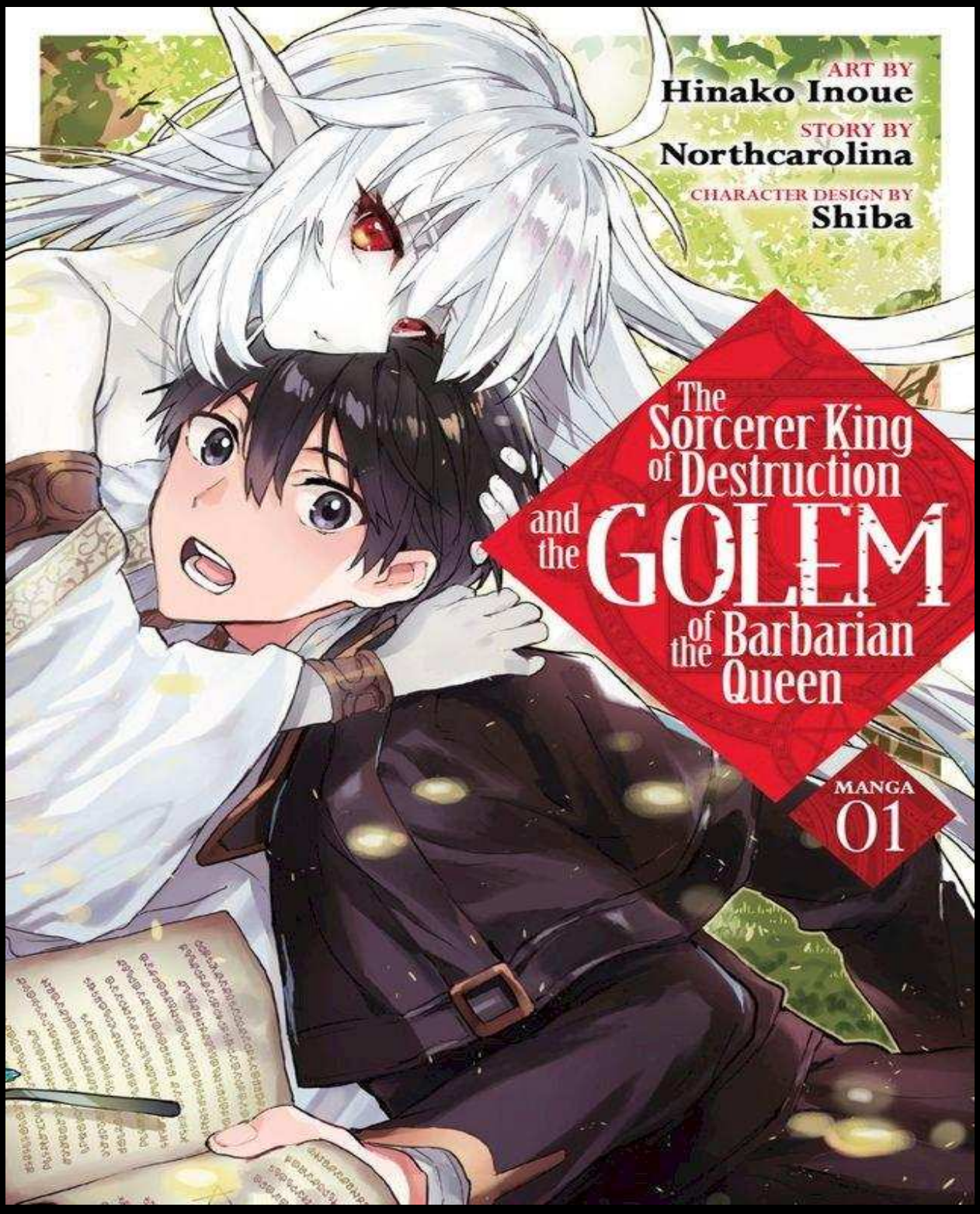


Jump by Sistercomplexkingpin

Version 1.0

Introduction

A seemingly ordinary youth from Japan is summoned to a medieval fantasy world for a sinister purpose. Although this world initially appears to be a typical fantasy setting, it hides a dark past: it was once destroyed by the Sorcerer King of Destruction thousands of years ago. While the Sorcerer King was eventually defeated, only some have survived the collapse of the former world.

This new world has two moons and a single large continent. The continent is divided between an empire in the west and several countries in the east. The eastern region is in a state of constant upheaval, with frequent wars between nations leading to widespread chaos and unrest. However, war is not the only danger in this world. A deadly phenomenon known as the Miasma plagues the land.

Miasma is nearly invisible in small amounts, but when it builds up, it appears as a thick mist. It has devastating effects: it mutates animals into violently aggressive creatures, spawns swarms of demons, and corrupts the land, making it barren and uninhabitable. Fortunately, it has little to no direct effect on humans.

You will arrive in this world one week before the youth, later known as Nemaki Daisai, is summoned, and you will remain there for a decade. Since the setting has few named locations, you may choose your point of arrival freely, including the very basin where Nemaki Daisai is eventually summoned.

Take these +1000 CP into this world of magic and sorcery.

Origin

Any origin can be taken as Drop-In.

Summoned Sorcerer (Free)

You are a person initially from a world called Earth, suddenly summoned by a mysterious entity to an unfamiliar realm. The reason for your summoning is unknown, and it is up to you to uncover its true purpose. Because the summoning process takes a long time, your summoner may no longer be alive by the time you arrive. This detail is yours to decide. You may choose to replace Nemaki Daisai as the summoned individual, though doing so will not grant you any of his powers or abilities.

Golem Servant (-200 CP)

You are now a standard golem, shaped like a mannequin and made from common materials. In the center of your chest is a Sorcery Core, which passively protects you from any form of external magical interference. This core contains your soul. As long as the Sorcery Core is not removed or destroyed, your body can be repaired easily. All golems have a sigil on their forehead. This sigil allows them to see light, detect smells, and hear sounds. If the head is destroyed, these sensory functions are lost, causing most golems to cease operating. Golems do not require food, water, air, or rest, and they produce no waste. You may choose the type of material your body is made from, and the design of your sigil.

Mainlander (Free)

You were born and raised in this land, having grown up hearing the tale of the Sorcerer King of Destruction, a legend passed down through generations in nearly every household. However, in recent years, the church has become increasingly strict, forbidding people from even speaking of it. Whether you're a commoner, a noble, or even royalty, your origins are entirely up to you. You might be a mage employed by the loan company, a scholar researching the Miasma, or a traveling peddler selling your goods. Your past, connections, and family background are yours to decide.

You can choose your age and gender freely for all origins, as long as it’s within reason.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

Summoned Sorcerer

Automatic Translation (-100 CP)

You gain the ability to comprehend any language or form of writing. You can speak any language fluently as if it were your native tongue, and you can read any text with perfect understanding, regardless of how poor the handwriting is. Whether the language is foreign, ancient, forgotten, or even eldritch, you can interpret it without difficulty. If reading or speaking the language causes side effects such as curses or madness, you can choose to nullify those effects for yourself and anyone nearby.

Ancient Earth Magic (-200 CP)

The magic of modern times can't compare to the ancient arts, but you've managed to learn a handful of earth-element spells once used by ancient mages. While powerful, earth magic is widely regarded as useless in this world, as anything created with earth magic will return to the soil the moment you stop supplying it with mana. Only a few spells can bypass this limitation. This perk grants you the following spells: **Create Pebble**: Summons a small rock in front of you. **Create Sword/Axe/Spear**: Forms a weapon from soil. **Create Toilet**: Constructs a stall made from earth with a stone toilet. Once used, the structure crumbles and buries the waste underground.

The most powerful spell is **Golem Creation**, which requires three steps to complete. The first step is **Main Body Creation**, where you form the golem's body using available materials. The second is **Reduce Weight**, which lowers the weight of the golem's body to allow movement. Finally, you give it an order to follow. Once the golem completes its order, it crumbles and returns to the material from which it was made. Casting this spell demands a tremendous amount of mana, and the stronger or more refined the golem is, the greater the cost.

Unparalleled Magic Potential (-400 CP)

You now possess a magic power so vast that it can only be described as unparalleled under the heavens. While the average mage has a level of magic power between 20 and 30, yours stands at an overwhelming 999. Though not infinite, your mana reserves are so immense that even the most complex spells barely dent them. Only attempting something on the scale of creating a divine golem would cause you to feel any noticeable drain. Your spells are also greatly amplified. A simple spell meant to produce a small pebble can instead summon a massive boulder when cast by you. By channeling more mana into your spells, you can enhance them far

beyond their original limits, turning even a weapon formed from ordinary soil into something on par with a legendary artifact.

Sorcerer King (-600 CP)

Maybe there's more than one Sorcerer King; now you are counted among their ranks. You have gained the power to use sorcery, a form of magic far beyond the reach of humans. Sorcery allows you to change a spell's direction even after it has been cast, and lets you control your magic telepathically. Allowing you to guide them like homing projectiles, or command elemental weapons as if they were extensions of your will.

As a Sorcerer King, you can even take control of an enemy's magic by using your mana, allowing you to take command, reflect, or cancel their magical techniques with ease. However, seizing control of spells cast by opponents far more powerful than you is more difficult, requiring more time and mana before complete control is achieved. In addition to these abilities, your understanding of magic is accelerated to an extraordinary degree. You can rapidly absorb knowledge from various magical tomes and apply them in practice in just a few days, casting them with precision and expertise.

Golem Servant

Service with Care (-100 CP)

You have become an exceptional caretaker, able to handle every aspect of housework with flawless skill. Whether it's cooking, laundry, organizing, cleaning, or even knitting, you perform each task with expert precision. You can maintain and clean an entire fortress on your own in just an hour. Using only simple ingredients, you can cook meals that rival those served in five-star restaurants. With just a short observation, you can understand someone's food preferences and personal tastes, even if they never say a word. You can also sense their mood and physical condition on any given day.

Material Adjustment (-200 CP)

Unlike most golems, you have the unique ability to alter the physical properties of your body. You can shift your body from hard to soft, adjust your weight from heavy to light, and regulate your temperature from cold to warm. Even features like your "hair" can behave like real hair: smooth, silky, and able to flutter naturally in the wind. You can also make your eye color change to reflect your emotions, such as turning blue when sad or pink when embarrassed. The emotional color associations are yours to define.

Regardless of how you alter your form, your body always retains its full defensive capabilities. You can freely reshape your appearance as long as the form you take does not exceed your existing mass. Additionally, your body is capable of passively or deliberately cleansing itself of all dirt and germs, removing any filth or preventing it from making contact.

Attachment Regeneration (-400 CP)

As a golem, repairing yourself after taking damage is usually difficult without assistance. However, this ability allows you to regenerate your body using materials from your surroundings. If you use common materials like stone or soil, it will take a day or two to fully restore lost limbs or internal parts, while minor damage can heal within a few hours.

If you use high-quality materials, critical injuries can heal in minutes, and minor ones in seconds. Reattaching your original limbs or using the same material your body is made from will allow you to heal almost instantly. This ability also extends any regeneration perks you have that only work on organic bodies, allowing them to function with your inorganic form as well.

Divinity Unleashed (-600 CP)

Through unknown means, you have become a Basilica Golem, a type of golem made from a mysterious white material. Unlike the flawed imitations seen in the modern world, a true Basilica Golem possesses a seamless, human-like appearance without visible joints. Possessing powers that can only be described as divine.

As one of these legendary constructs, you now possess overwhelming physical capabilities. Your strength, durability, reflexes, and flexibility surpass all other golem types. You can leap into the air and land without harm, move with complete silence regardless of impact, run faster than the wind, crush demons with a single blow effortlessly, and withstand attacks from multiple monsters without suffering a scratch. It would not be an exaggeration to say that you are divine made manifest. A perfect war machine capable of annihilating entire battalions of knights, mages, and golems with brutal efficiency.

You also possess a pair of crystal-like organs similar to photoreceptors that grant you vision far beyond human limits, allowing you to see like a telescope and sense nearby threats with remarkable accuracy. This perk also grants you a unique fighting style that relies not on learned technique, but pure instinct. You can dodge incoming attacks and identify enemy weak points automatically. Your strikes are swift, precise, and waste no movement. Combining grace and brutality into a style that is as fearsome as it is mesmerizing. Those who witness you in combat are left in awe, even as terror grips their hearts.

As a bonus, you can assume the appearance of the Barbarian Queen, a goddess of war who rules over slaughter and envy. She is a witch of death who takes the form of a young girl with fiery crimson eyes, long pointed ears, and has a divine, otherworldly beauty.

Mainlander

Sly Merchant (-100 CP)

You possess a silver tongue that allows you to scam or cheat others with ease, even lying about the quality of the goods you sell without hesitation. This ability also makes people more inclined to trust you during trades or negotiations, whether buying from or selling to you. However, while this perk affects most people, it may fail against those who are truly paranoid, exceptionally cautious, or possess special items or abilities that allow them to detect deception.

Kind Professor (-200 CP)

Whether or not you're a professor from a magic institute, you now naturally give off a gentle and scholarly aura, making you appear more approachable and wise in the eyes of others. When teaching someone, no matter their skill level, they will be able to understand what you're trying to explain. As you share your knowledge, your bond with your students will also grow at a quick rate, leaving them with a deep sense of respect and fondness for you, even if you've only known each other for a few days.

Modern Mage (-400 CP)

You've gained access to a variety of modern spells, becoming proficient in three of the four cornerstone elements of this world: earth, fire, and wind, as well as the minor element of water. You can cast spells like Fireball and Storm Blast, along with many others commonly taught in mage academies. Unlike other elemental spells, water spells allow you to control their direction, and the water created by them doesn't disappear once the spell ends, giving it greater versatility. Alongside these spells, you possess a reasonably sized mana pool, enough to use your magic reliably. However, none of the spells you've acquired are especially advanced, as they represent what most mages would learn after formal training.

Incarnation of an Ancient Dragon (-600 CP)

You are no longer human, but an ancient dragon aligned with an element of your choosing. Ancient dragons are beings that exist half in the physical realm and half in the spiritual, capable of wielding sorcery thanks to a sorcery core, and can produce miasma. Until now, there were only four ancient dragons in existence, survivors of the old world destroyed by the last Sorcerer King of Destruction. Now, you are the fifth.

With this transformation, you gain mastery over your chosen element, able to manipulate it freely and enhance your magic and physical strikes with miasma. Spells infused with miasma pierce through any magical immunity, allowing you to harm even golems or beings normally immune to magic. Anyone struck by your miasma-enhanced attacks will suffer lasting debilitation, and their wounds will not heal unless you're slain.

Your physical strength, durability, and resilience are nearly unmatched, to the point where the only force in this world capable of destroying you is your power. Your dragon form reflects the nature of your chosen element, and you can shift between your dragon and human forms effortlessly, with nothing more than a thought.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
These Items cannot be purchased multiple times, unless stated otherwise.

Summoned Sorcerer

Hamster Pajamas (-100 CP)

A simple pair of pajamas in a color of your choice, decorated with cute hamster patterns. While they may look ordinary, wearing them greatly improves the quality of your sleep. No matter what kind of surface you lie on, you'll always sleep comfortably as if you were in a warm, cozy bed. Whenever you choose to sleep, it takes no more than a minute to drift off. The pajamas never get dirty, and they remain perfectly intact without ever tearing or wearing out.

Cranberry Apple Tree (-200 CP)

This tree closely resembles an apple tree but bears fruit that tastes like cranberries. Though the outer appearance of the fruit is identical to that of a typical apple, the inside has the deep red color and tart flavor of a cranberry. Each fruit is rich in nutrients and juicy, allowing it to serve as food and water for a time. The tree has up to 20 fruits on it, and any fruit that is picked will grow back within a day. Fruits left on the tree will not spoil, regardless of how long they remain. You can freely plant this tree in your warehouse or on any property you own.

Introduction to Spellcrafting Full Volume (-400 CP)

A sturdy leather bag holds twelve volumes of a collection titled Introduction to Spellcrafting. Despite the name, these books delve far beyond the basics, offering knowledge of advanced and long-forgotten spells. The first volume provides a broad overview of all elemental magic, while the rest each focus on a specific element: fire, wind, earth, ice, water, lightning, life, void, blood, spirit, and time. The books are indestructible and maintain themselves, never aging or decaying. In future jumps, they will expand on their own, incorporating ancient and forgotten spells native to each new setting you enter. The only spells these books do not contain are unique, original spells that have never been shared or taught.

Golem of the Barbarian Queen (-600 CP)

A pure white Basilica Golem shaped like a young girl, with long flowing hair, sparkling crimson eyes, and unusually long ears reminiscent of an elf. Unlike ordinary golems that only possess a fabricated personality, this one houses the soul of a girl with ancient blood. She possesses every perk from the Golem Servant perkline and has a devoted, clingy disposition.

She craves your attention, loves physical affection and praise, and will do anything to ensure your safety and happiness. She often acts on emotion, grows jealous easily, and faithfully follows your commands without hesitation. When happy, her ears flap, and she can even blush despite being a golem. She enjoys having her body cleaned by you. She is completely loyal and will never betray you. If destroyed, she will return to life after three days. You may import her as a companion if you choose.

Golem Servant

Handmade Basket (-100 CP)

A large straw basket resembling a backpack, this container can hold far more than its appearance suggests. Regardless of how much or how heavy the contents inside are, the basket will always feel weightless to carry. Items stored inside will remain secure and will not fall out, even if the basket is turned upside down. It is self-maintaining, never becomes dirty, and is incredibly durable, with resilience comparable to steel.

Magical Beast Cores (-200 CP)

A bag filled with high-quality sorcery cores taken from various magical beasts. These cores, the source of a beast's sorcery, have a wide range of uses: they can be used to craft mana tools, power modern golems, or be sold for a high price due to their value. Once a month, a new bag with the same assortment of sorcery cores will appear in your possession.

Marble Robes (-400 CP)

A Greek-styled white robe adorned with gold trims, secured at the waist with elegant ropes, and accompanied by three pairs of brass bracelets meant for the shoulders, wrists, and ankles. This outfit is exceptionally comfortable to wear and perfectly fits your body without issue. Although it appears to be made of stone, it behaves like fabric. Its texture feels like silk yet leaves the impression of polished stone. Once worn, the robe feels like a part of your body, never hindering combat or physical activity. It provides full-body protection equivalent to plate armor, even shielding areas not directly covered by the fabric. The robe also inherits the durability and defense perks you have, further enhancing its resilience. It is self-cleaning, requires no maintenance, and is completely unbreakable.

Temple of the Goddess (-600 CP)

A Greek-style marble temple adorned with stained glass, grand pillars, and other features worthy of divine worship. Inside, there are several dozen Imitation Basilica Golems with feminine forms, dressed in Greek-style robes and armed with iron glaives. These golems are fully loyal to you and will follow any command without question. If any of them are destroyed, they will be replaced automatically after a few days. While inside the temple, all of your golems gain a powerful boost to their strength and durability. The temple also enhances your ability to communicate with the gods. It cleans itself, requires no upkeep, and the damage it takes will be fully repaired within a week.

Mainlander

Wind Flotation Box (-100 CP)

A mana tool shaped like a green box that uses wind magic to stabilize carriages during travel. When attached to the underside of a vehicle, it ensures a smooth and balanced ride regardless of road conditions or the driver's skill. Even in the event of a collision, it is nearly impossible for the vehicle to tip over. The device is highly durable, requires no maintenance, and functions reliably under any condition.

Detection Earrings (-200 CP)

A pair of earrings, each set with a large turquoise gem, that allow you to detect the presence of living creatures nearby. Their detection range can be extended by channeling wind magic into them. While a single earring still functions, the effect is much weaker unless both are worn together. The earrings remain perfectly clean, cause no discomfort or health issues even with prolonged use, and require no maintenance.

Golem Squad (-400 CP)

You gain a squad of five golems: four Jester Golems and one Crossbow Golem. The Jester Golems are lightweight and equipped with arm-mounted daggers. Their hands are connected by chains that can be launched to restrain targets. Even a Shield Golem, known for its exceptional strength and military use, cannot break free once captured. The Crossbow Golem is a rare heavy-class golem with a built-in repeating crossbow on its right arm, capable of firing multiple shots in quick succession. You can control all five golems with ease, and if any are destroyed, they will reappear after a few days.

Beginning of the End Tunnel (-600 CP)

A tunnel has a unique effect. When someone stands at its entrance, they feel a strong compulsion to enter. Upon reaching the tunnel’s end, a technique called Soul Transcription activates, completely erasing their personality and memories and replacing them with whatever you choose. This technique only works once per person. The compulsion to enter can be broken if the person stumbles or someone stops them, the urge disappears. If multiple people are present, the compulsion affects only one person at a time. At the start of the jump, you can place this tunnel anywhere you want. You may also import it into your warehouse or any property you own.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 800 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Drawbacks

Supplement Mode (+0 CP)

Since this setting hasn't been fully developed due to the cancellation of the light novel, no further official information will be released. Because of this, you're free to use this jump document as a supplement to another, and vice versa, to explore new possibilities. You may merge the worlds, transfer purchases between them, or bring characters from one into the other. However, any drawbacks chosen from both jump documents will still apply, and each jump keeps its own separate CP pool.

Memory Lost (+100 CP)

By taking this drawback, you will lose all memories related to your personal history and identity. This includes forgetting your name, the names and faces of your family, friends, pets, and the place you live. While you will retain general knowledge such as your hobbies, favorite foods, country of origin, and personal preferences, all specific memories tied to your past relationships will be gone. Additionally, any emotional attachment you once had to your original world or the people you left behind will fade away completely.

Otherworldly Script (+100 CP)

You become completely illiterate in this world, as its written language is too alien for you to comprehend. No matter how skilled your teacher is or how powerful your learning-related perks are, you will be unable to read or write the local language for the entire duration of this jump. If others discover your illiteracy, you should expect to be seen as a commoner at best, or outright ridiculed and dismissed as unintelligent.

Silent Woe (+200 CP)

You are now completely mute, just like a golem. No sound can come from your mouth, no matter what you try. Magic, technology, or perks that grant speech or telepathy will not work to restore your voice or allow you to communicate mentally. You must rely entirely on facial expressions, gestures, and body language to convey yourself to others.

Miscommunication (+200 CP)

With this drawback, any words or thoughts you attempt to convey, whether through speech, writing, or gestures, will be automatically filtered through the cultural lens and social norms of the person you're communicating with. While the general idea of your message might still come through, the finer details or your true intent will often be lost or twisted. Misunderstandings will be frequent and unavoidable, even when you're trying to be as clear as possible.

Otherworldly Lockdown (+400 CP)

All of your perks gained from previous jumps are inaccessible until the end of this jump except for your body mods. This means you can't use any abilities, skills, or perks from prior worlds, effectively forcing you to rely solely on what the current jump offers. You can take this drawback even if this is your first jump.

Idiot Nativity (+400 CP)

You have become extremely naive and overly trusting, to the point that it becomes a serious flaw. You will place your trust in others almost immediately, regardless of how suspicious or dangerous they may seem. Even blatant signs of betrayal or manipulation will go unnoticed or be dismissed without question. This drawback also affects your perception in personal relationships: you will remain completely oblivious to any romantic interest directed toward you, failing to notice when your friends are hiding something important.

Will of Destruction (+600 CP)

You are now affected by the Will of Destruction, a curse inherited by all past Sorcerer Kings. This force instills within you a singular, consuming desire: to bring ruin to the world. While you can resist this urge for a time, the longer you hold it back, the more powerful and overwhelming it becomes. As the Will festers, it will gradually erode your emotions, making you violent, indifferent, and detached from everything you once cared about: people, beauty, joy, even your dreams. Eventually, the only thing that stirs any feeling within you will be the act of destruction itself.

The Story has concluded

What is your choice?

To a New Dawn

You'll be moving on from this place, to the next world that awaits you.

Ruler of a New Age

You decided to permanently stay behind in this world, this will be your home for now on.

Back to Where One Belongs

You'll return to your original world, taking everything you've gained back with you.