes you immune to mental effects that would affect your decisions, like charm, confusion, sanity damage or any form of mind control.

RPG Player also automatically generates a mental map that highlights treasure chests and allows the user to learn common traveler, adventurer and thief skills.

Lastly, this skill will show a "Decision Window" with choices at important moments of your adventure. This is a manifestation of the hidden skill: *Multi Ending,* whose effect is to increase the possible futures, interfering with clairvoyance and precognition. It doesn't matter if the future you seek is impossible, once you confirm your will, this skill will move the world to make that future possible, affecting even the will of gods, though by no means will make it easy, only possible.

Galge Player (1000 CP): Fujiwara Michio's unique skill, among the effects that lets the user see all conversations in written format, when talking to people, a message window only he can see will appear, and the conversation will be shown as text. It will continually save logs of conversations and these logs can be seen anytime.

Higher proficiency on skill unlocks advanced skills:

Heart Voice Record: The skill that had been showing the conversations in text now shows the thoughts of the person talking as text in parentheses, including those from saved logs.

Save & Load: Gives the user save slots that can be set anytime during the jump and allows users to redo life at any point after the beginning of the jump as many times as desired. Time spent on the jump keeps counting in your total regardless of where in your life you are. Post-jump, you cannot load the save points from past jumps, only the jump you're on in. Post-chain this restriction disappears.

Action Game Player (1200 CP): Sasaki Aya's unique skill, allows the use of action game moves like *Dash*, that increases regular speed up to 3 times as fast when the user stats movement; *Charged Attack*, that allows one to “hold back” his attack to increase the power of next strike and *Mid-Air Jump*, that allows a second jump without need of a platform after jumping once.

Higher proficiency on skill unlocks advanced skills:

Remaining Lives 5/5: Automatically casts Self-Resurrection on self after dying fully restoring the body of the user and transporting to a safe place close by. The counter indicates how many lives you have, meaning you have four extra lives, afterwards you won’t be coming back.

Invincible Time: User becomes Invincible during a set time when activated. The player who activated this ability can negate any attack, and any defense. When it deactivates, there's a cooldown before using it again.

Continue: When the Remaining Lives hits 0, users get the chance to redo everything from their life from the start of the jump. This skill will be limited during the chain, to be used only once per jump without resulting in jump failure.

Custom Genre Game Player (1000 CP): Otherworlders seem to arrive on this planet with strong skills, sometimes with skills that baffle even the holy gods, perhaps their predecessors, the Genesis Gods are responsible for the creation of these skills and this one in particular.

What you have here is a (Genre) Game Player skill, maybe Sandbox Player? With an inventory that differs from storage magic by storing anything regardless of weight, though limited by “slots” and a skill that makes construction instantaneous. Or maybe a Tactical RPG player that gives a skill that shows the overview of the battlefield, with a text box

highlighting the states of every ally and enemy unit and a Battle Forecast that shows with high precision how a duel will end.

There are several possibilities, the only restriction is that this skill must be around the level of Galge Game Player and cannot be stronger than Action Game Player, with two or three sub skills and a few more unlocked with training.

General Items

All Items may be bought repeatedly, though only the first time may be discounted. Wherever applicable, you may import your items at no additional cost. If damaged, stolen or lost, items will be in the warehouse 24 hours later, unless specified otherwise.

Locals receive a 600 CP stipend to spend on the item section.

Soul Book (Free): An invention of the Destiny Goddess Ira, responsible for the west continent. Anyone can bond with a book like this, and it will display their names, stats, level, titles, remaining lifespan and any known skills. Anyone can increase levels by defeating monsters, and by increasing your level, you increase your stats like strength, endurance, mana and other attributes of your body.

Lifespan can be increased by donations to church or defeating monsters that bring harm to people, or saving people from disasters. When you contribute, your lifespan increases.

Basic Utilities (Free for all): Nothing amazing, some clothing, rations and weapons, maybe a dagger. None of these respawn.

Nobility (100/200 CP): Money. You were born into it, a family with some political power, but certain obligations. The second level is comparable to the nobles of the sun country, the real power on the continent. This item cannot be discounted. Otherworlder with this just made it big on the dungeon.

Items

You get two discounts for each price tier, with 100 CP items becoming free when discounted.

Gaming Necessities (100 CP): Being transported or reincarnated in another world can be very distressing, you lose access to all modern conveniences, but more importantly you lose access to newly launched games! Well, not anymore. You can choose a genre of games, and you will keep receiving games from the genre you like even in other worlds, updating in future jumps with games sourced from these worlds. Includes everything necessary to play those games, like solar powered batteries, consoles, joysticks etc.

Fall Umbrella (100 CP): A magic tool that when opened decreases the effect of gravity, even if you were to fall from a high place, you fall down slowly and reach the ground unharmed.

Earring (100 CP): A basic but very useful enchanted earring that has the effect of reducing mana cost by about a quarter of total cost. Doesn't stack with similar items.

Resources (100 CP): A pouch full of coins sourced from the world you're in. These coins will be enough to check in an Inn plus buy food for a week. The pouch refills each new week.

Supplies (100 CP): A basket filled with enough food to satisfy 5 people. The variety of food is the same you would get in a picnic, influenced by all that will partake. The basket refills each dawn.

Escape Card (100 CP): A very convenient item, this magic card lets you teleport out of a dungeon or other dangerous places, a simple vocal command of "Return" causes you to be covered in light and be transported to the nearest safe place, usually the entrance of the dungeon. The same card can be used again if recharged with a little mana.

Sage Robes (100 CP): Specially made clothes that attract spirits, these robes fully protect against one element and enhance the power of the same. Spirit mages have an easier time casting magic with this spirit lure.

Magic Bracelet (100 CP): This magic bracelet helps you wield your magic, increasing your control over your power. This is useful even to high level adventurers but those with higher mastery over magic don't get any benefit from this bracelet, since they naturally have better control over magic than this bracelet gives.

Wyvern (100 CP): A Wyvern, the distant cousin of dragons, you receive either a couple of trained wyverns for your personal use or a few eggs for you to train them yourself. Those with the Dragon Knight class receive one of these for free.

Otherworlders Mysterious Device (100 CP): This magic box enchanted with golden magic slows time for the objects inserted in the box, a spirit mage also created unmeltable ice to keep everything inside cold. The combination serves to keep food cold and fresh, this makeshift refrigerator is popular in a world that doesn't usually have such comforts, maybe there's money to be made here? In any case, you receive a prototype of the box, filled with eternal ice, maybe you can find some use for this?

Magic Sword (200 CP): An rare enchanted sword, makes the user fight as if he was a master swordsman, teaching swordsmanship to its user. Other variations of weapons exist that teach you how to use axes, spears etc.

Spring of Life (200 CP): A magic spring, pulling water out of nowhere is now on your property, be it your warehouse or some place that belongs to you. In addition to receiving potable water, if you drink from the Spring of Life you will be able to recover from wounds and fatigue, this water not only heals you but also doesn't have a bad taste.

Impregnable Barrier (200 CP): A magic stone, when broken it releases a barrier around you, those hostile to you can neither pass nor perceive you through the barrier. The barrier can stay activated for half a day, but unfortunately it cannot move, if you leave the barrier it will dispel itself. Every morning you receive another stone, and you can stockpile them up to 10 times, afterwards they will only respawn if used, at the rate of one per morning.

Heaven's Lion Mantle (200 CP): A mantle with magic protection against 4 elements: Fire, Water, Wood and Earth, damage from these elements gets nullified. The mantle is always clean, and regenerates if damaged

Sky Cloak (200 CP): A weightless blue cloak, enchanted with gravity magic that allows levitation and decreases the burden the body receives from long journeys, reducing fatigue. Also includes a divine protection that turns away arrows and other non-magical ranged strikes.

Flying Ship (200 CP): You receive a fully furnished and enchanted flying ship, powered by a mysterious mineral, an inexhaustible source of energy. It can fly without a crew, and by purchasing it, you receive the training necessary for flying, maneuvering and repairing this airship. As an extra bonus, you receive all the papers that show you have permission to fly these ships, though these papers won't stop those hostile from attacking you.

Blue Sunglasses (200 CP): These lenses protect your mind against mental or spiritual damage caused by visual stimuli.

Titan Staff (200 CP): You receive a wooden staff, made from wood and some beings' hair, enchanted with a strong magic property, using this staff as a focus for magic lets you strengthen one element beyond all others. You could even attach this element to others, making combined elemental attacks, like a flaming meteor or cold wind, luminous lightning or others like it.

Hammer of the Fierce God (200 CP): Used by a hero in the past, this hammer possesses an unbelievable weight, plus the ability to shrink into the size of a keychain. It feels lighter when shrank, but returns to original weight when returned to weapon size.

Food Delivery Service (200 CP): Very helpful for those isolated. Accepts any kind of currency and reaches everywhere, from the dungeon to other continents, even the godly realms (godly prisons included).

Time Scroll (200 CP): You receive a magic scroll, containing a hastily made miracle to let one person travel 1000 years to the past. There is only one problem, there's an 0,1% margin of error in the magic, so you may travel to anywhere between 999 to 1001 years in time in relation to your present. The scroll will reappear among your belongings one week after being used.

Elixir (400 CP): You receive a wooden box with 10 glass bottles. Inside those bottles, there's a dimly luminescent liquid, this is the fabled Elixir. Capable of healing all wounds, including

lost limbs and fully recovering energy and stamina. These bottles replenish at the rate of one per month when used.

Chains of Heaven and Earth (400 CP): These chains are an important inheritance of the sun Country, so you better keep this copy of yours to yourself. Anything chained by these will feel drained and be kept harmless, since these seal magic and powers. If used in combat, the chains are immune to magic attacks and other supernatural effects, just don't try to defend against adamantine with these chains, since they might as well be butter against godly metals.

Rosetta Stone (400 CP): An alchemist's dream, a number of journals containing methods to cultivate a magic stone, how to synchronize it to a person to make it safe to consume it to increase their power and potential. Ways to transmute materials, create golems and other enchanted tools. Also includes methods to work with the godly metal "adamantine", made from limbs of titan gods.

Life Fruit (400 CP): This bitter sweet fruit is filled with mana, eating it will recover a little of your mana, but their true effect is even more incredible, eating one of this life fruit will boost your maximum lifespan by decades, breaking the usual limit of your race. You receive one of these fruits per year, and you can stockpile as much as you want, though you're on your own to figure if they need some kind of special care to be kept fresh.

Divine Armor (400 CP): Rather than a suit of armor, this is the recreation of a miracle commonly used by gods to protect themselves, you receive this magic in the form of a tricklet or you can apply this blessing to any one thing you own. You can activate the spell anytime to get 30 minutes of invincibility to anything done by mortals and even gods will have to put a great effort to break this barrier, enough effort that they will probably prefer to just wait it out. Casting this spell won't cost anything from you, but it can't be canceled once it activates and it will enter a cooldown of six months to recharge. The barrier will protect you from environmental effects, even allowing you to breathe in space or pass through escape velocity unharmed. You can bypass your own barrier if you have to, for any reason.

Resurrection Drop (400 CP): Challengers of the Zenith Tower in the first 100 floors are offered a service: in case of death they get treated with this magic item, capable of reviving adventurers within 24 hours of death. Pretty lucky, huh?

There's just some warnings, the resurrection requires at least a moderately intact corpse, it doesn't restore lost or eaten limbs, and may cause some heavy memory loss. If you're prepared for these consequences, then this purchase will grant one flask with this drop each beginning of the month, and you may stockpile as many as you want.

Tent (400 CP) This magic tool can compact or expand itself at command, turning into a tent that could house four people, allowing them to sleep in the wild comfortably. The tent is enchanted with protection magic, presence obfuscation and monster repelling barrier. Perfect for eight uninterrupted hours of rest in dangerous territory. The Tent can compact again at command.

Mineral Vein (400 CP): A replenishing source of common metals, ready to be refined from this mine, occasionally you can find some mythril ingots or other rare metal and once in a jump you may find some adamantine, not too much, maybe enough to make a small blade, making an armor would take a lot of time…

This place updates with future jumps, including metals and minerals sourced from others jumps, past and future.

Water Temple (400 CP): This place is in the countryside, surrounded by a forest and a lake with a road leading to a small town. The total size is close to a small farm. This place works like an orphanage and school, children get taught about history, math and language among other things, like how to use mana to cast magic. A special enchantment is cast on this place, automatically translating any language between speakers, which helps otherworlders visiting to learn the language of this world.

You receive the ownership of the temple, including the forest and the lake, gaining all files and documents necessary for this. The temple will follow in future worlds, arriving in some place in the countryside or similar.

In future jumps, the temple will receive new staff sourced from the world you arrived to, with any orphans collected. Every once in a while a dimensional visitor will be redirected to this temple where they can learn about the world they just got in. Any person you teach while in this temple will become capable of using the magic of this world, gaining the perks **Mana, The Five Pacts** and **Sturdy Body**, plus a random **Skill** if they receive a copy of the **Soul Book**. There's a replenishing number of soul books on the temple.

Holy Sword (400 CP): Aroundight, Ascalon, Clarent, Caliburn, Balmung. The names of the holy swords of this world, enchanted to the highest possible extent by mortals, these weapons are practically indestructible, capable of harnessing without exploding the power of the divine protection that increases by several times the power of an strike, these swords are the only weapon known capable of permanently killing demons. "Releasing" the holy sword is the famous way of activating this ability. These swords have a personal enchantment that can be used to summon the holy sword to the one bonded to it or banish it to an internal personal storage.

Philosopher's Stone (600 CP): A magic crystal the size of a fist, pulsating in intervals, this contains the power equivalent to a Demon Lord, if you make an offering to an Holy God you may receive a tremendous amount of lifeforce. If you have more knowledge, you can find myriad ways to use this stone. If you use this stone without any refinement with the Evolution skill, you will turn into a demon lord and make you become an enemy to the Holy Gods and probably getting attention from the Demon Gods.

Training on the Moon (600 CP): The Moon! This stellar body has one quarter the size of the planet Earth in width, and it's yours on a technicality: No one owns it, so it might as well be yours! Jokes aside, you are now capable of teleporting freely to the moon and back to the planet. Unfortunately this purchase alone doesn't give you the capability to survive in this environment, so you have to find a way on your own.

Unlike the moon from Earth, this one is special for several reasons, First: This Moon is under purview of the Moon Goddess Nadia, also known by many other names in other universes and this is where the Second point is relevant: This Moon exists simultaneously in several universes at the same time. Which means this moon can be used as a bridge to travel to other universes. It's unknown how many universes are connected this way, it could very well be all of them but during this jump the travel is limited to parallel universes, you can try to travel the multiverse through the moon, but this will attract Nadia's attention, so do this at your own risk.

In Future jumps, this stellar body is all yours, and connects to the local multiverse and will keep to it until post-chain, where all multiversal limitations will be lifted.

Power Leveling Mountain (600 CP): A place surrounded by mountains, difficult to get into outside of flying, this place is home to rare monsters, said to propel those that defeat them to the highest levels, in other words, these monsters give a bunch of exp, enough that one could go from around level 35 to the max level 99 after five days killing these monsters.

From now on, and in future worlds, you get a portal in your warehouse or your place of residence, leading to a place with rare monsters sourced from the world you're in or past worlds, fighting these monsters to death will result in accelerated growth of your abilities, a talented fighter could reach his maximum potential in a week of fighting here, through those with higher potential could take longer. Beware this purchase won't protect you from death in any way, getting powerful means taking the risk of dying against these monsters. Any defeated monsters can be harvested for parts and respawn every other month.

Island of Worshipers (600 CP): This small island in the sea is just one in a chain of islands, the people living on this place have been living practically isolated from the outside world, among the traditions and beliefs of these people, there is a savior god, known as Jumper.

These people have been worshiping you for the past thousand years and if you have the means to do so, you can absorb the ether/lifeforce from the prayers accumulated on this island and will keep getting a fixed value of ether directly into your reserves. Otherwise here's a bunch of people who worship you, they are your problem now.

Offering for the Goddess (600 CP): A spell, more like a miracle cast over one weapon of your choice, this miracle can be activated by you anytime you are about to kill a living creature, you can offer this creature soul a Goddess, by default this will be Eir, but you can choose another if you wish.

What this spell does is manifest an angel of death to drain the lifeforce from your enemy and confer a fraction of it to you in full, usually you receive a much smaller part of it as reward from doing a good deed, but this Jumpchain-Improved spell outright takes 10% of their remaining lifespan and give it to you. The soul will be sent to the Goddess where it will probably be recycled into a warrior to fight for her, though being recycled usually results in unstable individuals.

This Sacrificial technique will continue to work in future worlds, but the souls will be kept inside the weapon until you release them or you figure out a way to harness their power for something.

Adamantine Armament (600 CP): A Suit of armor and greatsword made of a material collected, reforged and enchanted by the goddess Noah. These armaments were made of adamantine, a godly metal used in tools of power used by the old gods. The armor protects users against all physical and magical attacks, automatically recovers user stamina and regenerates from all wounds, even fatal ones with a cooldown. The weapon has the property of cutting all creation, the helmet grants all kinds of improved senses and mind enhancements.

God Killer Blade (600 CP): The remains of adamantine collected by Noah included a blade from the broken scythe of the titan god Kronos, she reforged and filled it with godly enchantments, the result it's incredible sharp, capable of cutting material without any resistance, including exoteric materials like souls, divinity or bonds; It's also indestructible and capable of killing immortal beings.

It creates a resonance with spirits and mana, increasing the power of mana and spirits by several times when using sword magic. There's a miracle imbued that makes any attack made with this blade perfectly accurate and also a lot of abilities never heard of before. If stolen or lost, it reappears in your possession within a day.

You can have a fragment just like this or you can import all these properties into a blade you have, including all enchantments.

Scenario

Enemy of the World

Requires the Director's Cut drawback

This scenario may change the jump fail condition from the Director's Cut drawback depending on your choice.

As you may guess, you were contacted by a goddess when you arrived in this jump, she requested your help and offered rewards in exchange for releasing her from her prison and helping her contact the survivors of gigantomachia in order to restart the multiversal war between the Titan Gods and Holy Gods.

At this point you have a choice, you can either ignore her request or help her plans.

If you ignore her, she will pick one of the two apostles from the drawback and from here you need to oppose her, because the Outer Gods will leave their neutrality and start helping with her plans. The demon gods will focus on attacking the holy gods, but eventually will join Noah.

This world will be the nexus of the coming struggle, with multiple pawns being summoned from parallel worlds to help free Noah and cause the flood, destroying life on the surface and removing the influence of the holy gods. Unnecessary to mention, but not stopping the flood is considered a failure for the scenario and the jump.

In case you succeed in stopping the disaster, you will be rewarded by Althena herself, with the power and knowledge to create your own skills based on your powers or the things you know. You will also be well regarded by all holy goddesses and depending on your relationship with them you will have the opportunity to invite them to follow you as a companion. They come with the God race, their element and 600 CP on perks and skill from this document.

If you choose to join up, the jump fail condition changes to failing to free Noah from her prison. It definitely won't be easy because the Holy Gods will intervene directly to stop your actions, not only the goddesses that rule this realm, but all holy gods which means several heroes and demigods will be coming to this world to stop you from reaching the Deep Sea Temple. The demon gods will also hinder your efforts, through they won't ally directly with the holy gods. The Outer Gods may be convinced to help you, but not without extracting their pound of flesh in favors from you.

To free her, you or one of her apostles needs to enter the Deep Sea Temple. Easier said than done, one of the three Last dungeons, this place is located deep undersea close to the Habhain archipelago that's outside the west continent, down below there's a hole in the deep, aptly named Deep Scar. There's an occasional pulse of energy spreading from this place, strengthening monsters close to it: Giant Sea Monsters of various types fight for supremacy in the surroundings. The Temple may appear to be located on ground and protected by an anti-spirit barrier, but is actually on the back of Leviathan, the interstellar war weapon of the Gods. Its large size allows the creature to cover a third of the whole planet, its

movements may very well cause a flood without freeing Noah, since the requirement of her freedom is an apostle reaching the entrance of the Temple.

In case of success, Noah will reward you with part of her divinity, elevating you to God rank and making you receive the Anima perk described below. You also get Noah as a companion, plus any outer god you happened to have gotten close to.

Anima (Free and restricted to Gods): Your natural mana is now converted to anima, that is ten thousand times more effective than mana. You can freely convert any energy pool you have into anima, making all of these energies five orders of magnitude stronger. As a god you have eternal lifespan.

Stairs To Heaven

Zenith Tower, Babel

A giant tower that stands tall in the middle of the South continent, each floor is as big as a city, the top of the tower pierces through the clouds and is rumored to go beyond the atmosphere. It has 1000 floors, the highest achieved by mankind was 500.

Your objective is to reach the top, with the purchases from this document only. When you enter the Tower your out of jump abilities become restricted.

The Entrance If the Tower is fully fortified by the inhabitants, with a "guild-like" feel. Some magical devices float around displaying the several of the challengers. Yes, all challengers are practically televised and shown as entertainment. That's not all, every cleared floor will be recorded in a special adventurer card, allowing you to skip to the nearest uncleared floor or escape to the entrance without backtracking through all the floors.

There's even narrators, the voice of the administrator of the Zenith Tower, said to be the subordinates of the Holy Gods, the Angels.

Don't be fooled by these conveniences, even with those the actual record is 500, but the average doesn't go beyond floor 200. There's a resurrection service but only up to floor 100. Beyond that floor, death is final.

Every tenth floor has a Boss, every hundred floor has a guardian, each more powerful and dangerous than the other, beyond the floor 200 you must have countermeasures against monsters that stop time or predict the future at least, defense against curses, sanity damage are ideal, but the thing most necessary is power for beyond floor 200 reside monsters that can devastate continents, and things only get harder from there.

There's rewards for each 100th checkpoints, with the first being: As much money as you can carry or your choice of an armament (weapon or armor) to help you reach higher floors.

The Sacred treasure in the 300th Floor is the Body Changing Lake that lets you take any form from any mortal race permanently.

The 500th Floor has the Sacred Treasure in the form of the World Gate. It is a sacred treasure that allows you to traverse to a parallel world.

The treasures from other floors are up to you to find out, but they will be as good or better than those described here.

The final reward for those that complete the Zenith Tower is being welcomed by Althena to the Holy gods faction as a new ascended god, with eternal life, divinity and all that entails.

You may continue with your adventures in jumping and can companion any holy god you know.

The Dungeon of Calamity

The Underworld, Abyss

At the end of the North continent, a gigantic hole on the ground filled with Demonic and Wondrous Beasts that are far stronger than those on the surface. On 100 years cycle, Monsters overflow from the abyss and lay devastation on the world

Filled with magic crystals, mythril and orichalcum. The deeper you are in Abyss, the denser the mana, closer to ether, that causes changes in the body. The proximity between Hades and Hell means that there are several pathways to parallel worlds in this dungeon, and lots of people get lost here. Despite the dangers, those that survive the challenges of the abyss obtain robust bodies and massive amounts of mana, some even turn into demon lords.

Your objective is to reach the bottom of the abyss, helped only by the purchases from this document. When you descend into the abyss, your out of jump abilities become restricted.

You must pass through an unknowable number of increasingly stronger monsters, with dangerous and niche tricks alike, survive the dense mana without growing mad or losing sight of yourself and reach the bottom.

Among your rewards from what you took in the abyss, you receive the **Superior** Perk.

Superior (Scenario reward): The constant exposure to ether has mutated your body and strengthened your soul, you don't necessarily become a god, just evolved enough that you may as well be one. Your lifespan becomes unlimited, all your abilities get orders of magnitude stronger and you learn to absorb mana from your surroundings to sustain yourself. Your body is constantly evolving now, with enough time, who knows what you will become.

Surviving between Hades and Hell also taught you some tricks related to multiversal travel, you may shift between parallel worlds with your force of Will, with some centuries of practice you may learn to travel the multiverse, but you will be limited to the local multiverse during your chain.

Companions

Import/Create (50/200 CP): Import or create a one companion for 50 CP or eight for 200. Each one receives 800 CP to spend, but they cannot take drawbacks for more points. When creating a new Companion, you may define their appearances and personalities as you desire. Companions may not buy Companions of their own, but receive the same discounts and stipends as you do.

Canon Recruitment (100 CP): First one free, afterward, every time you take this option, you'll get a chance to bring along one character from this world with you on your future journeys as a companion. You'll be assured of meeting them time and again in favorable situations to the two of you forming a close bond, as you'll need to convince them to come with you to turn them into a companion.

Noah (Special): You can recruit the Goddess Noah for free if you manage to free her from her prison. Her domains are beauty and freedom, which is ironic since her beauty can drive others mad and deprive them of their freedom. She is loved by spirits and talented at any magic used with them, her great talent at magic doesn't translate well into teaching, she is terrible at it, though she is very inspiring and can motivate others to learn for themselves.

OC Companions

Jumpers receive one for free, each extra costs 100 CP.

Noblewoman: This noble has been training since childhood to either rule their territory or armies to defend the kingdom. In either case you got in an arranged marriage with her, you can accept or fight it, as for her, she will be reserved at first, but once she gets to know you a little, she will wholeheartedly dedicate herself to make you fall for her. Her personality is complementary to yours, it just so happens that you two are very compatible and she will realize that very quickly. As a noble, she comes with the second level of the noble purchase, one known element and training with it plus experience in ruling and fighting.

Saved from Slavery: There are several reasons one can be captured into slavery here, maybe a beastkin offended the wrong person; A naive schoolgirl bet too much money and sold herself in slavery to pay for it or a slave merchant captured a beauty just because. In any case you got into a situation that earned you this slave, regardless if you free them, they will endeavor to reward you for helping them. Gifted with an advanced class and a moderately strong skill.

Dragon Rebel: This dragon left her nest disagreeing with their choice of allegiances, and traveled across the world looking for a place to belong. After your arrival, you will be destined to meet and befriend her, leading the two of you to travel together. Dragons in this world follow the rule of not opposing those that have already defeated them, so she won't

ever directly oppose her father, the demon lord Astaroth, but she may help you oppose him depending on how your relationship develops. She has vast wealth in money and experience, knowing a little of everything but being specialized in magic knowledge.

Holy Maiden: This girl woke up on grasslands close by where you were passing, bereft of memories, she latched onto you for emotional support and doesn't plan to let go anytime soon. Belonging to the winged race, she can fly and has a troublesome amount of charm that will attract friends and foes alike. Possess one of the Holy maiden spells and several light and lightning spells, including healing and barriers. Curiously, when emotionally charged she might tap into a rainbow mana that can rival the gods mana…

Demonkin: This girl doesn't let anyone influence her decisions, training-nut and with a love for self improvement she has the Rare Dark Knight Class Skill, fashioning herself as a magic swordswoman she works as a sellsword and travels around constantly. You will meet and quickly hit up a friendship or more with her. With her constant training and moon magic affinity, no one can resist her for long in a fight.

Shoujo Prince: This is the prince of a small kingdom, due to carriage troubles you saved him from bandits in the most cliche situation ever, gaining their admiration you will quickly be pulled in the schemes of nobles. Will you protect this naive prince? That just happens to look too much like a girl, have feminine traits and personality. Also he might actually be a girl, no one knows for sure. It's a mystery.

Princess Knight: This girl died and got summoned together with the otherworlders. Stoic, caring and the type of person who gets selected as class representative, this girl has a strong sense of justice. She received the rare class Holy Knight, that lets her manipulate light to heal, protect and attack directly or by infusing it in her weapon. Also has a skill that lets her see mana and with it, she can easily discern truth from lies.

Drawbacks

No limits on CP that can be taken in drawbacks.

Self-Insert Toggle (0 CP): If you want to, and have bought the right purchases, you can replace one of the named characters of this world, taking their role in the story and following through their fate.

Winged Hybrid (0 CP): One of your birth parents was of the winged race, a race composed by females with angel wings, this causes your form to be malleable, sometimes you belong to your non-winged parent race, others you turn into a winged female. You don't get full control over the transformation without perfect mana control, but you can learn to manage the transformation between forms with experience and practice, you can lock one form just like you can hold your breath, so you need to occasionally shift between them. Optionally your winged form is identical to the sun country oracle (plus wings). Post-jump, this winged form becomes an altform that you can freely shift into.

Hero of Another Story (0 CP): While the whole world is in danger during the story, the south continent has other priorities and maybe their own problems. By picking this toggle, you can leave the west continent and go to another place, like another parallel world to avoid the problems from this world. This may help you avoid issues of time travel/reality warping but in exchange you will have to face new challenges, unknown challenges. It's your choice if picking the unknown in place of the original story it's worth the hassle.

No Tolerance (+50 CP): You love alcohol, the taste, the smell, the mood of the room, anything will easily convince you to start drinking. Unfortunately, you also have no tolerance for alcohol, you will get drunk from a sip, and eventually will fall asleep like a dead drunk from the first cup. This will always be embarrassing for you, always making a fool out of yourself and you never will be able to resist drinking more.

Bad Affinity (+100 CP per element): One of the seven elements of this world is your kryptonite, just the presence of the element is enough to weaken you. An attack from this element will break through your non magical defenses and could prove to be fatal. Can be picked multiple times, choosing a different element each time.

Escape from Hell (+100 CP): Your initial location was hijacked, instead of a safe place, you start into the heart of a Great Labyrinth Dungeon, somewhere between fifty to sixty floors of monsters to get through before escaping, all distant movement abilities will be disabled by

this drawback, you will need to walk the dungeon like a scrub. Expect several traps and twisting pathways that make you go back before advancing to reach the surface.

Racial Hate (+100 CP, requires Monsterkin Race): Some species of monsters are competitors for resources or mates, and some have been killing each other's members for generations but the case for you is much worse. You cannot stand the thought of one rival race, any members you find, you will be compelled to kill. Destroy anything they built, allow no survivors. You're still rational and can somewhat direct your hate to not burn bridges, you will know you're being compelled, you just can't choose to resist.

Thorny Relationships (+100 CP): You are cursed. Always surrounded by lots of members of your preferred sex, who will be constantly competing for your attention, with no intention of sharing. Expect a lot of plotting behind the scenes from these admirers, lots of schemes and occasionally you will explode with comical effect without knowing why, you normie.

Heretic Believer (+100 CP): You have a secret. You are a believer of an Evil God, or a Demon or you're a monster. At least that's what others will conclude, something about you or your abilities will make them believe so, regardless of proof and eventually someone will accuse you of being a heretic and treat you with fear and suspicion at best, and hunt you down at worse.

Battle Maniac (+200 CP): In other circumstances, you would be the protagonist of the story, since you have a love for fighting, so much that you find yourself waiting for you enemies to power up, and waiting until they go through all their tricks and hidden cards, sometimes you'll even blow them up and forget to double check if they died.

Needless to say, you will be a pain for your allies for being so wilful but you can't help it, you're a hedonist and prioritize yourself above all. Unfortunately, you also have bad luck with always arriving late to important fights.

Unwanted Love Interest (+200 CP): That's exactly what this drawback is, a possible love interest will snob or betray you in the backstory of the jump, you will suffer for this for at least a year. Sometime during the jump you will encounter your ex in a bad situation and events will conspire to make you help them.

Their previous actions will be revealed as a misunderstanding on your part, either by blaming a third party or outright retconning the events. They will be unapologetic over your suffering but still want your love. If you enjoy the emotional pain then it's free points, right?

Overworked (+200 CP): Paperwork, the bane of all administrators, if you think you know what overworked means, you can pick this drawback. You will have to work like one of Ilia's angels, 24h a day, no rest, no pauses, and the job will never be done. Everything you do right will be attributed to your boss, everything wrong will be on you alone.

This will overwrite your initial location, your jump time will be spent on this black company and sometimes there will be field work and some odd jobs outside. It will be just as unreasonable as your office work except with extra danger to your life.

Debt Slave (+200 CP): You have been enslaved, either by earning too much debt or being captured or for breaking a law. You're reduced to your body mod and will be forced to obey your masters. There's just one way out: A companion or a good samaritan can appear to do some quest to remove your debt or just buy you out. In either case you will be at the mercy of your captors from the beginning of your jump until you're freed and that could make all the difference....

Zero Attack (+200 CP): You were brought in this world not to destroy, but to protect and your affinities reflect this: Any magic you receive can be adapted to protect from harm, environmental damage or from battle. What's the drawback of this? You cannot do anything else but protect, including attack. Any power or magic you have will cause zero damage at best, heal your enemy at worst and there's nothing you can do to fix this… Is what I would normally say, but there's rumors that angels suffer from the same condition and can bypass it with a specially made holy weapon, so maybe the same will be true for you. Forging a divine weapon specifically attuned to you and given the purpose of attacking is something only the gods can forge so you better settle for just defending.

Just like Roaches (+200 CP): Monsters come to this land from the north continent or from the dungeon, their number is threatening but manageable. Unfortunately now it seems the monsters pop up from the ground or from thin air since every time you see a monster, you can expect hundreds at minimum, towns will be in constant danger of being overrun by those monster hordes since this won't just happen close to you, but everywhere in this world.

Work Harder (+200 CP): Only humans and demihumans receive blessings from the Gods, meaning monster-kin can't use elemental magic and now neither can you, though unlike you, monsters get some natural abilities similar to magic. Be it some bad affinity or some kind of curse, but you cannot use any magic during this jump, bought here or from somewhere else.

Divine Regulations (+200): Gods cannot interfere with affairs of mortals, a balancing choice made for avoiding another Deity war, this little agreement keeps things mostly civil between the factions of Gods and Demon Gods and is generally enforced by themselves, nothing binding. So they will totally cheat if they think they can get away with it.

Now you are under the same restrictions, anything you do in the mortal realm is subjected to scrutiny, if you violate the regulations then expect jump-chan to enforce the punishments, from exile in a pocket universe to power restrictions.

Thou Shall Not Kill (+200 CP): Curse magic in this world is really versatile, from blindness, deafness, insomnia, making weapons that force you to fight or anything you can think of as a curse. It seems you've been hit with one grave curse, it affects your free will in not letting you choose to cause death or harm. You cannot harm anything directly, though you can let someone die and it doesn't force you to save anyone. You just can't initiate an action that you know would result in harm.

I'm Lamia, so What? (+300 CP): Regardless of your origin, you reincarnated into a monsterkin, maybe one harpy, arachne or a Lamia like Sasaki Aya, unfortunately this is not the end of your troubles, you start into one of the most dangerous environments: The dungeon, which means your race is at constant war with all other inhabitants over limited resources and hunted by adventurers or mercenaries for money. You also will get attached to your "siblings" and require a lot of arguments before thinking of harming them.

Tickling Bomb (+300 CP): Lucy Walker's father is some kind of fire demon, equivalent of Godkin for demon gods, which means she inherited the absurd magic capacity of godkins, her reserves are so high that her body temperature is constantly high due to attracting fire spirits that will end up burning her to ashes if she doesn't get control over her powers. Unlike her you don't have the mana capacity, but you have the same problems with magic control and the risk of being devoured by spirits for being specially tasty. During your stay here you must give a lot of your time to control your powers or else your body will be destroyed.

Wet Noodle (+300 CP): Takatsuki Makoto was perhaps the last of classmates to die in the cold, then the last to recover in the Water Temple where he found out his low stats, maybe being one of the last being summoned had something to do with it or maybe it was his bad habits like ignoring sleep and lots of junk food, but if you want more points you can pick this same characteristic: An all around weak constitution, around 1/3 that of a regular person and terrible physical potential, to the point that power leveling to 99, will only result in a marginal increase not enough to rival even a level 2 adventurer. Perhaps you will be better served by focusing on magic? Not magic capacity, though, since this stat is also tied to your body…

Easy and Normal is equivalent to Hand-holding (+400 CP): When playing games with several difficulties, some always go for the hardest one. You can pick this to apply the same difficulty to the entire world, fighting goblins? Better be prepared for a struggle to death. Ogre? Might as well be a juggernaut, don't even think about the demon lord. More like Demon God…

All your antagonists will be strengthened within a certain limit, no matter how much it grows, a goblin won't be a threat to Heroes or Demigods, but they will still be a threat to YOU, so you better not be thinking about taking it easy.

Director's Cut (+400 CP): The original protagonist transmigrated into another world, not the one you arrived to, so things will be a little different: The goddess Noah really wants to flood the world and remove the influence of the holy gods, the moon oracle starts getting memories of her past incarnation, she will be fated to have a tragic romance with the light hero. One lamia will cause the death of almost all others and then join the demon army. The water oracle judges based on the first impressions…The original idea of the story was different and without someone creating a brighter future, things might get bleaker in this world.

Noah will pick an apostle between the other two with game players skills, her appearance will drive the insane and then they will try to work towards releasing their new god from her prison, they will unlock all hidden abilities of their skills and use them on their goddess orders. Since time itself obeys this goddess, killing the apostle before they get contacted won't be possible.

Needless to say you will have a hard time here, since if this world gets reset by the flood, it will be considered a jump failure. You will need to convince a crazy apostle that releasing their goddess from her prison is not a good idea. Good Luck!

Choices

After ten years on this isekai, all your drawbacks go away and you have to make a choice:

Stay: You want to stay here in this world

Go Home: You've had enough of adventure? You can go back to your original world.

Move On: Onward to more adventures.

Notes

This jump is based on Clearing An Isekai With Zero-Believers Goddess: The Weakest Mage among Classmates.

Rankings: Elementary < Intermediate < Superior < Monarch < Saint < God, these levels refer to power and capacity (reserves of energy). A common *Detection* skill could have a range of 100 meters of enemy detection at elementary rank, it becomes 1000 meters at intermediate and one order of magnitude higher at each subsequent rank. The other parameter shared between skills is proficiency, that starts with 0 and the more you use, the higher it gets.

Higher proficiency with elemental magic gives hidden benefits: >50 Chantless casting, >105 Allows one to see spirits of one element >120 gains a minute control of your spells, able to change a water ball into a mini water dragon, >200, can use together with charm to synchronize with Great elemental Spirits, >300 can keep multiple spells active and somewhat control the weather >999 Control of Great elemental spirits and godlike uses of magic (life making rain avoid you or walking in mud propels you instead of slowing you down). By the end of the story, the character with 5000 proficiency was threatening an entire continent plus armies with ease.

Higher proficiency with destiny, sun or moon magic will also give hidden benefits: Like destiny allowing you to see “bonds”, the bond of a vampire and his kin, and give the ability to interact with the bond, by “cutting” it.

High ranked magic is basically construct generation, high magic takes the form of mythological creatures, for example: Great concentrations of water mana can form dragons or hydras, Fire results in phoenixes. In high ranks you can make mana more solid and turn it into elemental spirits that dissipate only when your concentration fails. You could also use these constructs for mobility.

Magic is also much more versatile than it one would think, you can create fire and wind with Sun magic; Mess with temperature and weather using fire or water magic; Create clones, teleport, accelerate in time and protect against projectiles using golden magic; Make conditional curses, dispel magic, reanimate corpses, cause madness or make illusions with moon magic; Barrier magic can protect your mind against intrusion, your heart against soul attacks, or reinforce the material of your weapon and doesn't necessarily requires light, you might make barriers with other elements; You can also create illusions with wood magic, making some poisonous hallucinogenic, healing with wood, water or light magic… The element is just the start, you can munchkin the crap out of it with high enough proficiency.

About **Spirits**: Spirits have infinite mana, they are part of nature and can naturally manipulate their element, unless opposed but others that are more proficient. Outside of the known type of spirits, it seems there are also Life and Death spirits, any element or concept might have one. You're on your own to figure out how to work it in your chain.

About **Lifespan**: Humans – around 100 years. Elves – around 300 to 500 years. Dwarves – around 200 to 300 years. As for monsters and demons, it depends on the individual. Races

have their own upper limits for their lifespan. No matter how much one ‘contributes’, they won’t be able to go over the upper limit of their race. The lifespan of Gods is Eternal.

About **God Factions**: There are the Holy Gods, an Orderly faction that choose to rule humans directly: Althena, Jupyter, Eir, Freya, Sol, Ceres, Ira, Neptune and Pluto are the ones mentioned in the story. They won a civil war with their predecessors, the Titan Gods, the Chaos faction, that preferred to just observe humans and let them figure things out on their own, Noah is the only one mentioned by name. There are also the Demon Gods, Typhon and the neutral faction with Outer Gods, represented on this world by the Moon goddess Nadia or Nyarlathotep. Before all of these factions, there were the Genesis Gods, theorized to be the source of rare skills of those summoned from other worlds.

About **Mana**: The mortal races use Mana, the immortals use Ether and the gods use Anima. Ether is a hundred times more dense form of mana, also called lifeforce since they are the same thing. Anima is the denser form of Ether used by gods to cast their miracles.

About **Class Skill**: Choosing one gives a discount on one skill purchase, depending on class, except for those that initially cost 600 CP or more. Grand Mages receive the discount on Fire/ Water/ Earth/ Wood element skill, that is they can buy the four magic skills for 300 CP (1st free plus three that cost 100 each discounted). They can spend extra CP to start in higher rank. The only other oddity is the Sage/Great Mage class, which receives a discount on all magic, 700 CP for all elements.

About **The Five Pacts:** In the story, the MC making a word pact with the Moon Oracle gave him charm magic, a sub skill under the domain of her Moon magic. The benefits that she received besides having a protector are unknown, but difficult to see since she was already really talented with everything and her knight was an apprentice mage with weak stats, maybe she got more talent with water magic, but this is just a guess.

About the **Divine Slip**: This protection will apply during the jump for the Jumper and any imported companions. It's effective against reality warping and time travel, changing the past won't affect you because the changes will overlook you, same thing with untargeted reality warping.

About the perk **Combo Action Girl**: Through training you can increase the speed you move up to a point (unless you get the skill uncapper). And channeling mana you can further increase, but the increase is linear while the cost is exponential, in other words unsustainable.

Same thing with the **Mind Acceleration** perk: Training to increase keeps getting harder after each improvement.

About the perk **Overcome Weakness**: From the point you receive a weakness, the stronger and/or older you get, the more these weaknesses lose influence over you.

About **Learning Experience**: Makoto tried to control a comet while his magic control was in level 200s, apparently that usually requires 300 proficiency, so when he succeeded with help from his goddess, his proficiency jumped to 300. So the perk will give these jumps in

learning if you succeed in going beyond your limits. Basically, ass pulls equals permanent growth.

About the **Holy Maiden's Gift:** The *Victory March Song* was described as turning armies into one man armies, I take it to mean that it turns individuals into one man armies so you can expect that from this perk.

The *Latent Power* unlock hidden potential, one lifetime for you means one jump so you can keep unlocking new levels of power each new jump if you wish.

About **Experience and Copy** and **Treasure Child**: One gives you inspiration to replicate any power or effect you see. The other lets you create new magic to do anything you can think of.

Obviously replication will be learned faster and can be adapted to other powers or power sources, but requires a target to learn from. **Treasure Child** may take some time, but you are only limited by your imagination.

About the **Fragment of Infinity**: you may only pick one of the four elements at first, but post-jump you may change the element at the beginning of each jump, for any element you have affinity for, including Golden/Sun or Moon. You only access one element each jump.

About **The Sunlight Hero**: These are the abilities of the hero skill: 1. Convert mana in body strengthening; 2. Become even stronger when bathed in the chosen element; 3. Can throw an ultimate attack with your elemental power. This perk will give you the upgraded form of this skill, on the same level that the hero Sakurai has, except that you can choose any other element: Wind, water, fire, darkness, earth, lightning… The perk also automatically grows stronger with time, and its growth is uncapped, but it won't get stronger with training, only time.

About the **RPG Player** Skill, the *Outside World Perspective*: Anything that wouldn't affect someone playing an RPG game as your character will not do anything to you, of course this is just mental effects, if you get hit by petrification you will still turn into stone, but seeing a memetic or insanity effect will be reduced to seeing an harmless video game equivalent of the real thing.

About *Multi-Ending*, this is an "Impossible-becomes-possible" effect, a combination of precog-spoofing and plot armor. No matter how desperate the situation is, when the decision window shows up and the choice is made a new future pops into existence, new possibilities reveal themselves. The skill takes directions from the user's subconscious desires making a future the user would think makes sense. If the user thinks a dramatic fight that would require his sacrifice to save the world is necessary, then the skill could have that future materialize. Any users of precognition will keep seeing new possibilities pop into existence, making their predictions become obsolete.

About the **Galge Player** Skill: The *Save & Load* skill, note that it doesn't automatically activate in case of your death, so this case and being dealt fatal damage to soul or mind still counts as death and jump fail.

About the **Action Game Player** Skill: *Remaining Lives 5/5* was able to be recharged by Highest Light Magic, so you can refill lost lives with resurrection magic.

About *Invincible Time*, when used in canon, filled Sasaki's body with rainbow colored mana, the mana associated with gods, making her ignore any attacks and defenses below God Rank and allows her to match a demigod while it's active.

About the **Custom Genre Game Player** Skill, please fanwank with responsibility.

All the Player skills (RPG, Galge e Action Game): It's possible that higher proficiency will unlock even more skills, but currently it is unknown if it has more effects, perhaps the Galge Player could develop an Gallery skill? Or a Replay function? Who knows?

About **Companions**: You can freely adapt the gender of the OC companions to male if you wish

Change Log

Version 0.1 Created the Jump

Version 0.2 Finished the skeleton

Version 0.7 Missing descriptions on items and some perks

Version 0.8 touched up descriptions

Version 0.9 Opened the document to comments

Version 1.0 Finished descriptions, touched up some perks, added perks, items, OC companions, Spirit race and God race, included scenarios.

Version 1.1 Removed unfinished race options, Clarified and/or rewritten some perks like Divine Slip, adjusted Class skills and Chantless became chantless spellcasting. Adjusted some prices (Things are cheaper now).