Kumo Desu ga, Nani ka?

By Valeria

Introduction

In a world much like the one you first came from, there was a classroom of ordinary students. Mostly. And this mostly ordinary class was set to have a mostly ordinary day of school. The one thing that wasn't ordinary? That right in the middle of a class, the fabric of space-time tore itself asunder in the middle of their classroom and swept away every living being in that class to another world.

What is this new world? It's a world of fantasy, where humans and monsters struggle against each other for survival. There are seemingly endless dungeons to delve into, great heights of magical power to reach and strange things beyond the bounds of this one world to be discovered. The class of students that were carried into this world reincarnated at various points in the timeline of this fantastical world, becoming a range of humans and monsters in different walks of life. Many of them will come to meet and team up together to pursue their own goals, though they may find that the reason they were brought here and the powerful beings already in this world have their own plans for everyone here.

One supposed 'student' is the young Kumo-chan, so named because she was a being that was reincarnated into the form of a Small Lesser Taratect. A monster spider. Weak and easy to crush even for a normal human soldier, she will nonetheless eventually shake this entire world, and perhaps others too, to their cores.

You were one of the students or lifeforms within the classroom that was brought over to the new world. If you wish, you may simply be dropped into the new world without a history in the world before, but either way you are sure to affect the world in some way, even if only minor.

You begin in this world at the same time that Kumo-chan and her classmates are dropped into it as well. It will be years before the other students grow up and the story of this world really begins to take hold. But for now, you will only need to spend the next ten years in this world.

As you are meant to be advantaged here, you will gain these 1000 Choice Points (CP) through which to buy boons for yourself.

Locations

Roll a 1d6 to decide which of the following locations you will begin the jump at. You may change your location for 50CP.

1 Elro Great Labyrinth

The Elro Great Labyrinth is the greatest and largest dungeon in the known world. Located between two of the continents on the surface, the dungeon itself is as wide as a real world continent and divided into four major layers, each holding far more dangerous creatures than the last. Even the early floors of the dungeon, near one of the many entrances around the world, can contain quite dangerous monsters to ordinary humans. This location allows you to choose to start at the beginning of any of the four layers.

2 Heroic Kingdom Capital

The capital of the kingdom that will contain the human hero of the sidestory to Kumo Desu Ga along with a fair few of his fellow isekai'd students. This heroic kingdom is a virtuous one, with a good and wise king and a eldest prince who is currently the Chosen Hero of the world, albeit the second prince seems to have untoward plans for the throne. At least, that will be the case in a few years. Still, when it comes to human kingdoms, this is perhaps the safest and highest quality of living to be found.

3 All Kingdom Academy

An academy for the prodigious children from all of the human kingdoms on this side of the world, mostly the children of the highest nobles and those who have come from other worlds with enough power that the rulers of the kingdoms cannot bear not taking advantage of them. This academy is managed by some of the best warriors and wizards in the world, at least in human terms, and is a place of peerless instruction for humanity.

4 Leviathan Beach

A empty but beautiful beach way out in the wilderness, days of travel from even the smallest human village. It's a bit more dangerous than most beaches though, as this place is beset by many water drakes and water dragons, who swim in the waters surrounding the beach and even like to bathe in the sun on the sands here. A gorgeous sight if you keep your distance.

5 Spider Town

In the years to come, this small town will become the devotees to a white spider goddess that emerges to save them from nowhere, curing their ills and taking care of threats to the town. But for now, it is just another town in another kingdom, oppressed by a noble lord and trying to make do with their lives as best as they can. There is a surprising amount of people here that would accept any monster that shows signs of intelligence however.

6 Elf Village

The elves sealed themselves in this village long ago, surrounding their mystical forests with an extremely powerful magical ward. Within this ward, the powerful elves hide their villages and once the children begin to come over from the other world, they seek to gather and 'protect' them in this place, though that protection takes the form of isolating them all in one small part of the forest and forcing them to take care of themselves as much as possible without the chance to leave. Perhaps they have a reason for such imprisonment. If you're not an elf, you won't be very welcome here.

Origin

You are one of the students from the world of Earth that has been brought over to this fantasy place to act as a hero. Or as a monster, depending where you choose to go from here. As one of the beings from another world, you gain the mysterious 'n%I=W' skill, which signifies your nature as a being from another world.

More importantly, it is here that you decide whether you will spend your time in this world as a human or as a monster.

If you decide to become a human, you will be born to a middle-class family in one of the many towns of the human kingdoms. Your parents cared for you and provided for you as best they could, ensuring you got at least a modicum of combat training before you set off for an adventure, leaving you wherever you end up as your starting location.

If you are a monster however, you are a young adult member of your race. Which race? That's up to you. You may choose any low level monster species to begin in this world as a member of. A simple goblin or a Small Lesser Taratect/spider monster. You're only about as strong or a bit weaker than a human adult, though you may have some unique low level monster skills. You'll begin alone and in a somewhat hidden place in your starting location. If you pick this origin and choose to become a Small Lesser Taratect, you may optionally choose to take the place of Shiraori/Kumo-Chan in the canon story, though you will be without any advantage of hers that you do not buy.

Your age is that of a young adult of your species. A human would roll 15+1d8 to find their age but other species may need to adjust this appropriately. Your gender is the same as it was before unless you take a species that is only one gender. You may change these for 50CP.

Perks

You may choose to take 3 100CP perks as freebies and take 3 perks of each tier after that as discounted to you. You may not discount System 2.0.

System- Free

The system is the foundation of power in this world. It is a function similar to that found in a video game, where the abilities and powers of beings on this planet are measured in statistics, data and gamified attributes. You will be part of this system as you enter the world.

The system works through levels and experience points. All things begin at level 1. As they gain experience points, taken by killing other living beings that are also within the system, they slowly build up a stock until they level up, gaining bonuses to their statistics and skills, until they reach a maximum of level 100.

The three most important numbers in the system are your health points, your magic points and your stamina points. Each measures a part of you. Your health points measures how much damage you have taken, your magic points measure how much magical energy you have left and your stamina points measure how much bodily energy you have remaining in you. All slowly regenerate naturally but are not visible without the use of a skill known as Appraisal.

The statistics of the system are five in number. They measure the Average Physical Offensive Power, Average Physical Defensive Power, Average Magical Offensive Power, Average Magical Defensive Power and the Speed of the user. These statistics can vary slightly in specific body parts but are overall accurate representations.

Skills are the many and varied individual abilities within the system. A skill can be almost anything. Magic Perception and Magic Manipulation are the very basic skills required to use magic. Fire Resistance is the skill that denotes being resistant to fire. Poison Fang describes that a being has a poisonous bite. Fire Magic is the skill that grants the use of varying spells linked to fire. There is a skill for almost anything imaginable and the way they are improved is primarily through proficiency. Proficiency is gained by constantly using the skill you wish to improve and that skill will slowly level up, similar to your base character levels, becoming stronger, gaining more side abilities or spells and even becoming broader in scope. It is even possible to gain new skills just through proficiency, such as repeatedly subjecting oneself to burns to eventually gain Fire Resistance 1. Once a Skill has reached Level 10, it is Mastered and it evolves to become a new and stronger version of the skill at level 1. Fire Resistance 10 can become Greater Fire Resistance 1. It is even possible for Skills to unify into new skills that contain the old abilities of the component skills, upgraded versions and even entirely new abilities too! Skills will eventually reach a point where they cannot evolve or unify any further, though this may be subverted with certain purchases later.

Skills can also be gained through the use of Skill Points, 1 or more of which are gained on leveling up. Skills are bought through a invisible catalogue that exists within the minds of all beings, though they cannot see it without a highly ranked Appraisal skill. To buy Skills from this mental catalogue, you must call out the name of the skill you wish to gain, upon which it will tell you the skill point cost and ask you to confirm your purchase. Perhaps seeing what others have found about skill names and descriptions may help with this mysterious mechanism, as all skills have the same names across all individuals in this world.

Titles are another aspect of the system. When a user of the system accomplishes an achievement or feat, they may find themselves gaining a Title. Titles offer confer boosts to statistics, abilities, skills or even grant entirely new skills. Killing an inordinate amount of goblins may give one the Goblin Slayer title, which grants increased damage against goblins and perhaps an awareness of any Goblin in close range to the user. There are no limit to the number of Titles that may be held at once but there is not an infinite variation of titles to gain and some feats may be beyond the scope of the system itself.

Finally, the evolution system is the last part to explain. While it is unknown if humans can do the same, the many monster races of this world are able to evolve to new species through the System. Once the monster reaches a certain level, they will be asked if they wish to evolve and be provided with their choices for evolution. A goblin with a high enough level may be able to evolve into a bigger and stronger Orc for instance. Some evolutions may require certain skills or titles to be held to take as well. Evolution paths also exist, as most monster can evolve multiple times, though not every evolution path has an equal number of steps or offers the same level of power in the evolutions that can be obtained on it. That said, it is possible to side-evolve or devolve, if you get trapped on a unlucky path. When one evolves, it resets ones' level back to Level 1 again. However, the statistics and skills of the evolved monster remain the same, allowing them to quickly level up again, though each evolution does add more required experience to the lower levels.

There are limits to this grand system however. The system itself is drawing power from the world it is on and the beings that live on that world, meaning it will not be able to provide power past the general scale found within this world. Those who ascend beyond the use of the system to become gods lose access to it as well, needing to rely on their own use of magical power rather than the automatic functions of the system. You are limited in the same way and while you may bring the functions of the system with you that you possess here (Provided you do not ascend to godhood), it will not grow or expand in future worlds without you buying a specific perk later on. Nor will you be able to gain further experience points by killing other beings in other worlds, as they are not part of the system.

Appraisal Sama- 100
If you want to live long in this brand new world, you'll learn to bend a knee to the most important god of them all. Appraisal-Sama! The most vital of abilities has been unlocked within you, the ability to Appraise things on sight, and you've received it at max level within the system too! Appraisal grants the ability to receive a wealth of information on any subject you can see by activating it. Name, level, statistics, general and specific data on abilities, being and nature. It can even appraise items, locations or your own abilities to give you more detail. Even at maximum level it won't give more than a few paragraphs worth of info at the absolute most but you'll never be without knowing the generals of what something is and a fair few specifics on top.

Personal Data Sheet- 100
But when it comes to your own stuff, maybe it might be good to have the really nitty-gritty specifics down pat. Beyond the use of Appraisal, you now have a constant, in depth and accurate read out of every one of your abilities in your head. It tells you exactly what your body and powers can and can't do, what they can eventually do and what it will never be able to do. It tells you exactly how to improve your abilities and all the different paths of improvement you can take with any one of your powers, along with what those paths can eventually lead to and how to walk upon them.
Information is the best power of them all, since now you just need to put in the effort to reach the good stuff.

Self Medical Check- 100
And the final finale of the Appraisal series arrives! You've gotten Appraisal, you've seen all you can do, now it's time to keep a watch on your body for good. With this, you receive information as if you were constantly self appraising without any effort or energy expenditure, allowing you to constantly see your Health Points, Mana Points and Stamina Points. More so again, you are constantly aware of every part of your body and being, with this constant appraisal allowing you to cover all of yourself with every sensory ability you have at once without any extra cost than normal. You'll instantly notice anything that goes wrong, your body being like a holy temple where even the slightest taint is instantly obvious.

The Cutest of Monsters- 100
Such a wide open world but still one filled with such division. Perhaps you would be the one to bridge it. People do not seem to mind anything about your appearance or what kind of being you are, so long as you act like a reasonable, law abiding sort. Even if you're a giant spider, so long as you're not intending to be scary, others will treat you as a normal person as they would any other member of their species. Even someone scared of spiders! Better still, you are always able to communicate despite whatever form you take on. If you were once human and are now a monster, you'll always be able to speak and write somehow. If you were formerly some sort of telepathic being, you'll always be able to talk to others mentally no matter what form you take on.

Thinking Clearly- 100
Going to a new world is a frightening thing, even more so if you are suddenly an itty bitty spider lost in a scary place. But you remained calm and thoughtful throughout it all, since that's how you can choose to remain at all times from now on. Even in the most stressful or emotional of situations, you're able to push that stuff back with ease and focus on what needs doing. This also allows you to maintain your mental state and proper memories no matter the condition of your body, such as if you went from having a human brain to having the brain of some other species of creature or if you received some head damage.

Maze Crawler- 100
Life in the Great Elro Labyrinth is not for those faint of heart or short of skill. Filled with monsters and harsh environments, it'd take a natural talent to make your way through here safely. Guess who's the lucky guy that has that talent? Not only are you brilliant at navigating mazes and surviving in almost any kind of environment, you also have a wide range of skills relating to survival, proper hunting methods, knowledge of the terrain, most of the common and even some rare plants and animals and so on. You could very well make a life in the upper parts of the Labyrinth if you were careful and certainly make your way to the surface even from the deepest depths.

Farming Commune- 100
Some of your fellow world travels are 'lucky' enough to be safely whisked away to live with the elves small community. Here they are kept to a simple exist, providing for themselves except when absolutely needed of outside intervention. And perhaps kept here by a bit of force too. Still, like them, you have developed a great deal of skill at keeping yourself self sufficient. You have a good deal of experience with farming, carpentry, weaving and knitting, smithing and even basic medicine. You find it easy to work alone even on things that normally require small teams to help with and can deal with extremely long stretches of boredom easily. You might not like it but you won't go mad for sure.

Other Skin- 200
Being a spider just feels so natural, like it was meant to be. Maybe you were never supposed to be human in the first place? I guess some people that think they were born in the wrong skin were actually right! How about that. You were able to and will continue to be able to instantly adjust to any new form your body takes, understanding how to use any innate attributes of the body and any natural ability so very well. You'll be an expert at using your new eight limbs, even more so than an actual creature like you, no matter if you'd been used to four before. This natural talent for adjusting to new forms expertly also sees you have a innate advantage against anyone of the same species as your current form, seeing you perform half again as well against them than normal from a mixture of instinctively knowing what actions they may take to just getting faster and stronger against them.

Hunter's Way- 200
The path to power is long and filled with many struggles but at least the distance is not so long for you. When you search for it, you can easily find excellent prey of a suitable level for yourself or foes that are powerful enough to challenge you to a desired level. When you hunt for such things, be it weaker prey or stronger challenges, you won't need to worry about overhunting and emptying your feeding grounds either, as these targets just seem to appear when needed. This hunting ability has also given you the skill to help avoid being hunted yourself, letting you easily evade notice from any being much stronger than yourself, sometimes even getting them to ignore your existence entirely should you stay still enough.

A Sound Mind- 200
The mind is no longer such a fragile thing for you. You may have gained some protection above but this is the real deal here. You're now able to handle any amount of mental strain or damage without issue, never letting there be too much information coming into your mind at once. Even using appraisal on everything you can see at once would only see you quickly and efficiently sort through all that information, rather than leaving you unconscious from the sudden influx. This also enables you to easily handle any mental or emotional trauma, dealing with it quickly, rationally and in a healthy manner rather than struggling with the scars for years. There's things to do people!

Go Away Appraisal-Kun!- 200
No peeking allowed here, as others are no longer allowed to find out early what it is you do. Abilities such as appraisal and other methods to find out information on you have ceased to work. These information finding abilities, from Appraisal to mind reading to status screens, now only show what you wish for them to be able to see. Sure, someone could watch you with their normal senses and try to figure things out normally as they see you fight but not only will they not be able to do that in an instant with a special power, they'll have to do it in person because they can't use scrying to watch you from afar anymore.

Level Uno- 200
Life isn't fair. It throws you in at the deep end, tells you nothing about how shit is going to go down and then expects you to swim or be eaten by some sort of horrible magic crocodile demon. Enough of that, we say, as you'll at least get a bit of help at the start of anything. Similar to if you used Appraisal, you'll now have short tutorials appear whenever you try to do something that will guide you on how it works and how to use it. Usually these will only give a few paragraphs of information and maybe a few pictures or short video. It's a far cry from a few hours of lessons but it does give you a great way to start off learning almost anything, from how to walk to a specific spell you want to learn. You do actually need to have the potential and ability to possibly learn something to get a tutorial though.

Fly Trap- 200
And so the fly stepped into the spider's web, never knowing quite the danger he was approaching. It is important for you to not just be lethal on your own but have the skills to draw others in and make them vulnerable. You would be a masterful spy, as you can effortlessly hide so much about yourself from others and put up almost any image you like. You could hide your true nature, emotions and identity and appear for all intents and purposes to be an ordinary new born infant or a simple farm girl, rather then a nearly adult traveller from another world or terrifying man-eating demon. Even magic cannot pierce these disguises.

Home is a Hearth- 200
This little castle of yours really is the perfect little base. Your homes are unnaturally hard to find, be they a little hole in a labyrinth or a sizeable castle out in the wildlands and it will be near impossible for hostiles to get there without the aid of magic. If they do manage to get there, they'll find that any relatively focused location you consider to be your home is far more easily defended than it should be, both in the ease with which you can fortify or trap it and how you can actively defend it against even sizeable forces on your own. This also happens to make any home you create a much comfier place, as it slowly settles to a favourable temperature and climate for you and you easily find creature comforts to put in it.

Prodigy- 400
Not everyone is born equal and amongst those created with advantages, you've long since held the edge. You are what you are after all. You've been blessed with simply incredible starting statistics and skills for whatever kind of being you are. Your statistics are good enough that you could easily outmatch even a fully trained and above average adult of your species as a child only barely entering school ages. You've got at least half a dozen fairly useful skills as well, such as a range of small to moderate passive buffs to fighting or other skills and one or two innate magical spells that you can make use of such as a short ranged teleport or fireball. The real icing on the cake is the enormous

amount of skill points you begin with, around twenty thousand. It's enough to get dozens of different low to mid level skills or splurge for a few really big name powers.

Hungry Bug- 400
Power is power and power left unattended is really just yours for the taking. You have the 'power' to feed off of any power source left open in any way, such as if it leaks or transmits out energy. You're able to absorb that power slowly and take it into yourself, making it count as a natural part of you, though it can take time to acclimatize to the new power if it is far more than you previously had, even potentially weeks or months if it's a truly staggering difference. Taking too much power too fast is dangerous after all, so you may even need to slow down the rate at which you eat if you don't want to hurt yourself from the inside out. This method of feeding is slow enough that it can't be used to defend against energy attacks.

Very Bad Not Good Totally Unlucky Good Fortune- 400
Ah! A monster has appeared! It's big and scary and seems far too strong for you to fight…save for it having weaknesses just perfect for your abilities to take advantage of, thus letting you kill a much higher leveled creature than normal and take the experience points for yourself. Luck like this, things that seem like bad luck at first but turn into amazing luck if you try to beat it still, are very common for you. You'll regularly encounter these hidden advantages and as long as you try your very best, you'll likely end up growing and benefiting enormously from these occasions, though they can still be dangerous if you're not careful to take advantage of the weak spots for you. You can turn this bad good luck off if you wish.

Idaten!- 400
Everyone has something they're good at. Some are good runners, some are exceptionally strong. But you take to one of your statistics in a quite frankly ridiculous way. You've gotten a maxed out version of one of the highest level passive stat boost skilled, which multiplies the statistics' level by x100 and increases the growth rate of that stat past that by x10 as well. You may choose to boost physical offensive power, physical defensive power, magical offensive power or magical defensive power or, last but not least, speed.

Little Monster- 400
Many of those who have come from the other world are seen as gifted prodigies. They're not really, they've just been given a wealth of starting advantages that put them so far ahead of the curve from the first day that an ordinary person catching up seems impossible. Luckily, you're not an ordinary person. You learn as fast as lightning, even to a speed others think is pure magic. You could learn to see and manipulate magic in just a few weeks after seeing it used a few times by your older brother, despite it usually taking 3-4 years of education to start showing aptitude. You could even catch up with the sort of isekai hero that gains a dozen different advantages and boons just by existing, should you dedicate yourself to training, and even surpass them. Despite that person training just as hard. You really are a little monster in the making. This learning speed also enables you to gain proficiency in skills fast too.

Born to Grow- 400
Skills are not the same for every person. Different races, different individuals, they all have a different level of compatibility with each skill, thus making them more or less expensive to gain. You appear to have superb compatability with every single skill in existence, reducing their skill point cost to as small as a thousandth the normal amount, though they cannot go below 100 points and

some skills can rise into the hundreds of thousands or millions of points in cost, depending on the exact skill. This even applies to other things, greatly reducing the resources and time it takes for you to acquire or develop new abilities and powers.

The Undying Spirit- 400
The system can be ungentle with the souls of those who try and take it to it's very limits, especially should they make use of the forbidden skills within it. But the strains of the soul do not affect you, as your spirit can now handle any amount of stress or strain without busting open or failing on you. While you can still have your soul damaged by direct attacks, it will not degrade over time or falter due to being overused too much and for too long. It will slowly but fully heal from any damage or missing piece in time and even retain it's structure no matter what processes you go through.

Like a Living Factory- 400
A spider without silk to spin their web is…still a terribly terrifying creature to have to fight at the size of a full grown human. But they're not that effective without it, the same as any being that relies on a substance their body produces. You never seem to run out, as if you had some sort of skill that allowed you to endless produce anything that your body naturally makes. While this does not affect magical energy, at least not in this world, you will find that you never run out of blood or silk or spit or any other sort of biologically produced matter from your own body, even if you constantly use all your body should hold each second.

Homebrew System- 600
The system was designed to work alongside the energy generated by the world and it's populace. It's why the system can only cover up to a certain level of capability before the user must ascend and stand on their own. But you're the sort of person that has quite the backer, even beyond the gods of this world, and now they share a bit of power with your system. Your use of the system no longer relies on the back up of the world's energy and thus you are able to continue to grow within it even beyond the scale of Gods like Kuro or D. In fact, this has even removed other limits that you might normally find yourself pushing up against, allowing you to endlessly grow abilities and skills so long as you continue to work at them for longer and longer. Finally, you can through this opt to stay within the system or at a lower level of ability even when you should automatically ascend to a new level if you so wish.

But I Want More!- 600
Just putting in the work isn't always enough. Isn't it a little arrogant to expect that the skill you wish to obtain will be present to gain, as long as you put in the work? Maybe you just have someone looking out for you, as you appear able to gain that which would not normally exist in the system. You are essentially able to make the system, or similar things, generate new skills in the vein of the things you wish to obtain, like a new form of Appraisal beyond the normal maxed out limit of Appraisal where nothing previously existed to be gained. You do not gain these created abilities automatically but you do become aware of how to gain them, though it is invariably a difficult and costly task, more so than normal abilities of the same level would be. Still, accomplishing the impossible is nothing to sneeze at, even if you feel that maybe these are just being created to stop you whining for more cool skills.

Given the D- 600
Even the divine beings in charge of these worlds can get bored and wish for some entertainment. I think you'll find it quite fortunate that such beings believe you are one of the finest sources of

entertainment around. One could say it's born of previous experience in the job. Gods and goddesses can't help but greatly enjoy your presence and find entertainment in your actions, provided they're not directly hostile against them, and will often provide gifts and powerful advantages to you should you please them, which is usually quite an easy task. Even the more powerful or distant divine beings come to find themselves liking you and at least giving advice, when they don't sneak you a super powerful new skill or item.

Hive of One- 600
Only a fool fights alone but only a fool would trust another with his back in a fight. What's a smart person to do? Make more of said smart person, that's what. You have the ability to create additional bodies and minds that are linked to your soul. Each additional instance of you is technically the same being, though they have separate consciousnesses. They possess all your abilities and powers and these will even rise alongside the other bodies, as yours rises alongside your created forms. The beings are all loyal to you, since they are you effectively, and you all share the same soul. Thus, you do not die unless all your clones are slain and your 'primary consciousness' will swap to another clone should the current you be slain. You can only create one clone right now, as a little starting child in this world, and maintain only that single clone but as you grow more powerful, you will be able to create and maintain additional clones. Potentially even thousands.

Unification- 600
A soul shines brightly and with beauty but it has many weaknesses that are not obvious to most, especially when coming from someone normally considered an ally. You are able to use the process of unification with any soul connected to your own soul, even by the slight connections between biological family members or lovers for instance. Unification allows you to slowly drain away at the soul of these beings and once complete, grants you their power, memories and abilities while erasing their soul. It is a slow process and one that can be resisted, easily so by beings stronger than you. However, should you slow the pace to an agonising crawl, such that it would take years of constant draining from a single target to complete the unification, you can hide the act from your targets. At least, you can if they do not possess any ability that would let them notice strange things happening to their soul.

Hero/Demon King- 600
A true protagonist as emerged, though it remains to be seen whether they will be a hero or a villain. You have gained either the Hero or the Demon King title, normally unique to one being in each world and extraordinarily expensive. The titles grant you a sizeable increase to all of your statistics as they are now, enable you to grow and learn at a rate ten times that of your previous speed and even share your learning and growth rate with others. Any pets, mounts or other constant companions such as living items will grow at the same rate as you while regular allies and friends that adventure with you will grow at around half your rate. You will also gain a powerful Holy or Unholy Magic skill, depending on what title you chose. Finally, you will gain a Divine Protection ability that ensures that whatever your goals may be, fate itself will twist and curve to make it significantly easier for you to achieve those goals than any other, even if the goals may still be nigh impossible for you to achieve.

Taking one of these titles places you into the role the title is for. A hero will find that they are set against evil villains of the worlds they are in, even that new villains will arise should they prove victorious. A demon king will be seen as a threat or monster inevitably and have to battle against the forces of good, even if they intentions are benign. You may turn this off, at the cost of losing the benefits of the perk for the rest of your time in your current jump or ten years, whichever is longer.

Ruler- 600
There are 14 truly unique skills in this world, known as Ruler Skills. Each one is very powerful, holding a special effect and granting one or two high level skills as well. But each one may only be held by one person at a time, as they are the keys to ascending to Godhood. One of those Ruler Skills is now yours, perhaps even one that someone else already has by the unique quirk of the mechanics you work by. An example of one skill would be Pride. This massively increases the rate at which experience is gained and at which skill proficiency rises, as well as providing extremely good growth values for abilities and statistics on each level up. It also grants Abyss Magic at max level, an extremely powerful but costly series of attack spells that can even destroy souls. Additionally, universal to all Ruler Skills, is the ability to stop Appraisal being used on you. While this only applies within the system here, you will find going forward that you are no longer limited by skills that should only be obtainable by one person, provided you have the right means to gain them. A link to a list of the Ruler Skills will be provided in the notes section at the end of the jump. This can be bought multiple times but only the first is discounted if chosen.

Magic Obstructor- 600
Through advanced applications of technology and magic, you have gained the ability to project a Magic Obstruction field around you. This field disables the use of magic, preventing it from being used in a radius of about 30 meters of your body, which may grow if you feed it additional large amounts of energy. It does not affect the insides of other bodies, allowing internal magic to still be utilised but everything from the skin outwards is nullified entirely. Except your own magic, of course, as you are not only unaffected by your own freely produced field but able to use it to negate the effects of similar abilities that might seal away your own magical abilities. Your field will work even on targets that are stronger than you.

System 2.0- 600 (Cannot Be Discounted)
The system is a brilliant little thing but it has it's limits. It won't extend forever and certainly not beyond this world. But what if it could? What if the system could come to the fore and become the starring role in this limitless multiverse? With this option, you gain an altered version of the system that will continue with you to future worlds and gain greatly expanded properties.

With this, the System will now be available to you and any else you choose to make it available to, even entire worlds or settings, in future jumps. You will be able to buy skills based on what is available in those worlds or your past worlds, develop proficiencies for things in those worlds and have proficiencies now work for all your existing abilities too, even those normally not included as part of the system. Titles, even those that can singularly contain more than the entirety of the original system, can now be gained with good enough feats. The system will remain effective, though you will not be able to ascend beyond this new version of the system to become a god, and each new world add vastly to it's capabilities.

However, without the purchase of certain other abilities, the System will remain limited in some ways. It will continue to require powering by external sources of energy, limiting the use of the System to the overall level of power of the setting it is based in. It will also still eventually cap out in the power it offers, in how far skills can be progressed and the level of titles that can be gained. These limits can be removed for the new System should you have bought the Homebrew System perk as well.

Items

You may take 1 100CP item as a freebie and discount 1 item for each tier beyond that.

Spider Treats- 50

Only a truly disgusting person would actually find spiders cute. The way they wave their little feeler legs after you give them one of these tiny little spidey treats is just the most abominable thing, it wouldn't at all make sickos aw and coo. This bag of spidey treats is apparently just for that sort of person, letting them give out one of the many replenishing treats to any arachnid creature, who will find it to be absolutely scrumptious.

Den- 100

A safe place to go when it feels like everyone in the world is after you. This little den, really just a barely furnished hole in the ground, is nonetheless a secure, secret and somehow comfortable place for you to hide. Others have a bit more difficulty finding it then normal, even though it's never more than an hour from your position. It's not too hard to seal off from the outside world either and while you won't be finding any king sized beds here, it will have enough room and food for you to stay for a few days.

Appraisal Stone- 100

Humanity seems to have difficulty with the Appraisal skill, not understanding it's majesty and being troubled when they try to raise it. So they, as they do, made a tool to do it for them. This appraisal stone is a valuable artefact, a rock the size of an adult's hand that can use the Appraisal skill at a mid-high rank. It can tell you a lot of information about something, even as vague as one of the Skills you could potentially buy, but it's not as good as actual Appraisal-San being maxed out. It is usable by any who hold the stone however, no matter their skill.

Adventuring Kit- 100

Every hero that sets out from home would be an idiot to not be prepared for every eventuality they can before leaving. This adventurer's kit has just about everything you could think of needing, packed into a case no bigger than a backpack. At least from the outside. Climbing tools, torches and lanterns, rope, basic maintenance and smithing tools, maps and mapping gear, basic potions and spare small weapons, if you can name it and a early career hero might have it, you'll find it in here. The case never seems to weight that much and while you can't store more things in here, you'll find the bag will replenish itself in at most a day from anything that has been taken out.

Magical Storage- 200

Bags that store more than they seem to be able to are not an uncommon find in this world, though bags of this quality might lay claim to that rarity. This magical bag is able to store an enormous amount of material, despite only being large enough to fit in your palm as a human. The bag's opening can stretch wide enough for a person to fit in and it can store several small houses worth of material. It won't change in weight regardless of what you put in and you'll always pull out what you intend to should you dig your hand in, though you won't always be aware of everything in it.

Ever Present Prey- 200

Food is a constant worry, especially for the monsters that can't just go and buy some from the market. This item ensures that, somehow, you will always have a constantly available and easy source of food, wherever you go. You might find a easily hunted monster that regenerates it's own

meat, giving you a source of replenishing food. Perhaps a small grove is discovered with trees that grow edible fruit in just minutes of time. You won't always be finding tasty food but it will always be present, even in the most inhospital of conditions.

Outfitted- 200
The humans might not have the special abilities of the monsters but they make their way with the use of tools instead. This option grants you a fairly basic set of enchanted weapons and armour, enough that it'd be special for a adult knight to have but not notable to an actual adventure. They'll grow and change to suit the size and form you have now, so the armour will fit even if you turn into a little spider monster.

Jumper's Town- 400
Not every human town is dominated by those obsessed with religion and racial purity. There are even towns that see little wrong with monsters or even come to worship them, like you yourself now find yourself linked to. This fairly sizeable town worships you as their personal goddess, a protector of their town and a great benefactor for them. They often seek to bring you gifts or do services in your name should you be nearby, though they do often desire that you help them out in return. This town has a habit of producing people that have great potential as well, ranging from children born with powerful monster traits, those with the destiny to have a chance at becoming a great hero or even having adopted orphans with strange but important in the future histories. Treating this town and the residents well will see you forming connections with many important beings and influential people as the children here grow up and move out, never forgetting what you did for them. The town will appear in future jumps as well.

Nest- 400
An adorable little clutch of eggs sits before you now, all tucked away nice and warm in a little nest. These eggs are actually ones laid by you or something like you and they're really quite special. If allowed to hatch normally, they would become children that are biologically descended from you and have a relatively easy time growing to a similar level of power as you, at least through just the means they inherited as your children. They'd be very loyal and caring to you, seeing you as less of a parent and more of a queen. Like bees. But if you kept these eggs from hatching and happened to die yourself, you'd be able to live on through the eggs here, as they will act as phylacteries that allow you to be reborn in a new baby form of yourself, with your old mind and soul intact. While you receive a clutch of around twenty eggs at the beginning of each world, they will not protect you from a death that destroys your soul, as they do not provide replacements for that. You may buy this again for an extra 100, each extra purchase adding another ten eggs to the clutch.

Base Network- 400
Preparation is the first step to victory and even in defeat, it can let you snatch back a chance to survive from the jaws of death. You've prepared hundreds of small underground bases across the world. Each one is heavily warded for secrecy and defence, as well as being fiendishly hard to find physically without the right knowledge. Each base is well stocked with supplies, giving a few months of food, water and medical supplies for even a sizeable party of people. The bases even have stocks of weapons, armour and a small handful of magical items for emergencies. Finally, each base has a line of communication between other bases, making it possible to use them to organise a proper resistance.

Royal Birth- 600
Out of all the parents in the world, you had the good fortune to be born to the ones that really matter. Whatever race you were born a member of, you will now find that your parents are the royal leaders of that race or that you were adopted by a similar enough species. If there are multiple such leaders, you'll be able to choose which one. A human would be born as one of the official heirs of the many kinds and queens in the world. A little lesser Taratect might find that they're a new child of the Demon King herself. This parentage, while it has not increased your direct power, does grant you access to incredible resources, as you will have almost certainly been raised in a pampered, well-supported and trained manner. Your parent very much adores you, even beyond other children they may have, and ensured they did as much as they could for you. However, it is important to note that the life of a royal is not a simple one and the more powerful your parents, the more enemies they will have that may see you as a way to strike at them. Not to mention the responsibilities you may need to take on as you grow.

Science Fantasy- 600
As much as it may seem like a fantasy world, the truth of this place and others like it is a little different from the outward appearance it makes. This secret metallic bunker is perhaps the clearest evidence of this. Somewhere near your starting location is a heavy vault door equipped with high tech security, like eye scanners and machine gun turrets. Inside the vault door, which only opens for you, is a small force of combat robots. These robots are exceptionally deadly in this world, as not only are they strong, fast and tough enough to be dangerous foes in one on one battles with even the older Dragons and Taratect Queens, they also emit a constant Magic Obstruction Field as described in the aforementioned perk. These fields are smaller than the ones offered there but when combined with the weaponry the robots have, advanced machine guns, missile launchers and maybe even a few laser guns, it makes for a nearly unstoppable army for anything short of one of the Gods of this world. The robot force here is twenty robots strong and destroyed machines will reappear in the vault a week later.

Skill Book- 600
The book before you is a treasure unlike no other. This is the one and only, truly complete Skill Encyclopedia. It contains a full description of not just every single Skill in this world but also every single species of being here as well, along with the conditions and requirements to obtain any of these skills or species for yourself through the system and even, where possible, outside the system itself. Even should you not wish to use it as a guide on the path of power, it work as an excellent way to figure out the strengths and weaknesses of any particular monster or foe. The book will update to contain similar information in the future, including how to obtain things from the system should you find a way to retain that ability in future worlds.

Companions

Import- 50

Every 50CP you spend on this option allows you to choose to import a companion you already have or create a new companion from nothing. Both paths may decide whether they are a reincarnated person from the old world alongside you or an already present being in this world. They gain the same amount of freebies and discounts that you do and 600CP to spend on choices here.

Canon- 50

For each 50CP purchase of this option, you gain the chance to convince a canon character in this jump to become your companion. The chosen character will be guaranteed to come in contact with you several times and you will easily hit it off if you try to be friendly at all, though this may be difficult if you wish to companion a monster character while human.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Long Life of a Monster- +0
The story of this world takes place over quite a fair time. Kumo-chan is here years before the rest of the class grows up and starts taking part in the story, which will extend for quite a while after still. Taking this drawback allows you to stay for as long as you like in this world, long past the normal ten years you'd stay after beginning.

Newly Born- +100
No longer are you a readily formed adult. Now you'll begin your jump as just a newborn baby of whatever species you were before. Whatever your age roll was is the amount of years further back you are now and depending on your species, it'll take a fair amount of time and food to get to a healthy adulthood. No matter your species growth rate, you'll have at least a few years of being much weaker in body than the adults of your species, unless you have a way to speed up that growth by force. It is heavily inadvisable to take this with certain other drawbacks. Your jump duration will last for the time it takes for you to grow to adulthood plus the normal ten years or more.

Get Some Sun Sometime- +100
The life of a NEET was just perfect for you before you were thrust into a world with none of your precious luxuries or comforts. You're not dealing with it too well, as you suffer from terrible social anxiety when it comes to other people. A fight or a hunt? You can be as effective as any peer but you'll barely manage a handful of words to a trusted friend even when you have a good deal of time to prepare yourself beforehand. You're almost completely unable to handle talking and interacting with other intelligent beings for your ten years or more here.

Merciless- +100
The process of going from one world to the next messed with your mind a little. It might have brought some deeply buried impulses to the fore or just overridden your personality entirely but for the time in this world, you'll have been turned into a thoroughly unpleasant individual. Merciless, cruel, cold to the plights of others and almost entirely selfish in your desires. Worst of all, you won't even notice the changes to try and fight back against them, not even if others try and point out how different you are acting.

Dead Weight- +200
There's just no lasting power in you anymore. You never leave anyone satisfied and even when on your own, you find you can't keep up. Your stamina and magic point energy runs like the wind straight out of your stores here, leaving you exhausted and depleted of magic many times faster than anyone else. Even if you're only lightly exerting yourself, you'll be panting and pouring with sweat in just a minute or two. Actually using your body or magic, even straining yourself? You'll be on the floor in thirty seconds. A friend might be wise to bring a wheelbarrow along on your adventures.

Intensely Arrogant- +200
Too easy to forget the idea that there will always be someone stronger when you feel so amazingly powerful. Especially when everyone around you right now seems just really damn weak compared to your mighty self. Some bad life lessons were learned and now you've got an ego that could fill up the entire Elro Labyrinth with ease. You're arrogant beyond belief and have great difficulty in considering anyone but the most obviously, absurdly powerful beings to be worthy opponents that need full attention and care. But if you're fighting someone lesser than the Demon King or one of her generals, you're not going to be so careful.

Meet The New Me And The New Me And The New Me- +200
You're not alone in there anymore jumper but this isn't any kind of nice friendship now. You've had fragments of the souls of ten or so random people and creatures attached to your own, stuck there for your time here. All these little fragments become voices in your head, each trying to guide you to the way of living they want. Beyond being intensely annoying and hard to concentrate or think with all these voices, following what any of them say will slowly let them affect you more and more, changing your mind, emotions and even body. Only by acting in a contradictory manner and trying to manipulate these various beings in your head will you keep yourself sane and the same.

Super Monster Time- +300
There's just no good fortune in the cards for you, especially when it comes to all sorts of nasty monsters. In your time here, you will have supremely poor luck when it comes to constantly meeting higher leveled monsters than where you are right now, especially at the worst possible times for them to appear. More likely than not, you'll be forced to flee or fight for your life on a regular basis against these beings, which can range from being a good threat to you to almost suicidal to battle. But the upside is that most of them aren't necessarily hostile to you specifically, meaning hiding and running is almost always an option, especially for the strongest ones.

A New World- +300
This place is all about the journey to grow, so coming in already stronger than everyone totally ruins our fun. Taking this lets you experience things from the bottom up, for the most part. You'll have all your advantages from outside this world sealed away, the same as for any friends you brought along, so you won't have any abilities, items and so on from elsewhere. You won't even have the goodies you bought in this jump, aside from your race purchase. You'll start as an entirely ordinary member of your species at the lowest rung and need to make your way up. The good news is that as you level up and evolve more, you'll slowly begin to gain what you lost back, starting with your purchases here and then moving on to the weakest onward for stuff you had elsewhere. If you just get lazy and fail to recover it all…you'll get it back at the end of your time here.

D's Interest- +300
Just as the little Shiraori caught D's interest for entertainment, you too have gained the interest of this greater god. But not nearly for as beneficial purposes. Something about you really just annoys her. Not that angry but she's definitely finding you bothersome to have around. So she's decided to put you through the wringer to see if you're really worthy of sticking about, sending many monsters, challenges, traps and hazards to be straight in your path. Often these will be very challenging threats, though not enough to surely kill you as that is not intention. She will do her best to stop you from benefiting from these challenges however, such as preventing the gain of experience points from them. Maybe if you could manage to find D and stop her some way, she'd cease to send so much stuff back at you.

Ending

For however long you chose to stay, your time to leave has arrived. The choice stands before you, as it always has before and as it may yet once more in the future.

Do you want to *Go Home* to your homeworld?
Do you want to *Stay Here* and see where your story takes you from here?
Do you want to *Continue On* and experience the rest of existence, one world at a time?

Notes

Special thanks to my darling honey bee, the endlessly handsome and fun new writer~

The system strains the soul of those using it, altering it and using it as energy to power the magic that the system grants. If someone gains too many skills, titles and so on in the system, they risk their soul falling apart from the strain. The only way to avoid this is to ascend to godhood and move beyond the System. For you, you'll be in a bit of a special situation. You won't be at risk from your soul being destroyed outright by the system but at the point where it normally would be destroyed, you'll just stop being able to gain more from the system, halting your progress. If you have something that would let you handle more or any strain like this on your soul, that'll still work, as this is just a note for those without. It doesn't allow you to gain more from the system, it just provides assurance you won't die from growing too far.

Ruler Skills Link- http://kumo-desu-ga-nani-ka.wikia.com/wiki/Ruler_Skills