Danmachi Jumpchain V.2

Skill Issue:Edition

This is meant to be a Fan add-on for Danmachi skills Feel free to Talk about them. Please note that some are from fanfiction This is not just an add-on but a catalog of Fan skills I find enjoyable and don’t want to forget and maybe use in a jumpchain.

Things to note

- Some skills are custom while some are made by others

-Some skills are based on other franchises

-Skills may not be balanced well

-These skills are more focused on Danmachi rather than Jumpchain

-I may update or improve this doc but I encourage others to use it as a base and add their own twists and ideas

-Spells and developmental skills are not really the focus of this doc so please keep that in mind

Modes: Sandbox =Take what you wish| Easy the User has the standard 1000 points each skill cost 100

Normal you have 1000 JP still but each skill cost 600 you may transfer points from the Danmachi CYOA to use | Hard you gain no Starting points you may Transfer JP over from the main Doc

|Drawbacks you may Take before you begin|

Goal = you must choose a goal that is not easy to complete(Reaching level 3 in 1 year) Grants 1 Discount(half off) failure to achieve this goal or actively trying to avoid doing so will result in Extreme pain(may take 4 times)

Target =for the First Year you are all but guaranteed to catch the attention of less than savory individuals(your choice but they have to have a bad attitude so to speak and some power to back them)

Grants 300JP and a Discount(may take 3 times)

The chosen= Congrats you are the chosen one now Bell Cranel has disappeared like he never was and now everything revolves around you you are the one that seems to have fated encounters and you are the one who everybody has eyes on Hope you can be the hero everyone need if not well I'll leave the answer for you to decide Grants 1000JP and 4 Discounts, good Luck Hero

Obsession= this can go two ways one you choose to have an obsession it has to be something that would get in the way of thinking every so often at least OR you can have someone of your choice obsessed with … well you and not in the "good way" I'm Talking You're mine everybody else dies and we live happily on there flesh forever type of Obsession if you choose someone they aren't unkillable or whatever but they won't hesitate and they will pull all the stops to get you from drugs to blackmail to well worse stuff unless you got

something to deal with Bad mental illness and a lot of time to help them WITHOUT letting them get you before they get themselves back together well you might want to end it before they get to that. The first option Grants 300 JP the second Grants 600 and a 2 Discounts

(you may take this 3 times “I don’t recommend doing the second version 3 times unless you got the most bullshit builds)

I don’t MAKE PROMISES I make Guarantees =in essence you have to make one guarantee that must be fulfilled if you fail you Lose levels and all progress associated with them(some skills may lessen the damage) Depending on what the guarantee is the greater the gains something like Reaching the 20th-floor grants you a single discount reaching level 3 in 5 months a discount and 200 points trying to kill the Black Dragon in 20 years 3 discounts and 600 points in 10 grats 1000JP and 1 discount (you may take up to 3 of varying difficulty or the same if you wish)

Dungeon Uncapped=every 5 years after you reach oroios the dungeons will Grow more and more relentless until a total of 20 years have passed after witch it will settle down for 10 year before beginning again the dungeon will start spawning powerful monster crystals that are heavily guarded if broken the dungeons momentum will wane and all monster will be reduced in strength they are hidden well (Grants 2 skills of your choice and 300 JP and 1 Discount)

No way home=The chain is outright broken if you choose this your patron suddenly disappeared something far greater than it was less than pleased with what was done to you if this was your first jump they Grant you 4 skills from this and 1000 JP for the main Doc if you have jumped before then you will keep everything you have gained but if you wish to travel the omniverse and beyond you will have to find your own way or use what you have gained regardless you no longer are a jumper and this will be your home a while it seems

[Return By Death]

-Upon Death, time goes back to a point where survival is possible and this point cannot go backward or be controlled.

-Death grants a massive amount of Excelia based on the power difference of the killer

-Excelia boost based on injuries

[Immortal Resolve]

-User is immune to all mental attacks and damage

[Heir of Babylon]

-Accelerated Growth

-Ability to Create Crystallized Emotions

-Stronger the user's Desires the Faster their Growth

[Geomanteia]

-Increased effectiveness of Earth-type spells

-Decrease Mind usage with Earth-type Spells

-Mind Regenerates at a constant rate as long as the user is in contact with the earth

-Users can manipulate the earth around them at the cost of vast amounts of more Mind, Active trigger

[Tellus Change]

-User's Earth-type Spells evolve into stronger forms over time

-User's non-Earth-type spells will change into Earth-type Gradually

User's Non-Earth Type spells have become unusable. The user is unable to gain any other spell type besides Earth-type

[Foolish Desire]

-Strong Desire results in a temporary stat boost that is equal to the Users desire

[Spell Stacking]

-The user gains the ability to repeat one or more spells combining the effects and power of each cast up 10 times

[Spell Stockpile]

-The user may store 5 “casted” spells for later use

-If used often enough Spell Stockpile may change into a developmental skill

[Eternal Progression]

[Minimum Growth]

-Guarantee at least 1 point in all Categories per encounter

-Guaranteed Exclia from all slain opponents no matter power or level .

[Second wind]

[Resurrection]

-Upon reaching a near-death state the user will regain the equivalent to 50% of all mind

-all injury shall be repaired and Debuffs shall be removed.

-passive will activate even if not in combat.

[Death Defiant]

[Resurrection] [Growth]

-Upon “Death” the user will Revive up to 3 time

-3 Months must pass to regain a life.

-Permanent small resistance to what killed them

-Both a permanent base Stat increase by one rank A – S and a Temporary increase in Level 2-3 4-5-6-7 upon activation

[1-UP]

[Resurrection]

-Every Month the user gains a 1 Extra life that may be taken on death instead of their own Counter=0

[Fluid Skill Development]

[Modifier] [Skill] [Growth]

-The user gains new skills at Extreme rates

-Guarantees all-new skills downsides will be lessened

-Allows all skills to Gain small Improvements from use

[Developmental Learning]

[Modifier]

-Allows the God(ess) of the user to select any developmental skill possible for the user's current level or achievements

-As the user simply lives the life they will gain the set skill upon which they may set another Gaining Excelia will increase the rate of gaining the Developmental skill

[Divine Treasure]

[Anomaly] [Divine]

-The user allows their god(ess) to use their Arcanium in self-defense and on land they own

the God(ess) may imbue blessing and wards in relation to domains they possess

“all divines the meet the user Gain a Dire urge to protect the user and treasure them even if they are not directly under them”

[Heavens Paramour]

[Anomaly] [Divine]

-The user is able to give Divines of their opposite gender Viable offspring

-All Divines of the opposite gender gained increased interest in the user

“the user gains a strange but lightly addictive scent to Female divines “

[Reagent Myth]

[Overlay] [Anomaly]

-The user gains the ability to temporarily call upon the power skills and abilities of those who gained legend, myths and story's about them

-Repeated use in short time spans may result in mental and personality damage

[A True Hero]

[Gap-closer] [Exchange] [Resurrection]

-The user gains Extreme Increases in all Capabilities

-Grants the user Powerful regeneration

-all attacks, spells, and skills gain power equal to 4 levels of increase

-Will Cause Crippling Damage if used for too long with possible regression of stats if the user's body is unable to handle it

[Faithful Prayer]

[Divine] [Overlay] [Modifier]

Allows the user to ask divines for blessings granting one permanent and one temporary depending on domains they possess

The user's personal divine grants 3 permanent blessings and 4 temporary

“Divines may say no but can be bargained for them if an agreement is reached and the divine even verbally acknowledges the agreement the blessings will be granted”

[Undying Will]

[Rapid Growth]

[Modifier]

-the user gains greater increases to all Stats the longer they face a difficult challenge

-Grants Will(power) Stat

-Reduces Mind usage

-increase resistance to all forms of mental attack

- will(power) can temporarily increase stats equal to the total amount of will distributed among them

[Dying Will]

[Exchange]

-the user may bet their own life on completing a task Gaining Max base stats Increase all abilities

-improved perception and critical thinking skills

“If the task is completed then the user will return to their previous strength with a small but permanent boost to all stats if they failed the task they will die”

[Legendary Variant: Human]

[Unbound Growth] [Anomaly] [Outsider]

-The user is a once in a millennia chance a natural fighter beyond any of his Race

-All forms of combat even practice granting extreme improvements

-Extraordinary learning speed while fighting

-The longer the user battles more powerful they become a small percentage of this accumulated power is permanently gained the rest is discarded

“Rapid power Growth may cause the user to suddenly be unable to control their new power making them unable to fight properly”

[Legendary Shift]

[Gap-Closer]

-Grants the user a temporary Transformation that grants a 10 times multiplier to all Base stats

-Over time will reach a 25 times multiplier

[Pantheon Privilege]

[Divine] [Modifier] [Anomaly]

-Allows the user to gain more than one Divine patron allowing benefits to be shared between all Familia

-Each Divine Patron the user has they and each person that is part of one of their patrons Familia gains small Increases to Stat gains

-Improved learning rate's for all Pantheon Members

-Innate knowledge of all Familia health conditions

-The ability to share skills both developmental and normal temporally

-The more Divines part of the pantheon in one place 20 Kilometers the more benefits they and their members gain

[Lucky Star]

[Luck] [Modifier]

-Improves all actions the user takes Granting a Higher chance of success the more the user is unable to modify the outcome in a meaningful way

[Nature's Bounty]

[Resource] [Modifier] [Anomaly]

-All animals and those with greater animal instincts feel increased Safety affection and love toward the user gaining a desire to protect them

-Grants increased chance of finding natural resources food, clean water, ores, etc

[Pure Heart]

-The user produces an aura that slowly heals mental, physical and spiritual wounds the user is by default is prone to being very kind and forgiving and desires to help all who suffer.

”NEVER LET HIM BE SCORNED FOR ALL WHO DO WILL FACE SOMETHING WORSE THAN OBLIVION”

.Hidden May only be seen by divines upon focusing on the skill for a few moments

[Fairy King : Oberon]

-Increase all abilities of those with fey and Elven blood deemed allies

-May upon gain the user's favor. grant the skill fairy kings: court

-Ranks

(Acquaintance) 3% chance to gain from each interaction | Guest 10% stat increase,

|(Respect) Lord/lady 50% stat boost and 50% stat boost

(Trust in Judgment) Confidant Grants either the Skill [Fey Truth] or [Fey Deceit] depending on individual fighting style

(User of Fairy King: Oberon is leading) Squire Grants Basic weapon-mastery development skill for wielded weapon and +50 in all stats for as long as Oberon is in command

(Love) Queen 200% base Stats increase 50% increased Stat Growth rate

Sub-skill [Titania Teachings]

-all magic gains increased power and reduced mind cost

-the user may call upon 4 magic constructs of armor with wings at no cost to themselves

“all ranks are not mutually exclusive”

[Fey Truth]

-The user may speak 5 truths in one day and gain 50 points in each stat per truth for 2 hours

-repeated “valuable” truths may cause greater boosts and changes in the skill itself

[Fey Deceit]

-User can Lie 5 times towards an enemy each day gaining 5% Mind regeneration per lie for 2 hours

-The more unbelievable a Lie that is considered truth for even a moment may cause greater boosts and changes in the skill itself

[One with the Shadows]

[Stealth]

-Makes one harder to detect

-Effects Increase when hidden in the Shadows

-Effects Increase With one's Experience

Heart of Alfhiem

[Rapid Growth]

-Continued desire results in continued Growth

-Stronger Desire Results in Stronger Growth

"Allied Elves and those of Spirit blood can Grow based on their mutual desire and distance from the heart"

[Valkyrie’s gift]

[Rapid Growth]

-While worthy of Valhalla, a boost to all stats is applied, the more worthy of Valhalla the greater the boost

[Einherjar Heart]

[Rapid Growth]

-Fast Growth skill Matching the fighters spirit. The strength of the effects corresponds with the level of the user’s determination to win

[Voracious Eater]

-The User is capable of consuming any kind of matter.

-User Evolves quicker through the use of this skill

-Grants a chance to acquire skills or magically

-Usage of these skills causes Bloodlust

-the Higher the Users Bloodlust is, the stronger the urge to Devour becomes

[Fallen Recruiter]

-The user upon killing an enemy and meeting certain requirements gains a construct of the same strength they may summon at will

-The more unique an enemy is the fewer requirements are needed to Recruit upon killing them

-A individual being such as a human only needs to be killed once

-creatures like a goblin must be killed 100 for every 1 construct the user gains

-the user may assign constructs to other individuals to command

-the user is not limited by the power of each construct but at the start may only summon 5 and the max will grow with use and time

[Adaptive Ability]

-The user will gain upon activation a skill spell or stat gain depending on the situation, needs, and desires

-All things gained from the skill are temporary

-There is a 1% chance that anything gained from this skill will return permanently upon Each Future Falna Update

[New Beginnings]

-The user may Reset both their Level and those willing to 1 while maintaining any benefits gained from before the level reset

-The Progression of those who have been reset will be similar to what they would have if they were truly at that level

[Neverending Story]

-The user May either upon a “True” Death or by Conscious Choice Return to The Very Beginnings of their Personal Adventure

-The user upon this skills activation keeps a fourth of all gained Advancements(Stats, Skills, Magic, Etc) Permanently

-This skill may gain Changes over time to better accommodate the user(Others People come back, Keeping Items, Etc)

[TRUE LOVE]

-The User Gain A alternative Level that Relies not on Excilia but on kill count

-Each LV Grant Increases in all Stats

-add power and a form of exotic damage that relies on the desire to harm

-The Max LV Normally is 20 and normally can’t be broken

-Each LV makes the user Lose further and further ability to feel Emotions

-LV is adjustable the user can choose only to use a certain amount of LV

-The first time the User Gains a new LV they can not change it to a different amount and it’s automatically maxed to the new stage for the remaining fight

[True Exchange]

-The user of this skill may exchange Anything for anything as long as the value lines up

-(Skills for stats, A rare item for Lots of Steel, Etc)

[Broken Principle: Rejected Reality]

-The user May Reject their Current Reality for something More Favorable up to 12 times regaining 12 new uses each new Year

-The new Reality is not chosen by the user and relies on what they know and are feeling/needing at the time of use(Someone close to you dies and it activates the person somehow is alive Despite everyone remembering they truly died)

[Lost Child]

-Allows the user to be “Adopted” by Divines(no Limit) and gain benefits depending on each Divines Domains

-The user's presence Causes all Divines Regardless of how they normally are to Desire the user and care for them(may Cause Conflict depending on Each Divines Personal Greed and wish for a True Child)

-User with time May Become a True Divine and gain lesser Domains from Each Adopter

[Lost Memory]

-The user May Sacrifices Personally Valued memory's Either Temporarily or permanently

-Temporary memory's Grant A weak but still Great boost in One attribute with increasing Benefits the longer they choose to forget

-Permanently Losing a memory Grants a “wish” The more valued the memory is the greater Power the wish can grant

-The User may give these benefits to others of their choosing before use

(The Day bell met Hestia and got his Blessing if Permanently forgotten may Grant a wish Of Truly Power Results As in Wishing for The one-eyed Dragon to be Permanently Weakened by 5 Levels worth of Strength it would be unable to Progress past that Point Truly Stuck)

[Scattered Phase]

-The user Can set 3 States of being

-The user can switch between each Phase Removing anything about the currently used phase and gaining the other Conditions the selected one

-All Phases are independent of each other If one gets injured and you switch it stays that way and you have to care for the injuries it might have sustained (You needed to deal with them as you would normally if you want to safely use it again)

-Each phase Causes an independent Status only maintaining this skill, but all skills, magic and developmental abilities Are Very likely to be gained between each if you have them in one of your phases

[Step Assist]

-The user Will always have Sure footing

-The User May Traverse in All Directions up to their full-body length with a Single Step(Up and down as well as Diagonal are possible)

[(Choose) Domain]

-The User may Every Level Choose a Place/Terrain/Building That upon Selection Grants the user a bonus while near or in such a place

-The user Gains 1 temporary Skill/Spell and improved Stats while within their domains Range

-The user may Repeatedly Choose one domain improving the benefits with each

[Broken Trust]

-Each time the user is Betrayed(lies, Attempted murder, being drugged, etc) they gain a stat Boost proportional to the danger and magnitude of the betrayal

-The user Gains small benefits depending on how the betrayal happened (being lied to enough may Grant a lie detection skill if it happened a couple of thousand times or something like that)

[Temporal Renegade]

-The user may Freely Interact with anything but themselves up to an hour in the past as many times as they please

-The user will appear in the place they are not where they were

-the user's past and current selves are unable to see or interact even if others are able to(no paradoxes if that's a problem)

-the user once an hour has passed from use will be brought back to the exact point in time and place they were before they used the skill (odd why are they sent back when they have been at the starts rather than where they were)

[Free Spirit]

-the user seems to naturally degrade Restrictions within a radius of themselves (mind control, Chains Bars, A barrier stopping them or others)

-Those around the user are able to feel Positive emotions far easier than normal and seem to Gain benefits the longer they stay around them

[Heavy Crown]

-The greater the user's Personal belief that they have duties grants greater growth and Increased stats

-the user has an Aura that Makes all who feel it Register them as some form of great Royalty and the desire to show respect accordingly

-Grants a natural ability to lead

[Mythical Crafts]

-All items Created by the user Seem the be made of something several times better than what they are (stone may have the durability of well-made modern steel)

-The user may impart Powerful effects to non-consumable items in conjunction with other skills(think mystery but way more powerful)

-Consumable Creations have far greater effects and positive effects may become permanent in a way beneficial to the consumer

-the user’s Creations always catch the attention of beings of Great standing

[Unyielding]

-The greater suffering the user goes through the Greater their Willpower

-The user’s Growth Increases proportionally to how many sufferings they are going through

-The more injury's the user gains be they emotional mental or physical the greater and longer they gain a temporary Stat Boost

[True Integration]

-The user Keeps all Stats, Skills, Magic, and developmental abilities regardless of if their Falinia is lost locked, or zeroed out

-All Attempts to Steal, Drain or restrict the user's abilities will outright Fail

[Exalted Excelia]

-All Low-quality Excelia Has a small potion taken and stored

-All Stored Excelia is combined and refined into High-Quality Excelia Overtime

-The user May at will use the High-Quality Excelia to improve themselves in whatever stat or developmental skill they choose

-The user may Use Stored Excelia to break through Stat caps Granting access to SS all the way to MYTH(10000) but they must unlock each Tier upon which they will be able to reach unlocked Tiers regardless of level

[Excelia Stockpile]

-Grants the user the ability to Store Excelia

-The user may Transfer 1/10 of all gained Excelia to anyone part of their Familia nearby

[World Law]

-The user may State a LAW that Must be followed by all within the area

-Each law the user states will put further strain on their very existence having to many may cause them to flicker in and out of reality and may cause others to forget them until the user regains stability

[Lucky Looter]

-The user gains an Extreme increase in drop rates (8/10) regardless of the original rate unless the rate is higher than the skill grants

-there is a 2/10 chance that the user will gain a true copy of a drop each time they make contact with one

[Cell and Vein Heart and Artery]

-Allows the user to create Four different items

-Cell is a small dose drug that has no maximum time it may be consumed that grants small temporary boosts Based on the Colors that they possess

-Vein is a liquid substance that must be injected depending on how receptive the injected is to it they may have anywhere from 2(lowest compatibility) to 10(highest normal) the lower one's compatibility's the fewer improvements they gain the higher the greater results all of which are permanent (Color based)

-Artery is a Tube that upon being made and pressed into someone grants the user increased compatibility to Vein 1 Artery Grant the equivalent of the highest compatibility to Vein you may normally only use around 7 Artery's on one person before more becomes useless

-Heart upon Creations looks like a Smooth gem that upon being pressed directly over a true heart Grants the equivalent Compatibility of 10 Artery while allowing up to 23 more artery's to be used(3 maximum may be used on one person)

Colors[Users may discover more](Red Vitality, Blue Magic, Green Endurance, Gray Dexterity, White agility, Silver Potential, Gold Growth, Bronze Wisdom, Platinum Skill, Yellow Power, Blood-Red Damage, Steel Resistance, Clear(Changes depending on the user))

[Unbound]

-Users have no limit to their Growth

-All attempts to bind or restrict the user will fail with horrible results to the ones who attempted to do so

-All attempts of grants the user a “Destiny or Fate” Will Fail

-All Skills including non-Falna Based ones will go beyond what True mastery would allow(Cooking would gain magical properties for instance)

-Death will be Hesitant to take the user Fearing that it may harm it every time the user should die the user has a 9/10 Chance of Reviving and being fully restored in all aspects