I Will Try To Be Something In This Generic But Wonderful World

V 1.02

Hey Jumper! Welcome to Earth. Now you're probably wondering, which Earth? Well this might be one of those times when the correct answer is yes. Say hello to Generic Earth. This is a world where magical girls fight emotional monsters named Emoções, eldritch abominations are subjugated by teenagers piloting giant robots and shades of ancient heroes still roam the earth. This is all within one school mind you. Not even kidding, Itsumo High alone has five different protagonists, uncounted number of magicians and those kids are using a card game to do what!? Nevermind, suffice to say things can get a little hectic. If you want to be able to punch with the rest of them then you're going to need a little extra help. Here take these.

You gain 1000 Generic Points

Origin

Everyone is the protagonist of their own story. So here's your chance to choose, be honest with yourself. Who are you?

[] A Mysterious Stranger
You've been drifting through life since the moment you were born. No close friends, no connections, no one that really remembers your whole name except maybe your parents. You are a shade. A background character with no face. Maybe it's time to change that?

[] The Hero
Every story needs a hero. You? You are that hero. Maybe you it was a prophecy that pointed your way. Maybe you had it thrust upon you by others. Maybe you were just born with it literally as your last name. No matter what. The Fate of this world converges around you, pushing you to greater heights. Save the world, get the girl and defeat the villain. Watch out for your family members they probably won't make it out of this intact. (I'm being completely serious tropes are very real in this world and dead relatives are a dime a dozen.)

[] The Villain
Maybe your life didn't turn out as well as you'd like. Perhaps you've gotten a bit of power and it'd gotten you wanting more. Either way you're a "villain". The designated bad guy out to take your rightfully deserved chunk in the world. This isn't the most ideal world for your kind. Plucky teenagers with possibly infinite potential are pretty much everywhere. You'd be hard pressed to spit and not hit one. Villains don't have a very good track record surviving such a place. The world **is** still in one piece after all. Maybe you could be different though. Perhaps with a bit of brilliance you could change this world.

[] A Supporting Character
Not everyone need their time in the limelight. You're happy just being you. You're a supporting character. If one was to be a bit more rude, they'd call you an NPC. You give quests, introduce the protagonist to new mechanics and generally provide a helping hand when needed. No matter what the case may be, you're still important. No one can truly go at it alone. The world's a harsh place and your very presence makes it just a little more livable.

Location

You can choose to either have a backstory or just drop in. If you drop in you'll find yourself at your chosen location with an i.d and a key to a nearby apartment all paid up for your entire stay here.
Your age can be from 14 up to whatever you want it to be and your gender is can be chosen for free. If you're of school age you can also choose to be enrolled in Itsumo High.

The main story takes place in Japan at Itsumo High. You can choose to drop in anyplace around that area. You arrive two weeks before a fated encounter between one Benjamin Williams and his Mythos Jack the Ripper.

Factions

In Itsumo alone there are various factions of people all with their own problems and powers. Strangely enough, most members of each faction have no idea that the others existed. Usually they keep out of each other's way but that is soon to change. Choose one faction to be a part of early on. This doesn't mean that you can't branch out, just that that faction would be your main focus.

[] Battle Infinitas
A popular VR game that popped up a while back and was created by the company D.Entertainment. Did I say popular? I meant extremely popular. So popular that some top players can change the political and economical structure of certain countries. Of course the game is more than meets the eye. Soon players will find themselves displaying powers in real life that their characters have in game. NPCs will start to show signs of sentience and strange monsters in the game will start popping out in reality as well. It might just be up to you to get to the mystery behind Battle Infinitas.

[] Mythos Verge
Heroes never die, Jumper. In this case, that saying is a lot more literal. When mythical figures pass on, their souls are instead scattered around the world. These souls search for worthy people to make contracts with them. Contractors are called Vergers and wield the powers of ancient heroes long past. An organization called Mythos Company have in their possession a majority of all the world's Mythos and works for the "greater good". They are just as shady as they sound.

[] Gear Supremes
Long ago an ancient civilization built super powered robots called Gears. These robots were tasked with fighting back mysterious beings that wants to conquer Earth. Now Earth is once again being attacked by these Eldritch beings and the Gears are being reawakened to fight back this threat. Unfortunately there are many organizations that wants the power of the Gears for their own nefarious purposes. Basically? It's like Evangelion except the protagonist Sophia actually knows what she's doing.

[] Creature Hunters
Monsters roam this world. These monsters come straight out of myths and legends. If you're wondering which one, you haven't been paying attention. Yes that's right, **all of them**. In order to keep the peace hunters wield special tools called hunter's tools in order to contract or capture these monsters. Hunters can train monsters in their envoy and use them to battle other monsters for dominance. This is exactly what it sounds like.

[] Magia Emotivas

The magic that exist in this world has a mind bogglingly high number of versatility (read: It can do pretty much anything you'd want it to do). Little wonder then that the mages who harness these magical abilities can dish out some serious amounts of firepower. Of course they have their own problems to contend with. Creatures known as Emoções are appearing through portals around the world. These monsters are birthed from the negative emotions of humans everywhere. They follow the will of a "queen" and there is no way things will go well if this queen gets her way.

General Perks

No discount on these but because of that, you get a 200 point stipend to use in this section only.

Well This **Is** A Quest After All - free

Whenever you don't know what to do you can list a few choices in your head and you would mentally see a forum of "readers" who could vote on what you could do next. They would even give their own opinions if you had a write in option. Note that these 'readers' have no better judgement than normal forum posters. With that said, their comments and and suggestions would be exactly how forum posters would write if they knew about your situation. Take that how you will, it'd certainly be fun to read if nothing else.

Yer a Magician, Jumper - free

It'd be pretty cruel to throw you into this world without any way to interact with some its cooler toys now wouldn't it? You have the ability to use and interact with this world's magic. What does that let you do? Pretty much anything... well, probably anything you'd want. Magic in this world is pretty crazy. Want to fly around and burn monsters with white hot napalm? Trap demons in cell phone? Curse a boy to forever be forgotten by everyone around him? Yes, yes, why, but yes.

Omake (Canon) - 100

Life tends to have its ups and downs. Even the most interesting of events happen interspersed between rather mundane enduring moments of downtime. At least now with this perk those moments are a little more bearable. You are able to see beauty in the little things. Just as well you will now find it easier to find situations that will amuse you. Perhaps you could introduce your Mythos to the majesty of the internet and all its wonders (that's hell you're walking into). Maybe you could stumble upon an arcade you've never noticed before. Maybe someone could mention that they'd like to go swimming and suddenly a beach episode occurs? Who knows, what you do know is that these events would happen quite regularly with this perk.

Omake (Non-Canon) - 200

Every day (or 24 Earth hours if you're in someplace with different definitions of "day") you are able to make up a scenario and receive a vision of what would happen if that scenario were to come true. This scenario could be something mundane like you choosing to go right instead of left on a two way street to an alien invasion happening and blowing up the empire state building. This vision lasts for 12 hours but you can choose to end it early. No matter how long you stay in the vision, only a few seconds would have passed in the real world. This vision would be exactly how the world would be if the chosen scenario had happened with everything else remaining unchanged.

Hybrid Mode - 300

You've gained the ability to merge two or more things with each other in order to create one final thing that has the capabilities and power of the things used to create it. What constitutes as "thing" you ask? Well, people, mecha, weapons, monsters, mythical spirit of heroes long past. Basically anything you want really, though if the one you're merging is sentient you'd need the permission of both first. This new form is only temporary and the concentration in order to merge more than two objects would eventually become taxing on you. With time and practice this number could be increased, and after that? The sky's the limit really.

Inexplicable Game Interface - 100

You've got a gaming interface that you can make appear at will. It doesn't give you any other abilities it's just an interface. Don't underestimate its ability though, since this interface shows you everything you already know. From the status of your body and perks to notes on your current relationships and quests. It has got it all. Wanna know exactly how much mana a spell would take? Want to quantify the amount of water that's in that cup? How about turning your clairvoyance power into a 3d minimap that you can then share with friends through telepathy? You might already know something but can you evaluate it? With this you could easily compute information you already know into numbers to crunch and evaluate. After all, information is king Jumper. You can import this interface into any other interfaces you might already have like a gaming perk or a HUD on a visor.

Origin Perks

All perks are discounted for their respective origin. Perks discounted at 100 points can be taken for free.

A Mysterious Stranger

Bullshit Your Way Out of Hell - 100

Your ability to lie is prodigious. What's even better is your ability to get them to believe that your lies are the truth. Something about you naturally inclines people towards believing you.

Blackmail the Devil - 100

Blackmail, you're good at it. You're also good at getting away without any kind of repercussion leveled against you afterwards. There's a way that you have with words, perhaps something in your smile. Your victims are much more likely to fear the worse. The more you have against them the more it clouds their minds, they won't think to go get help nor would they try to act against you in fear of their secret getting out.

A Surprising Amount of Competence - 200

Just yesterday you were a regular person. Now suddenly a monster's attacking you only for you to pick up a sword and slice it in half without hesitation. How did you do that!? Beginner's luck? Talent? Whatever the answer may be you are now a little good at everything. Imagine if you had repeatedly practiced a single action for three whole days. That's now your minimum level of competence for everything. This perk won't affect your knowledge or teach you anything new. It'll just make it so that you wouldn't be totally lost when doing something you've never tried before. Do note of course, that "three whole days" part also scales with training perks.

Smooth Operator - 200

You're really hard to hate. Perhaps it's your devil may care attitude that seems to inure you to your enemies. People on the opposing side will start to like you the more you fight them. Even the people that should hate your guts seem to grow a grudging respect towards you as the two of you continue to stay in conflict.

Silhouette - 400 (Discounted if taken with the Shade drawback and free if you're also The Mysterious Stranger)

You've been blessed with a rather amazing ability. Read, blessed, not cursed. That curse is in the Drawbacks section below. You're forgettable! With a bit of concentration you can "blur" any of your features to make those parts impossible to focus on. With some time and practice you can push this effect on to those around you as well. People that witness this blurred effect will start to forget about them the moment you leave their field of view. You can blur the color of your eyes and your enemies will not remember what color it was even if they were staring right at you the entire time. You could even blur your voice and fake a stupid British accent and they'd think you were actually British. With enough practice you could blur your entire sense of self and cause them to forget they ever knew you.

Friendship By Combat - 400

There was a saying, how did it go again? Yesterday's opposition are today's allies right? Great motto to live by. You have the time honored ability to beat your beliefs into your enemies. In a way you're just really honest. You can load your will and conviction into your blows. This makes it so that every hit you make forces your enemy into feeling what you yourself feel as well. With enough willpower you could overload your enemy and make them understand things from your point of view. It might not turn them around to your side right away, but understanding is the first step to a healthy relationship.

I Will Become the Protagonist! - 600

The more you interact with a group of people or faction the more an invisible bar will start to tick upwards. This bar is the measure of your importance to these people, your narrative importance that is. By interacting with a group of people you find that you gain the power to *push* their destined path in certain directions. Instead of being just a background character you would start to gain a bit of narrative importance of your own right. Villains destined to only be beaten by a hero could be laid low by your hands. Heroes wielding the thickest of plot armor could still find you a challenge. You can't remove Fate's influence, but you can subvert it. Become the second protagonist in the story or introduce someone else as the hero instead. Change a grimdark environment where everything goes wrong into a noblebright one where the world could be saved by the hands of a single person. Maybe turn it around and suddenly plunge a hero that can't fail into the pits of darkness. With this ability Fate becomes your plaything to twist as you wish.

Great Compatibility - 600

So your test results are in, it seems that you've made a match! With who you ask? With everyone, and everything as well it seems. Are you sure you're not a write in protagonist? I thought we banned those a long time ago. You have a crazy supernatural ability that makes you perfect for anything that requires a specific target. Rituals that only accept virgin blood or swords that can only be pulled by one true kings. Whatever is the best match for a certain object or ability is what you are at every moment. Mecha that only accepts the best or Mythos with abrasive personalities. You seem to get along fine with either even if you really shouldn't. Examples of things that you're compatible with include but are not limited to, dna locks or retina scanners, big giant anime sword that causes intense pain and can only be used by those with high pain tolerance, people that prefer the gender opposite to yours. Your own abilities and items can no longer cause harm to you. They can still drain you of course, but they can't damage you.

<u>The Hero</u>

That Heroic Charm - 100

Choose a hair color, double points if it's blonde. You look absolutely radiant in that hair color no matter how stupid it would actually be in reality. There is an aura surrounding you that can be described as the warmth of the sun on a pure summer day. If you wanted to, you can make it so that capes you wear no longer hinder your movement no matter how much physics dictate they should. You could even have them blow in windless areas. You've got the hero look down. No one would mistake you for otherwise and at your peak you could make this aura so distracting it'd attract every enemy eye on the battlefield right onto you. You're a tank right? Heroes are supposed to build tanky aren't they?

The Harem King - 100

Something about you attract girls like fire to a field of flowers (or guys, or any other possible genders I'm not judging.) Congratulations, you're a harem comedy protagonist. You're a proverbial magnet for situations that could trigger "flags" or events that could get you closer to potential love interests. Take note, love interest**s**, plural. Sometimes this causes you to spontaneously get asked out on dates multiple times per day. Of course this could get rather dangerous if left unchecked, you also have a standard shield ability that turns you into a dense harem protagonist. While in this form you can keep all of the flags you've triggered without advancing them to their final conclusions. (Warning Jumpchain holds no liability over the failure of ability should the wielder bite off more than they can chew)

Training Montage - 200

School, life, saving the world? Yea that's not possible. Luckily for you when the stakes are high training is many times faster than it is normally. Instead of spending years learning spells and getting ripped you can instead just take the protagonist route and achieve all of that in about a week. The shorter the deadline and the stronger a villain, the better you become with training. Spend years learning to be a magician for fun? You'll just be an average magician, but if you're suddenly forced into a tournament for the fate of your world? Suddenly a week's worth of cramming will let you pull out power ups that those much stronger than you could only dream of.

Protagonist's Privilege - 200

So you're the hero. A cosmic meteor is about to crash into the earth last day of the dinosaur style and wipe out all of existence. You walk into a meeting of all the greatest minds and tell them your plan to stop the end from coming. Problem is, you're like 14. Someone asked if you were lost it was quite demeaning. Well no more! Age and appearance no longer has any factor when you're trying to do something. Get a gun at 13, buy a drink when you're 5. As long as you can do something age doesn't factor into that equation. This also works on race and gender as well. Speak to the galactic council in the form of a talking cactus. Get your flying license as a eight foot octopus. People will think it's weird but as long as you're capable they'll listen.

I Swear To It! - 400

Your promises as a hero has an impact on your abilities to fulfill them. When you swear to do something and mean it with all your heart, the world will hear that promise. Every bit of Fate on your side, every bit of luck you have naturally or from perks will work towards you fulfilling that promise. Your promises are blessed by Destiny itself. This doesn't have to be a promise made to another person. It can be made to yourself or to the world as a whole. As long as your heart is set upon that goal, the combined power of every bit of plot armor you have will make sure you get where you need to go.

Main Character Protocols - 400

They're not protocols for you, they're protocols against you. You've got a curse that makes it hard for your enemies to truly deal with you. In short, at any time ever, the one enemy most deadly to you or your goal will find their competence dropped considerably. Imagine if this enemy was holding a special object known as The Idiot Ball. They will send their allies in one at a time. They will drop their guns if you do so as well while challenging them to a fist fight. They will leave you alone to die in their elaborate traps instead of staying and watching. That and many more inexplicably bad ideas from a generally competent evil-doer. The moment that enemy is no longer a threat your curse will instantly attach itself to the next most dangerous threat to you or your plans.

The Fate of the World in Your Hands - 600

(Discounted if you taken with the You are the Hero drawback, it costs 100 if you are also The Hero)

This is it, the big leagues. You are a Hero, the personified will of every heart beating as one. The world itself now understands your role in the cosmic stream. When you are taking actions to save it, the world will return favours in kind. Any good aligned forces will now see you as their savior. They will aid you in any way they can, even if you were to do something stupid like break into their house and smash all of their pots, they'll even help. As long as it's for the greater good? Fate itself now bends to your will. Whatever tool you need to defeat the big bad will find itself making its way to your hands. Whatever ally you need, whatever bit of support or training will be freely given. From now on any endeavor that you make will be backed by Fate itself. As long as what you're doing is for "good", any good, in any way, you will find that even the most impossible of end goals are now possible. Everyone is the hero of their own story Jumper, but you are the hero of this world's story.

With This Sword - 600

It's over, the villain has won. The world around you is up in flames as he monologues in the background, but you're still holding on. Something in you tells you to get back up, to never stop believing! There's a spark inside you that refuses to die out. Once per jump, when you're about to lose or die you will instead to receive a boost in power. This boost in power is dependent on how strong the forces you're facing are as well as the danger they pose to the world itself. Even a regular person could shoot sword beams strong enough to slice continents if they were facing a world ending threat. Most of your power boost will fade away once your foe had been defeated. Most, not all, probably enough to still be quite the significant amount.

<u>The Villain</u>

That Devilish Smile -100

Anyone ever tell you that you're quite charming? You've got that bad boy charisma that sends shivers down their spine (in the good way). Out of sheer charm you are able to get people to look the other way when you're doing minor acts of mischief. Play a prank, kick a dog, rob the top organization that holds 80% of all Mythos in the world? As long as your deeds end up doing no harm, or at least no perceivable harm, you will find that others are very willing to look the other way. Hell with this you could probably end up charming them to your side through sheer boldness.

Just Good Business Sense - 100

It takes a lot to run a business, much less one that you're using as a medium to take over the world. Good thing you've got all the knowledge required to run a mega corporation and the ability to do so as an afterthought. Your competence is so staggering you could maintain your entire business by merely giving a few commands to your secretary once every week or so. More time for you to work on your plans.

That's So Generic! - 200

And it wouldn't matter! You're a schemer. You have plans within plans within plans. When the heroes come along to break apart your operation they'll be horrified to find your reach much wider than they could ever imagine. No matter how generic your plans for world domination could be you've got the intellect necessary to bring it into fruition. In your hands even a plan as simple as using a death ray to hold the world hostage could become a Xanatos Gambit of traps and dead ends.

Every Good Villain Gets One Good Monologue - 200

Your monologues have special powers that all heroes dread. You see, they **have** to listen to it. That's right, every week, you are allowed one full length monologue. It lasts about a few minutes, more than ten might be pushing it. The beauty is that no matter how the hero tries to struggle they are forced to just stand there and listen to whatever you're saying. The moment you initiate an action that could bring harm to them or anyone in the area this effect ends. Great for stall tactics, horrid for their morale.

The Enemy of My Enemy Actually is My Friend - 400

Heroes tend to make a lot of enemies. It's just a fact, they meddle. You've found a rather genial comradery in mutual hatred. Whenever you are actively working against a hero their various opponents will go out of their way to help you. Even those that should hate your guts will grudgingly lend a hand, if only so they could see the hero suffer. If you were ever to approach these new allies in an effort to form a team, they would be very willing to accept even if they were not the type to do so before. Who knows? Perhaps once you've gotten rid of your mutual foe you could find something else to bond over.

The Stuff of Dreams - 400

Battle Infinitas was a video game created by Kiharu Yomi in order to drain the mana of its players as a bid to take over the world. He blended the magic and technology of a dream god and created an entire living world just so that he could get people to play his video game. His entire plans aside Kiharu Yomi does not screw around when it comes to execution. Now neither do you. You have the magical and technological capabilities to create incredible creations such as Battle Infinitas. Your abilities with both are now increased by leaps and your power to combine them are one in a billion. Create a machine that is powered by the magic of its own geometry, make a vacuum cleaner that can trap mythical spirits, death rays! You probably have a death ray.

Smile! Jack - 600

It would not be very much of an understatement to say that the very world is against you. For daring to hope for more than just your lot in life Fate itself has deemed you an enemy. By taking on the mantle of "Villain" you have decreed yourself as an enemy of the world, someone willing to change its very foundation to your whims. Of course such a challenge would be met with challengers in kind. "Heroes", they are the purveyor of the status quo. Fate's beloved and the world's natural antibodies. Luckily you've got your own secret weapon. You have the ability to defy Fate itself. Its blessing, this so called "plot armor" no longer works against you. When the chips are laid across the table, when you've gotten them broken beneath your feet, they'll scream and reach deep within themselves… to find nothing. No longer will the stars align in their favor, no longer will the light of life touch their every waking moment! Allies that should have miraculously arrived at the last moment, won't. Prophecies will break with your very presence and last second power ups will be late by **hours.** Any enemy you destroy will remain so. People you break will stay broken. Even little Timmy that you spare will not find himself heed of the call to arms, no matter how "chosen" he might be.

To Create a Perfect World - 600 (Discounted if you took the Conquer the World Drawback and it costs 100 if you are also The Villain)

What's your plan Jumper? What would you do with the world? Would you break them and make all of their nightmares true? Would you bring about the destruction the knew you would? Would you make them right? No, of course not. You have within you the power to **change** the world. To turn your dream into reality. Any organization or faction you own is under your complete control. They will not act in ways that you would disprove of nor would they even think of betraying you. Changes you make are fast and far reaching. Even without your presence they would still work completely under your ideals and would never deviate for the worse. Under your control a multimillion dollar corporation would function like a second body, working just as fast as you could. You would know everything that happened within it as well as it would know anything you wanted it to. If a hero were to walk into one of your buildings and an employee saw them? You would know instantly and could command that employee to capture them in real time.

A Supporting Character

Exposition School Graduate- 100

Congratulations on your degree. You managed to graduate from the notorious School of Exposition. Not only did you graduate, you were the top of your class. It's quite a prestigious school as well. If it was your job to exposite then you'd be making top dollars. As long as you're at least 80% sure what you're saying is true, no one will doubt your explanations. Your expositions can bend time and space letting you give a play by play of every hit two fighters deal out to each other in real time. You can commentate to entire stadiums without speakers and you can carry your voice across battlefields without needing to yell.

Can't Say They Aren't Convenient - 100

You're like a magnet for helpful adventurers. It's almost as if you've got a giant yellow exclamation mark over your head. Anytime you need help you will find that people that can help will gravitate towards you. Of course they would probably still ask for payment but you will find that what they ask for may be very cheap compared to what you're asking of them.

Fan Favorite - 200

You are quite sturdy. Maybe you actually are really sturdy in physicality but now you are also as sturdy in the metaphorical sense. By the force of sheer likability Fate has decided to take it upon itself to keep you alive. Events that should kill you, just don't. If you're fired out of a cannon you'll find the winds changing to soften your blow. Getting kidnapped by an evil overlord would have his minions taking pity on you. A rampaging monster would not eat you, instead deciding to just blow you away with its tail or something. No matter how unimportant to you are, you are still almost assured to be there at the end along with the main characters.

Someone to Listen - 200 (Discounted if you took the 'The Best Therapist Around' drawback, it's free if you're also The Supporting Character)

What use is a supporting character? Think about it, why would a hero keep other people around? With Fate itself backing them a hero would have no need from someone who can't fight. The answer is pretty simple. You are everything. What use is a world with no one in it? What use if fighting with no one to return to? The supporting character is who the hero fights for. They are the ones who can help the hero fight through the darker times. You are a light in the darkness for all those around you. Your mere presence can burns away every bit of despair that those around you could feel. You will always know what to say in order to help those in need. Even when the world comes crashing down around you and the hero's will is broken, your words of encouragement can grant him the power he needs to get right back up and continue the fight

The Best Information Broker Around - 400 (Discounted if you took the 'The Best Therapist Around' drawback, it's 100 points if you're also The Supporting Character)

Connections make the world go round. It's a good thing that statement isn't true because your connections could have it spinning off its axis. Whatever service you provide will always end up attracting customers. Your reputation grows at a supernatural rate. Dependant on how good you are at your job, you could soon find yourself with an intricate web of contacts who would rally to your call if you were ever in danger. You don't actually have to be an information broker, this perk would still apply if you were a barkeep or something.

Keep Up - 400

Let's say there's a guy, his name's Kullin right? He's been sticking around the protagonist for a long while and they're pretty much best friends, but suddenly! Someone else shows up and beats the crap out of him. Cullin's suddenly been replaced with an edgy rival and he's now relegated to last season's focus. The guy barely shows up to fight anymore! Don't be Kulin. Friends and allies now passively share a bit of their progress with you as they train and grow stronger. You get about a tenth of their progress. If they were to do ten pushups you would get stronger by one whole pushups. The experience they're sharing aren't taken from their overall growth, so they will progress as normal. Think of it as if you were training with them yourself, in spirit that is. If a hero powers up and defeated the big bad, you would also receive a tenth of that power as well. The number of people that you gain experience from are limited to those that you regularly hang around with or if you yourself are interacting with them. Say for example you were to send them on a quest or if you were training them personally. You must have a good rapport with the person for them to start sharing experience with you.

The Power of Friendship Compels You - 600

Have you heard of the power of friendship? It's apparently such a great power that it ranked one of the highest reasons for victory from our last Hero census. Such a power you'd think would come from the hero, it doesn't. You see, this power comes from **you**. Bond that you make are as unbreakable as diamonds. You gain a boost in power whenever you are fighting with an ally that you care about. People you've bonded with are granted this power as well. When they are fighting with or protecting people that they care about they will also gain a similar boost in power. The more people in danger, the more bonds you've made, the more bonds they make in kind, those will all combine together to form powers that could send you soaring to new heights you've never thought possible. You can focus this boost into one person or group of people instead of having it empower everyone effected. Show the world why true power was inside it all along.

Quest Maker- 600

People like helping you out. It's quite weird how eager they are lend a hand for every little thing. It's almost as if completing your tasks releases a hit of dopamine akin to gaining a level in an rpg. Maybe it's the fact that your side quests always end up rewarding them with more than you intended. A trip to the store to pick up some milk could have them running into a crush that they've been too shy to ask out. An adventure into a cave to wipe out some bandits would end with a chest full of gold or an enchanted weapon that really shouldn't have been there. Better yet, completion of your quest will see that they received some experience depending on the difficulty of their task. This experience will make them grow stronger and better in every way, making them much more capable of accomplishing whatever crazy trial you have for them next.

Faction Perks

All perks are discounted for their respective origin. Perks discounted at 100 points and 200 points can be taken for free.

Gears Supremes

Please Get In the Robot - 100

Perhaps it isn't the wisest idea to put teenagers in giant death machines. Aren't there trained professionals that could suffice instead? What really? Congratulations Jumper because **you** are now that professional. You now have the all the know how needed to pilot a Gear with extreme skill and precision. That's pretty big considering these things are ancient war machines and they do **not** come with an instruction manual.

We Are (Not) Worthy - 200

Machines love you, they really really love you. Any piece of tech as or more complex than a calculator has an affinity towards you. Electric locks will open for you without needing to input a passwords, cars will gladly turn on without needing a key in the ignition and if you were to happen to stumble upon centuries old mecha lying around somewhere? Try and get it to leave, just try. Of course if you tell it that you only want to platonically ride it, I'm sure it'll understand.

Got In the Robot - 400

Now the trick is trying to get you to leave. When you entered your first mecha, something within it entered you. You now speak mecha, you breath mecha, mecha is now your **life.** Your expertise in piloting a Gear has shot up exponentially. The mech is now like a second body for you. You could move it just as well as you do your own arms or legs. Additionally, there is no longer such a thing as expertise in piloting for you. Now there is only piloting. You can pilot a Gear just as well as you could an Eva, or a Gundam, or a regular old plane. All piloting skills you have for a particular mecha or vehicle now translates equally well to any other vehicle or mecha.

Mecha is Soul - 600

You're like a mecha anime protagonist but with balls. Perhaps not literally. You can channel your perks and abilities using your mech as a conduit. Any power you have can be used by your mecha as if it was you. If your mecha has its own power source you can use that power source to fuel your abilities even if they were to conflict with each other. Heck, especially if they conflict with each other. What more, you can use your willpower to amplify the power of your mecha. Don't ask how it's possible, just believe. Works best when you're yelling.

Battle Infinitas

Original Character Do not Steal - 100

You can import your own custom avatar as the one used for any video game or mmo. This avatar will not have any extra special ability on its own. It could look pretty cool though. No longer look will you have to look like every other basic scrub. Play with style Jumper!

The Waking Dream - 200

The line between fiction and reality becomes blurry. Your avatar and you are now one. Any ability the video game character you're playing can do, so can you. While these abilities could be quite varied in utility, they do have a limit. That limit being you. Powers that you get from this perk are supplied by your mana. If you run out of so do your abilities.

Into the New World - 400

By infusing a piece of technology with your mana you can make changes to it as you see fit. While you can use this as a hacking tool you can also rearrange the components or even cause improvements by saturating with your essence. The God of Sleep Hypnos infused the systems of Battle Infinitas with his own mana and the effects of **that** speaks for itself.

Living Wonderland - 600

Your affinity with video games have given you the ability to bring the game world into real life. You can infuse a large area with mana and ~~create a reality marble~~ bring a part of the game world into reality. In that area physics works like how it would in the game and you can grant people the abilities of the characters in said video game. You could even bring forth objects or beings from the game as minions. Of course the mana required for such an endeavor would be quite high.

Mythos Verge

Gacha Friendly - 100

You have a special luck for finding things. Your trick is that if you try hard enough, you can tug at their fate and lead them towards you instead. Objects or people that you are searching for will find themselves making their way to you out of sheer coincidence.

Let's Make a Deal - 200

You can create contracts and deals that would tie a spirit, deity or supernatural force to you. While inhabiting your body you can both combine using an ability called Verge. While in this mode you are capable of all using all of the abilities that your spirit is capable of as if they were your own. While not in Verge you would still have some of your spirit's abilities but they would be limited. As an added bonus, if you yourself can take on a spiritual form you can form a contract with another being and become their Verge. These contracts are usually permanent but considering you're buying this for points, they don't have to be.

Copyright Infringement - 400

You've got a mythical figure sharing your headspace, why should you be the one fighting!? Instead of Verging with your contractee you can instead summon them in a physical form and have them fight for you. While they are fighting in your stead three marks of power will appear on your body. These marks can be used to empower your serv- uh I mean your Mythos, they can empower your Mythos by a significant amount. Every time you use a mark it will be expended and cannot be used again until they recharge at a rate of one per day.

A Hero In the Making - 600

You are something quite interesting Jumper, something almost unheard of in this day and age. You're a mythical spirit on the making, a walking legend. The more people know about you the stronger you become. You are now one with your legend. The more people believe you can do something, the more you **can.** If it went down in myth and folklore as you having the strength to hold up the earth or that you can shoot a hundred arrows in a second, you would find yourself with the strength of Hercules or the archery skills of Arash. Save a village from a burning fire and find yourself with control over fire. Spread a rumor of the great Jumper that killed a mighty dragon. As long as people know of your legend it would be enough. The powers that you gain will not go away once you leave the jump.

Magic Emotivas

Now This is Magic! - 100

While before you had the ability to utilize the magic of this world, now you can understand the magic of this world. Your casting is no longer just instinctive. You gain an understanding for every spell you cast and because of that can modify their effect in by small amounts without affecting the quality of the spell. You want to twist the fireball into different shapes or maybe use a phone for the container of your seals instead of paper? Now you can.

Transform! - 200

By concentrating on an emotion you can create a brilliant flash of light. In the time it takes for this light to disappear you would initiate a magical transformation that would change your appearance in way that would compliment your chosen emotion. While in this form your magical capabilities are magnified and the more you feel your chosen emotion the stronger your abilities become.

Just Because - 400

A staple of the magical girl genre. You can now channel the esoteric source of energy known as willpower. You can use your willpower as fuel for any source of energy you might need. The more motivated you become the more willpower you generate, the more you can push into your spells to make them stronger. Be careful burning too much of this stuff, if you use up too much of your willpower you might find yourself without the motivation to continue fighting. Burn yourself out and you might not even have the will to live.

True Magic - 600

Your mastery has morphed your understanding of magic into something truly monstrous. Your affinity for magic has reached the point where you can cast not only magic, but **true** magic. It's magic but much better. While before you could probably twist a fireball into different shapes, now you can cause crazy effects such as making it so hot it burns white or inverting its effects and making the fire cause your opponent's clothes to become wet. All of this without sacrificing the quality of the fireball. Better yet, your mastery allowed you to reach into the deep inner layers of magic. You have gazed upon the origin of magic in this world and that event allowed you to cast certain true magic spells. Choose two from the list below.

Zero to One: The power to create anything from nothing using your own mana as the building blocks.

All Roads lead to Infinity: The ability to reach into and travel the infinite number of alternate dimension and realities. Borrow the strength of all the alternate dimension you or even summon them to fight for you.

One to Zero: A magic that would allow you to erase anything from existence.

World Clock: Control over the cosmic force that is time itself. Rewind damage done to you or fast forward an attack and cause it to hit instantly. You could even travel through time, but doing something as drastic as time travel will bring you to the attention of any cosmic forces that moderates the time stream. For this jump in particular time travelling without the permission of the Creator God will bring you into conflict with said god. One that you probably would not survive. Time travel by this method could cause damage to the time stream unless used in moderation. You must wait at least a five year has past from the moment you time traveled. You are also unable to return to timelines that you've already traveled back to. Time spent in the past will not advance your jump timer.

Omnium Spatium: Control over the cosmic force that is space itself. While others operate in a 3d field, you operate on one higher. Distance no longer matters to you. A person thousands of miles away

could be hit just as easily as if he was only a few inches. Travel to any realm or create barriers of twisted space equal in power to a god.

Tabula Anima: Complete and utter control over your own soul as well as the souls of others. You are immortal as long as your soul does not die. You can manipulate your own soul and cause it to generate more mana at a rapid rate as well as increasing its capacity to become basically infinite.

Creature Hunters

Talk with animals - 100

A lot of the monsters don't have the necessary anatomy to communicate. Heck some don't even have ears so they wouldn't be able to even hear you even if you tried. With this perk you can now talk on a wavelength that transcends sound. This wavelength allows you to communicate with anything you want from any distance by opening a channel between them and you. Of course this would still require the two of you to be able to understand each other's language.

A Different Kind of Contract - 200

An unwilling one in fact. After defeating an enemy you can engage them in a battle of wills. If you manage to win this battle you could then subjugate them in a familiar contract. While under this contract they would be forced to follow your commands and fight for you if you wished. Commands that would blatantly get them killed could still be resisted.

To Be the Very Best - 400

It takes more to being a Monster Hunter than just hunting monsters. You have to train them too. A monster in the wild will always lose out to one trained by a competent hunter. Good thing you're not just a competent hunter, you're one of the very best. You have an encyclopedic knowledge of every monster that you encounter. It's as if you had a device that instantly scanned these monsters and told you random bits of trivia about the monster. Except your device is actually helpful and told you **everything**. All special abilities it can pull off as well as its stats in all area. You could even accurately gauge how it's feeling at the current moment or its state of health.

EXP Share - 600

Who has the time to train every monster you own up to par with your main party? You don't, you're a very busy person. You now have a very visible bar called an experience bar. Any time a monster you've contracted fights, trains or does something that could cause considerate growth this bar fills up. Everytime the bar fills up to full a "level" is gained. This level is the minimum mark of strength for your entire party. The experience required for each level up does not increase with level, this means that the same amount of experience is needed cause a level up every single time. The bar increases by half an experience point for every full point of experience a monster in your party gains. These levels on their own do not provide a power increase, they are instead a measure of growth. What this means is that a level is the measure of how much a monster has grown under your command. If you were to receive a level one monster and leveled them up to 100 over a month's time, your bar would increased by 49.5 levels. Any new monster you gained would then not start at level 1, but instead at level 50 due to this perk's effect. They would be as strong as if you had trained them yourself for half a month.

Companions

Companion Import - 0 / 200

Friends are important are they not? What's the point of an adventure without some? You can import up to four companions for free and more for 50 points each up to 8 companions total. Your companions will each have 600 points to spend as well as their own origin and faction.

A Generic But Wonderful Partner - 100

A friend always make the journey more fun. If you wish you could choose to have a companion crafted out of mana and insert them into this world. This companion will have the personality and appearance according to your specification. They will come with an origin and a faction of their own along with 800 points to spend on this sheet. If you want to have already known them by the start of this jump you can do that too. Have them be your childhood friend, a next door neighbor, hell, make em your biological little sister I'll only judge a little.

Full faction - 300

Why bother with just a part of 8? You can instead spend 300 points and bring in everybody! They will all have 600 points to spend as well as their origin and faction freebies.

Canon Character - 100

Like someone from jump? Maybe you just want a chance to say hello? Well you can. Choose a canon character from the jump and I'll do what I can to convince Fate to bring you two together. They'll come with their own faction and origin but I'll be nice and give them 600 points to spend on whatever they wish as well.

Let the Waifu Wars Begin - free

Pick three words that end in "dere". These three girls (or boys) are the pure extracts of those words condensed into human form. They have 800 points to spend on their own perks with no origin or faction discounts. All three of them count as one companion and whatever perks they have will be split equally between the three of them.

A Verge - 200 (First one free for Mythos Verg faction members)

Pick a figure from history or mythology. Any at all, any incarnation or interpretation of their abilities you can think of. That incarnation is now your Mythos. Do you want a King Arthur that was actually a girl cross dressing as a guy? How about a Joan of Arc that rode into battle on an armored dragon? Don't worry, it's a big omniverse. Their max power is capped out at the King Arthur of this jump but that still leaves you quite a bit of wiggle room. Or, if you'd prefer to take a more hands on approach. You can instead use the Fate Servant Supplement and with 1500sp to build your own Mythos.*

A Sentient A.I - 200 (First one free for Gear Supremis faction members)

An extremely competent and useful A.I. It can do anything you'd want a secretary to do. It can organize your taxes, run your organization, command space missions or even launch hundreds of missiles at your enemy with pinpoint accuracy. This A.I also specializes in the piloting of Gears as well. Choose a personality for it now you won't be able to change it later unless you do a full factory reset. This A.I could operate out of your Gear if you have one or any electronic device including your cell phone.

A Monster - 200 (First one free for Monster Hunter faction members)

You know the drill, pick a monster from mythology or any work of fiction. Any interpretation could do. If you want a cute cat girl Nyarlathotep go ahead. Monsters are also capped at King Arthur's level but I'm sure you have ways to fix that.

A Cute Mascot Character - 200 (First one free for Magia Emotivas faction members)
Choose an emotion, that emotion is now the personified in this plush toy. You know, if that emotion does everything in the way that would account for maximum amounts of fluff. If you chose anger then it understand how it looks and it would hate it. In addition to being a cute plush toy it also passively generates its chosen emotion without you having to actually feel said emotion or cause it in your surrounding environment. If you hook one of these up to a lantern ring you'd find that they would quickly overload the ring with how much emotion they actually generate.

A Full Party - 200 (First one free for Battle infinitas faction members)
These guys are less people and more walking archetypes. They are everything you need for a complete party. You have a axe wielding tank in full armor, a mage dps in robes, a cleric with a mace and a catgirl archer. Can't forget the catgirl archer. Of course if you have your own ideas of what a balanced party could be that's up to you. Change their class and appearance to any you see fit, you could even give them a personality and backstory. People are not going to notice them unless you want them to. See, imagine them like the randomly generated npc party members in an mmo that stars your character as a protagonist. They're only there to help you pass the mechanics since the devs made the gameplay multiplayer while the story was strictly single player. If you don't want them noticed no one would. You could start a one on one fight with an enemy commander and suddenly when the battle starts have these four materialize and fight him 5 v 1. No one would blink an eye, the enemy commander would be in awe at your ability to hit him 5 ways at once. Your party members are pretty much just an extension of yourself. They also take up a companion slot. Perks bought for them are split four ways.

Items

Items are discounted for their origin while discounted 100 or 200 point item are free.

General Items

The Generic but Wonderful Story of the Jumper - free
You get an anime series made about your jumps. Each jump get two seasons each with 24 episodes each as well all the associated spin-offs and movies. There's even some merch here if you really want them. You choose now which studio you want to make your anime but can choose to switch it up for later seasons. A new collection will appear in your warehouse after you finish another jump.

Gears Supremes

Robot Repair Tool - 100
How up to date are you with ancient weapons of mass destruction Jumper? Oh. Well either way, this omni tool will allow you to repair any machine you happen to come across. By simply feeding raw materials into a slot on its back you can just sit back and do nothing as it gets your mecha into working order.

A Gear - 200
Here's what you've been waiting for. This is a Gear, a weapon made by an old and ancient race in order to defeat eldritch monsters from space. They look like, well… have you seen Eva? Well the universe is a

big place. It doesn't have to look like an Eva unit. Choose a frame for your Gear's general build. A basic Gear should be about the size of a tall building. Also while you're at it choose two weapons one melee and one range. Those weapons that you chose are now also energy weapons meaning they shoot lasers or are lasers. A regular Gear comes the basic ability to enter Mobile Mode which allows them to shrink down to a suit of armor which you can wear. They also have a basic shield made out of energy and a copy of the Hybrid Mode ability which allows them to fuse with other mecha. This version of the Gear does not come with its own A.I and can be piloted like a normal, though with much less autonomy. If you want you can insert your own A.I or one from the companions section above. You can import either a suit of armor or a mecha as your Gear if you so desire.

An Even Bigger Gear - 400 (Require 'A Gear' item)

What's even better than one Gear? An army of them. Take the mecha you created above and now take 7 more. These 7 extra Gear are exactly like the Gear you created but with a twist. They are specifically made to be compatible with the original Gear and therefore would cause no strain when combined using Hybrid Mode. Combinations are a staple of the mecha genre after all. At peak transformation your Giga Gear can house entire towns full of people. It can also still enter Mobile Mode and be used as a suit of armor… somehow.

<u>Battle Infinitas</u>

Realistic Vr Goggles - 100

They're Vr Goggles but not just any kind! They're **realistic**. I bold is important I find. You can hook these up to any game system, even the ones that has no places to hook into. By doing so you can turn any game into the Vr version of it. As a bonus you also get a version of Battle Infinitas for you to play with. It also somehow has players online no matter where you go.

One of a Kind Cheat Item - 200

Every jump or ten years, whichever one's fastest, you get a small sheet of paper that you can write the description of any kind of cheat item that you want on it. This item could be anything from an item that allows you to use one ability from any monster that you've defeated to a sword that always hits the weakness points of a dragon. Here's the rub, these items will not appear in real life but instead only in video games. So if you want to see mario slicing apart gombas with his magic sword, here's your chance.

Life Infinitas - 400

In another dimension much like this one, there was a man named Daichi Tendou. He was a protagonist, a person who helped take down Kiharu Yomi and in doing so, shut down Battle Infinitas for good. After having grown up, tearful goodbyes said and multiple story arcs past, he met up with his old friends once again. Based on the memories of their childhood they worked together to create a new game, a spiritual successor to the Battle Infinitas that brought them together. Life Infinitas was what they created, a masterpiece of magic and technology that surpassed even Yomi's own designs. As well as being a faithful representation of Battle Infinitas, Life Infinitas comes with its own rather interesting feature. It builds and improves independently of any developer or programmer. Life Infinitas takes a snapshot of every world you jump into and uses that as a mold for new updates and events. Given enough time and worlds to take inspiration from this video game could have to explore than any human could accomplish in their lifetime. The main systems of Life Infinitas operates on an empty soul enhanced by the True Magic Tabula Anima in order to infinitely generate mana. Because of that Battle Infinitas' old functions no longer need to apply, but they can. If you wish you can have Life Infinitas passively collect mana from its players at a rate that

they would not notice. You could also cause the secondary effect that gives players the abilities of their video game characters as well. You don't have to, but you can.

Mythos Verge

Catalyst - 100

This may just look like a simple crystal but it's actually kind of a reverse dowsing tool. If you pray while holding this crystal you can ask Fate to draw a person or item towards you. This is very much like the Gacha Friendly perk above and if you have both the effect is magnified. Yes this works for gacha and other random chance lottery.

Heroic Gear - 200

A set of gear once held by a Mythos of some import. Once. Now it's held by you. Same as the Mythos companion, choose a historical or mythological figure of any incarnation as strong or weaker than King Arthur. You now have their clothes and weapons. While wearing these you gain the benefits as if you had Verged with them. All the abilities, none of the voices in your head. You can import a set of clothes or weapons to gain the effects instead.

Humble Discord - 400

Every week or so you will find three defiler crystals which you can use in order to summon a random Mythos or some items of great importance. These items could grant great effects such as increasing your star gain by 20% or your buster attacks in 30. They're also gear from ancient heroes long past so they'll probably have actual useful abilities as well. Mythos you summon are guaranteed to get along with you but which ones you'll get are completely random. Once in a while during certain events such as Christmas or Halloween you'll some bonus crystals as well as a notification of special alternate version of Mythos that can be summoned only during that time. Crystals can also be acquired from doing special missions like defeating twenty ghosts or ten spear men. Special events or actions could also give you defiler crystals such as when you go out on a date with someone or defeat a villain about to blow up all of humanity. Those kinds of things. Every world has their own Mythos but there are always reruns where old Mythos could be summoned so you shouldn't be too worried. Items or Mythos that you've already summoned cannot be summoned again. The Mythos you summon are not the actual Mythos but a generated just for you.

Magic Emotivas

Magic Girl DVD collection - 100

A complete box set of a magical girl anime featuring a girl in a rather colorful outfit as she flies around and… drops napalm on monsters? Who eve- oh it's Homura's anime. Yes that's right Jumper this is the complete DVD blu-ray box set of Magia Emotivas. It's a rather comical anime and Homura herself is quite the talented magician. If you were to study the anime you could probably learn some rather new and inventive ways to use spells that you wouldn't think of. Every jump this collection updates with a version of Homura being dropped into your new setting and fighting monsters with that setting's magic. Worlds without magic produces a moe slice of life anime instead, I guess there's a market for those too.

Magic Spell Books - 200

A practical guide to spell work for dummies? Who wrote this? Why it, actually quite informative. These are a collection of really well written book on the basics for any category of spells you could hope to cast in

this world. Every week you can choose to get a different set of books mailed to your location. These books could be anything from the basics of your current world or any world you've been to in the past. You could also choose to get something more specialized but you can only choose one specialization per week.

Familiar Grimoire - 400

A familiar, not to be mistaken with a monster is a creature born from the seed that an Emoções leaves behind when it dies. This grimoire sucks in the essence of enemies that you've defeated and creates a familiar from that essence. These familiars can be granted to others in order to grant them the ability to transform into a magical girl, or boy. Considering you are buying this with points these familiars can also be used by you in order to replicate the attacks of the monster it spawned from. The more you use them the stronger they become. Strong familiars can be combined with others to create a brand new familiar that's stronger than the two used to create it. This new familiar does not inherit anything from its predecessors except for perhaps a few moves or a trait. Aside from that it would be a completely different familiar. What kind of familiar you get from combination is almost random. I say almost because there's theoretically a system for predicting what you'd get. Theoretically, good luck.

<u>Creature Hunters</u>

Soylent White - 100

One never truly thinks about the logistics of having to feed giant monsters. Let's not even talk about that require specialized food stuff or just plain eats humans. No more! You have a cube that generates an indeterminate white paste from thin air. This paste transforms into the best type of food for the monster put in front of it. Guaranteed to provide all essential vitamins and nutrients needed. It's not recommended for human consumption though, it just doesn't taste like anything for them.

"Hunting" Tools - 200

These are a pack of small spherical tools that… okay these are exactly what they look like. But hear me out. These tools are not just regular hunter tools. They are devices that each contain their own miniature world catered to the monster that resides within. While in these devices your monsters will naturally like you more and more. They would also passively heal from any injuries they might have accrued on the outside world. You'll get new packet of these anytime you would need more.

Digital Dimension - 400

Okay maybe small pocket dimensions aren't enough for you. You now have an entire digital world in an app on your cell phone. This world is completely optimizable by you and you can store any amount of monsters or items within it as you wish. It's about the size of Earth. Any monster or equipment you put inside will can be taken out with a few button presses. The ui on the app is neat and easily customizable so you can flash summon monsters on the fly if you so desire. Maybe with enough in storage you could instead just shoot monsters at the enemy in lieu of bullets.

Drawback

You are limited to 1200 points in drawbacks. Companions are allowed to take drawbacks but any drawback that costs 600 or more can only be taken by one person. ‘You are the Hero’ and ‘Conquer the World’ are incompatible.

No Jumper, You **Are** the Protagonist - 100 (restricted to Jumper only)

Benjamin Williams was never cursed with his ability and now lives a happy life with his own little group of friends and family. He still goes to Itsumo but barring any external factors (you), he will never run into any of the supernatural factors of this world. It is now up to you to make up for his absence. In two weeks a businessman will make contact with a certain serial killer, perhaps you could be there to lend a hand?

Bipolar - 200

Every once in a while you’ll be forced to say the worst thing possible to someone near you. You won’t know when and it will be almost guaranteed to hurt their feelings. This hurt could range from “I can’t believe you would actually say that” to “I’m going to find a corner and cry”. Better be prepared to get really good at apologies.

Noisy Neighbor - 200

You have a Mythos, take a Mythos companion for free. That’s when the good news ends. This Mythos is one that has been engineered for you to not get along with. Whether it’s an interpretation of their legend, their personality or even their voice. Something about them bothers you on a psychological level and no amount of perks will make it not bother you. For the duration of this jump you can do nothing to change them. If you still want to you can take them along as a companion after the jump ends.

No Jumper, You Are the Mythos - 200 / 400 / 100

You are a Mythos, the living spirit of a legend long past. Your power are quite weakened without a host though, if you want to actually do something you’re going to have to find a host and form a contract with them. You can choose which of your abilities to hand to your host, if you grant any at all. You must form a contract with a host before your first year is up and if your host dies your jump ends. If you wish to take your host as a companion by the end you can. For an extra 200 points you can choose to already be contracted to a host but it’s one that you absolutely abhor, or for a total of 100 you can choose a canon host instead.

Don’t Worry It Happens To Everyone - 400

All perks, abilities and items from outside this jump are locked for the duration of this jump.

The Best Therapist Around - 400

Congratulations Jumper. You're sane, blessedly sane. At least that's what this drawback is hoping you are. You see the human condition reacts more viscerally to negative environmental changes. As such, most heroes have a rather tragic backstory. That or they're going to… It's almost a given, they're stronger when they suffer. Of course this is assuming they manage to get back up from their trauma and continue the fight. Each faction has a protagonist, they have their own issues and now it's going to be your job to help them through those issues. Sophia from Gear Surpremis has asshole parents, she's basically Shinji from Evangelion, that's bad. Daichi Tendou from Battle Infinitas has social difficulties spawn from being excessively bullied. Leo Yusha from Mythos Verge… his parents are dead? Oh so they are, died in a fire. It seems his sister Alexis Yusha also survived the situation that caused their parent's death and thinks he abandoned her for dead. She's also the antagonist of Mythos Verge So you'll probably have to deal with that too. Homura Hakkagu from Magia Emotivas chose to be in a magical girl anime in modern times. We're all just waiting for the other shoe to drop and for someone to lose their head. Benjamin Williams is still getting used to people remembering his name. Yulia Yamato and Nate Hyoga from Creature Hunters will probably never age and forever continue their journey trying and failing to become the greatest hunters ever known. I kid, that last part was a joke. But you get the picture. Every protagonist as well as a lot of their faction members have a lot issues that needs to get worked through. Now it's going to be your job to help them out. Fate will align in ways that would lead these people to you and it'll be up to you to provide some support for their angst.

Shade - 600

Just like one Benjamin Williams you are cursed with an ability known as 'Shade'. This ability is a passive that causes everyone to forget about existence. If they were being polite they would refer to you as a background character. Forget about your background choice it doesn't matter. No one remembers who you are, even if you were in every one of their classes in kindergarten people would still introduce themselves to you as if you had just met for the very first time. Prepare to have to do this multiple times to the same person for it to stick. The only ones who will actually remember you might be your parents. No one else is exempt from this. Even companions who you brought along will not remember who you were or even that they weren't a part of this world to begin with. This is your challenge, you have to make people acknowledge your existence. By causing enough of a difference in their life or environment you can force someone to acknowledge your existence. Whether it's by helping them win a battle they had no hope in winning or stealing top secret information from their company servers and blackmailing them with it. It doesn't matter you just have to cause significant change. If you could cause all five factions to either

acknowledge who you are or remember the name you're using, you win the jump. If not, you'll fade from existence and your jump ends.

Obligatory Asshole - 600

The narrative has gotten its grips of you Jumper, and it's not letting go. You have a job to do now, it's not a pretty one. You are now the asshole. Whenever the story needs someone to push the narrative along and make someone else cry for some much needed character development, it's going to be you. You are now the bully that pushes the main character forward, the edgy anti hero and the guy the heroine is forced into marrying so that she could see how much better the hero is in comparison. You're that guy. You know the ones in harem anime that try to pick up girls by pushing into a corner and really aggressively asking them out? You're those guys too. While yes, you may be the universe's punching bag, you still provide a much needed service in the narrative economy. If you weren't there as a metaphorical shortcut for the world to use in order to push the story forward, what else is it going to use? The audience would get bored no one wants that. Fate is going to force you into situations where you **have** to do the right thing, and do the wrong thing. You will have to make a few girls cry and beat up a bunch of protagonists in over their heads. To not do so would risk stunting the growth of the character which could even get them killed. You wouldn't want that on your conscience now would you?

You are the Hero - 800

You are a hero. A person chosen by world to defend it against the forces of evil. Not only that, you are also a person born from the Yuusha family. Their last name literally means "hero", that's like double hero. This is horrid news. You see Jumper, the Yuusha family bloodline carry the hero genes. These genes guarantee that they would be loved by those around them, rapidly letting them accumulate friends and people so loyal to them that they'd die for them. For most this would seem like a great thing. For you it's a curse. The world understands a very important piece of narrative logic. You heroes get stronger when your loved ones are in danger, going so far as to gain huge boosts in power if these loved ones were to ever die. Their death merely pushing you to get stronger… You probably know where this is heading. For the next ten years this world will be facing extreme, possibly earth destroying dangers one after the other. As its chosen hero it would be up to you to protect it and keep it from destruction. As Fate's favored you are guaranteed to be the last one to fall. As such your friends and loved ones will be the first. Good news is that you will be making a lot of loyal friends that you will care deeply for. Bad news is that Fate will be pushing people you would like towards you and nothing you do can stop this. All perks that dampen your emotions will be deactivated for this jump. You fail if the world is destroyed or more than half the world's population dies. Oh, did I also mention you have parents? If your loved ones make it through this jump you can take them as companions.

Conquer the World - 1000

This task is pretty simple. Says it on the tin really. You need to take over at least 80% of the world under your control. Of course such an action would cause the world to declare you as public enemy number one. Heroes of all kinds would come out of the woodwork to try and defeat you. The more of the world you've taken over the more desperate the world would become. Eventually you would be getting heroes with incredible capabilities and almost all of the perks from The Hero origin. Your job is to defeat them and keep the world under your control until your time in this jump is up. Simple enough task is it not? You have ten years to succeed and if you don't your jump ends and you shall be sent home.

The End

Homebound
Tired of adventuring? Perhaps you yearn for a world where things are a little less hectic. No worries you will be returned home stronger for your experience.

This Is My Home Now
My, perhaps this world was everything you've dreamed of? In that case take 1000 more points as a parting gift. Your loved ones back in your old world will be notified of your choice, happy you've found something you truly love.

I'm Not Done Yet
The adventure never ends. You've got places to go, things to see. I understand. Your drawbacks have all been removed. Take a day or two to say goodbye. I'll meet you there okay?

Notes

I wrote this up in about three days and I'm really hoping there aren't any grammar mistakes. Leave a comment in the link below if there are.

https://docs.google.com/document/d/1jMteUMRInLgXAJDzC1DiHER_AmrD8iTW_APhUO0c2rw/edit?usp=sharing

Expect Season 2 in about a month.

*It really is a big omniverse. Jack the Ripper actually references his Fate counterpart along with other alternate reality versions in a conversation with Ben. The servant supplement's just there to give you an idea of what your Mythos could be capable of. Considering that you could probably just summon a version of Nero with Imperial Privilege banned skills are fine to pick up as well. Just remember that your Mythos can only be as strong as King Arthur as their default.

The quest can be found here.
https://forums.spacebattles.com/threads/i-will-try-to-be-something-in-this-generic-but-wonderful-world.414965/

V. 1.01 update
Fixed some spelling and grammar problems along with a slight rework of World Clock

V. 1.02 update
More spelling and grammar errors. Added a companion creation option