Kami no Techigai de Shindara Cheat Gun Tsumi de Isekai ni Hourikomare mashita

By Complex_Ad_5944

Tomoya Sadoshima died from a serious accident after returning to a convenience store. After regaining consciousness in a pure white world, a woman of divine beauty emerged; she introduced herself as “The Goddess of Creation.” The Goddess of Creation prepared a remedy for his suffering; she offered him to reincarnate in a different world than his own. But it was a world in a war situation with the Demon King. Begins; a story of Tomoya (Touya) in his adventure to defeat the Demon King and get the Harem he so desires.

Within the next 10 years you will be in this kind of world, so to start the jump, we give you +1000 CP; use them as you like.

Location

By default you will start in the Drumroux Kingdom. Depending on your origin, you will have some importance in this place.

Time

You will enter this jump at the same moment that Tomoya Sadoshima was summoned to this world by the Goddess of Creation.

Gender and Age

Choose the gender and age you want.

Origin

Drop-In (Free)

You were summoned to this world by accident. You have no acquaintances, and the culture is different from that of your original world.

Harem Member (+200 CP)

You're likely just another prospective member of Tomoya Sadoshima's harem. Even though he treats you well, you'll only become one of his many lovers. But you can improve your upcoming situation if you use your abilities wisely.

Local (+100 CP)

You are a resident of this world. You have your own life and acquaintances with whom you have shared part of your life. Having been born into this world, you are familiar with its culture and other general knowledge, so you don't feel like a fish out of water.

Member of the Demon King's Army (200 CP)

You are part of the Demon King's army. Regardless of your race, your goal is his resurrection and the downfall of humanity and its allies. This army offers various paths to power, but it is also a place where the strong subdue the weak, so you will need to gain power if you wish to rise through the ranks.

Race

Human (+100 CP)
The most numerous and average race. Being so many, powerful talents are born among their ranks, not to mention that those summoned from another world are more powerful than human geniuses.

Monsters (+200 CP/+100 CP/Free)
These beings are members of the Demon King's army. You can gain +200 if you choose a weak race like Goblins. You can gain +100 if you choose a race as weak as humans. Alternatively, you can choose a stronger race like Orcs or those with the same Combat Power.

Beastman (100 CP)
The race that has a human appearance but animal features. You can choose any species you want, taking advantage of this race's natural strengths, such as enhanced senses and superhuman strength and speed.

Succubus (100 CP)
A species derived from demons and composed entirely of women, these beings can use their enchanting abilities to hypnotize people with weak minds or lower combat power than their own. As members of the demonic race, their magical power surpasses that of other species. However, unlike pure demons, their power is inferior to theirs.

Elf (200 CP)
Elves are a race of beautiful beings with great longevity. They age very slowly, so even if they are 500 years old, they will have the appearance of a twenty-year-old. They are talented mages, agile, and excellent archers.

Draconians (200 CP)
A hybrid race of Dragons and Humans. The offspring of this union are beings with a human appearance but with combat power far superior to that of humans. They are long-lived, even aging slowly; 80-year-olds appear young in their twenties. These beings possess an ability: by sacrificing their lifespan, they gain a significant temporary power boost.

Demon (400 CP)
A race originating from the underworld. These beings are incredibly powerful, both physically and magically. They are immortal, meaning they can only die if you kill them. To be clear, you are a noble demon, the most powerful of all. Their Combat Power is at least 800,000.

Angel (400 CP)
A race originating from the divine realm. These beings are incredibly powerful, both in their physical attributes and their magical abilities. They are immortal, meaning they can only die if killed. They are the counterpart to demons, being pure beings without malice or a twisted personality like their counterparts. Their Combat Power is at least 800,000.

My Own Species (600 CP)
If none of the previous options appeal to you, you can choose this one and create your own species. If you purchased this option, you can customize your species in the "Races Customization" section.

Perks

All origins receive their 100 CP Perk for free. The rest of the perks of an origin are discounted.

Undiscounted

System (Free/100 CP)
The classic system found in every isekai world. Each character's stats are divided into: HP (Life), MP (Magic Power), Skill (the number of skills you can have), Stamina (resistance, status effects), Attack (the power of your attacks, both magical and physical), Defense (how much damage you can withstand, both magical and physical), and finally Combat Power (your overall power level, calculated by adding up your stats, items, blessings, and other skills).
If you want to keep this system, you will have to pay 100 CP.

Basic Knowledge (Free)
You have a general understanding of the world you live in, its culture, language, general laws, and the basic knowledge to get a job that's not professional or doesn't require higher education. This is useful so you don't feel like a fish out of water.

A Fictional Medieval World (Free/50/100 CP)
Normally any series that takes place in the medieval era would not be the best choice to live. Anime and manga make them look neat, and the people who live there have the manga or anime filter, being beautiful compared to how they should look, uneven and dirty.
For Free, with this option, the world where you currently are will be a very clean and neat place, free of bad smells and any dirt. Another effect is that the inhabitants of the place where you are, including you, will be very beautiful, not requiring any type of makeup to make them look beautiful. This includes the aging of people, like good wine, when embellished, they will not lose their attractiveness, but will give them a more mature appearance in a good way. Even the oldest people will have a very attractive appearance. People will be well endowed, women will have huge breasts (the limit is your desire), and the same will be the case with men with their penises. People's clothing will be more lascivious; it will not be rare to see women with the famous bikini armor or guys fighting monsters with only boxers, the protection of these being equal to that of traditional armor (porn logic). This is a feature of this world, but if you so desire, for 50 CP, you alone can gain all the benefits of the free version—exceptional beauty that doesn't fade with age, ideal physical endowment, and the ability to wear impractical but protective clothing (with porn logic applying to your gear), or you can bring this effect to other settings for 100CP.

Sealed Form (100 CP)
You can limit your power as you wish, even concealing your race or species to blend in, but only some traits of your race. You can release the seal whenever you want.

Support System (200 CP - Free if you purchase “Blessing from The Goddess of Creation”)
A loyal AI system that will assist you. It's very useful as a support system, capable of analyzing, giving advice, parallel thinking, and enhancing your abilities so you can use them efficiently. This system has an ego, so you can think of it as "The Great Sage" of Rimuru from That Time I Got Reincarnated as a Slime.

Soul Magic (200 CP)
A quasi-divine magic, the user can manipulate souls, preserving them and placing them into bodies, as well as merging souls to strengthen the person with the strongest ego or the one who has the consent of the other soul (granting them their power).

Synthesize Magic Crystal (400 CP)
You possess the knowledge to combine Magic Crystals to create superior ones, which are useful for increasing the Combat Power of those who fuse with them. You can even create Apex Jewels that will considerably increase the power of those who fuse with the crystal, allowing them to evolve into a superior species. However, you will need to combine many Magic Crystals to create just one Apex Jewel.

Mutation (400 CP)
You are a mutant of your species, so you have special abilities such as the power to transform into a divine animal or other talents like possessing special powers of your race or having a Combat Power three times greater than the average for your race.
Post-Jump, you can be a variant of your race, or if you belong to a clan or family of that race, you can access its special powers, such as possessing the Six Eyes of the Gojo Clan from the Jujutsu Kaisen manga.

Cheat Skill (600 CP)
A power bestowed by the Goddess of Creation herself. This power will be your advantage in this unknown world. This allows you to customize your Power in the "Cheat Skill" Section.

Blessing from The Goddess of Creation (600 CP)
The powerful Goddess of Creation of this world granted you these broken abilities:
-"Experience Boost," which multiplies the experience (XP) you gain by 10.
-"Percentage Boost," which increases all your stats by 100% if your HP drops below 30%.
-"Identify" allows you to see the stats and abilities of another person or being.
-"Acquire Skill" is the ability through actions, understanding, or learning, any type of skill can be acquired.
-"Acquire Magic" is the ability through actions, understanding, or learning, any type of magic can be acquired.
-"Copy Magic" is the ability to copy any magic you see.
-"Copy Skill" is the ability to copy any Skill you see.
-"Automatic Acquire Magic" is the ability to nullify any magic damage from opponents of lower power level than you; it complements the "Copy Magic" ability, copying it to the same level of mastery as the opponent.
Finally, this perk is the classic uncapper, so there's no limit to how powerful you can be, so train and find any means to become strong, although you will have a soft cap as you get stronger.

Drop-In

Very Beneficial Rewards (100 CP)
Any mission, task, etc.; that you complete will be generously rewarded. The simplest ones will be rewarded double, but as the difficulty increases, if you complete it perfectly, the reward will be much greater. Rewards may vary—gold, properties, power, etc.—but rest assured that the rewards will be useful and to your liking.

Magnet (100 CP)
You're a magnet for important people, whether they're powerful adventurers, individuals you admire with great skills, or important nobles. These types will be a useful connection on your adventure, proving invaluable when you need them. But not everything is handed to you; you'll have to prove your worth to earn their allegiance.

Favored by the Gods (200 CP)
The gods and transcendent beings are fond of you, being more generous and benevolent towards you without asking anything in return, and if they do, they will reward you generously. This means that many will want to give you their blessings (and they won't be stingy) or help you with advice or information. This kind of help will be indirect, but very useful. Just try not to be hostile towards these beings, because if you show hostility, don't expect their help.
For your safety, this help or blessing will not harm you. You won't have to worry about beings like the Chaos Gods or the beings from H.P. Lovecraft's universe; their blessings or help will not result in horrible fates or your body transforming into a monstrosity. Therefore, you will retain your appearance and personality if you receive their blessings, although you can modify it as you wish.

Jumper-Kun (200 CP)
Like any generic isekai protagonist, you have plot armor on your side that will save your skin in various situations and make your life easier. Things like your enemies sending their weak minions for you to defeat so you can increase your power (and steal their equipment), a dungeon raid leading to a treasure trove of legendary items, or the girl you saved from thugs turning out to be the daughter of an influential merchant who will be a great help. You'll even frequently encounter people you find beautiful, skilled, and appealing (potential harem candidates).

Spoils of War (400 CP)
When you defeat an opponent or enemy, you can claim all their possessions as your own, including their life, and enslave them. This applies if you defeat them in a conflict.
If you defeat an opponent in a competition or for fun, rather than in a life-or-death struggle, you can activate this Perk's effect, but both parties must agree, and the stakes must be equal for each side. It's important to clarify that cheating or foul play is not allowed. If either party wins dishonestly, they will lose for violating the agreement. Failure to honor your agreement will result in negative social repercussions, with severity depending on the stakes of the bet.

Apex Male (400 CP)

You're at the pinnacle of your gender, someone desired by your preferred interests (whether by the opposite gender, the same gender, others, or both—the choice is yours). As someone who surpasses others, you'll naturally have certain advantages that might be coveted:
-Infinite Energy: You have infinite stamina, specifically in bed (if you know what I mean), being able to have marathons with multiple partners for hours and still have energy for the next round.
- Lady Killer: Anyone of the opposite sex (or the same sex, others, or both) will feel a strong attraction to you, wanting to be yours, simply because you exist. The classic scenario: they fall madly in love with you to the point of wanting to abandon their partners or loved ones. You can filter this so that only those you're interested in are affected.
- Harem King: Polygamy will be well-received by your lovers, with no feelings of jealousy or hatred arising among the members of your harem. On the contrary, they will be united as if they were a loving family (forming very strong friendships among themselves) that will motivate you to have more members, seeing any of your children as their own. This also benefits your descendants, who will not have to deal with family problems.
- Domination: Those affected by this Perk will have a desire to be subservient to you, their sole wish being to serve and be of use to you, their loyalty and obedience to you being absolute. As an added bonus, no one will dare try to seduce your lovers. Even if you steal their girlfriends, they will do nothing, knowing you are a better option, and will gladly accept the outcome.
- Seed Reinforcement: Lovers or harem members who have received your seed will have their base values increased by 1%.
- Spiritual Link: Connects the souls of your lovers or Harem members, doubling the Experience Rate. As a Bonus, these will be considered followers, and their Base Stats will increase by 200%. You can also reverse the nature of their species (for example, turning a Demon into an Angel) by purifying beings of an evil nature and turning them into good ones, although if you want you can do the opposite and corrupt them.
- Fertility Control: You can control your fertility as you wish.

Another +% (600 CP)
The reason Tomoya became so powerful wasn't just from Leveling Up. As he defeated enemies or found powerful Items, he gained various Stat Bonuses, reaching up to 32,000,000%. Just like him, every time you obtain a Title, find an Item, etc., you'll receive a Bonus to your Stats. These bonuses are cumulative in most cases, and multiplicative in some. It's also not uncommon to find Bonuses that Boost the Experience gained, allowing you to Level Up faster. These Bonuses will start at 5%, then 10%, and so on, even exceeding 10,000%.

God of Destruction (600 CP)
You have ascended to a higher level, jumper. You are an Earthly God, at least temporarily. The Goddess of Creation has bestowed upon you the honor of being the next God of Destruction, her counterpart. You can enter this state for ten minutes, with a one-month cooldown. The advantages of being in this state are that you can multiply your Base Stats and base Combat Power by one hundred, or increase your base Combat Power to 1,000,000,000, whichever is greater. The second advantage is that once per Jump or every ten years (whichever comes first), you can erase any being from existence, regardless of whether they are stronger than you or have a cosmic power level, without any consequences for their elimination. Finally, and regardless of whether you are in that state or not, you are

immune to paradoxes, immune to any type of Plot Armor or Plot Devices, and any type of "hax" (such as instant death, soul destruction, prophecy, 4th wall breakers, reality warping, and anything that leads to instant defeat without the possibility of defending yourself).

Harem Member

Beautiful (100 CP)
On a scale of 1 to 10 in beauty, you are a 15. You can choose to have a seductive, elegant, or adorable appearance.

The Art of Seduction (100 CP)
You possess a deep understanding of the art of seduction. Whether it's body language, your gift of gab, or your gestures and actions, your seduction skills are at a professional level.

Mutual Pleasure (200 CP)
You have a special ability: you can connect with other people and share the pleasure you feel during intimacy. When you experience pleasure, your partners will experience pleasure, and vice versa. Therefore, sex with you will always be pleasurable, even if only one of you fully enjoys it, because the others will also feel the same pleasure.

I Need to Protect (200 CP)
For some reason, you have a way of inspiring others to want to protect you. Whether it's because of your personality, your appearance, or something else, people will feel the need to prioritize your safety and well-being over their own, as long as their loved ones aren't around.

The Legal One (400 CP)
You're not just a member of the harem; you're the legal wife/husband. This gives you authority over the other members, as well as various privileges due to your position as the favorite. Post-Jump, in any group or organization you belong to, you'll be the leader's favorite. You'll have many benefits and few obligations. The best part is that there won't be any envy from the others, as the situation will be accepted as logical.

Not Just A Pretty Face (400 CP)
You possess a recognizable talent in a specific area, be it combat, trade, administration, etc. This talent allows you to stand out from the rest, making you a key member of the group, not just another player. Of course, you have the skills, so you can be a great help and will usually be the leader when it comes to your specialty.
If you choose combat or adventure talent, your combat power will be 20,000.

There Is No Such Thing As A Bad Ending (600 CP)
The fate of the weak in this world is not a pleasant one; for some it is a living hell. Luckily, this is not your case. In most instances, you will avoid capture, and if you are, someone will appear to save you. Therefore, there will be no bad endings for you, because you will manage to escape that fate without losing anything.

But don't be overconfident; it is possible that you will die if you are defeated. But it will not be a tragic death; on the contrary. You may face a dangerous enemy, but your sacrifice (which will be swift and painless) will allow you to save a loved one or innocent people you care about. Even your allies will be motivated to avenge you, as they will find crucial information to defeat them. Your death will not be in vain.

Lover, Not Slave (600 CP)
You are your own master; not even mind control or absurd abilities that force you to submit to someone are effective on you. Any kind of control, non-consensual alteration, and anything that enslaves you or subjugates you to someone will be nullified. Even powerful beings like divine entities or gods as powerful as the Lovecraftian gods cannot subdue your will.
If they want something from you, they will have to work hard to convince you. You set the limits, and you are nobody's plaything.

Local

Manners (100 CP)
Your manners and etiquette are superb, allowing you to pass for a high-ranking nobleman. Even in front of a king, you won't have any problems with your lack of manners.

Someone unimportant (100 CP)
Your opponents don't see you as a threat, so they'll underestimate you as long as they don't know your abilities or your power. You can take advantage of this, since in the first few encounters they will give you an advantage and won't fight seriously.

True Friendships (200 CP)
You can connect emotionally with anyone, regardless of race, social class, etc. The friendships you form will last a lifetime, no matter how long it's been since you last spoke to them. However, if you are ungrateful or hostile towards them, this perk will be useless.

Competent (200 CP)
You are competent in various types of simple jobs, good at everything but a master of nothing. Whether it's office work, commerce, etc., you'll know how to do your job at an acceptable level.

This Perk does not work with more specialized areas like magic, swordsmanship, etc. It's only for mundane jobs that don't require the use of special energies or powers. Post- Jump, your knowledge will be updated to the level of the world or universe you're in.

Administrator (400 CP)
You possess an exceptional talent for all administrative and domain management tasks, with the proven capability to transform a struggling, poor territory into a highly prosperous domain within just a few years. This competence is rooted in your comprehensive expertise across

critical areas, including economics, politics, logistics, trade, territorial development, law, and general management, allowing you to execute complex tasks with minimal or no supervision. Furthermore, you excel at strategic territorial analysis, keenly identifying both a domain's inherent strengths and its underlying weaknesses. You can efficiently leverage these advantages for maximum benefit and systematically address any problems by expertly tracing them to their root causes and implementing effective, long-term solutions.

Businessman (400 CP)
You possess an innate business talent, characterized by a sixth sense for identifying challenging opportunities and immediately recognizing detrimental ventures. Your remarkable ability to accurately predict market movements allows you to stay ahead of less astute competition, which is the key factor in your success in transforming a small store into a major company within just a couple of years. Furthermore, you excel at selecting competent and honest staff, and skillfully manage all facets of your business, including logistics, administration, strategic vision, public relations, and effective team leadership.

Leadership (600 CP)
You possess an inherent ability for leadership, naturally inspiring admiration and absolute loyalty in all those under your command. You are perceived by your subordinates as someone truly worthy of following, born to lead them toward your goals and cause. This charismatic influence also extends to neutral parties: those not under your command will view you as an important and credible ally, granting your word significant weight in their decision-making processes, provided your suggestions are coherent and non-detrimental to their interests.
This magnetic authority makes forming alliances with similarly aligned groups or nations a straightforward process, ensuring you have a significant voice in any joint decision-making. Furthermore, even your enemies regard you with great respect as a formidable rival in battle. Should circumstances require them to join forces with you out of convenience or even defect from their own groups, they will likely swear loyalty and work for you if you are agreeable to meeting their key demands.

Royal Family (600 CP)
You were born into the highest echelons of society, specifically within the royal family of your chosen species, granting you immediate access to immense status, wealth, and power, though you are currently a maximum of third in line to the throne. Beyond social position, your royal blood makes you a superior specimen of your race. For any future transitions, you retain the option to establish yourself as a member of the royal family of the empire, kingdom, nation, or country you enter; if a formal monarchy is absent, you can instead choose to be integrated into a comparably powerful family with significant economic or political influence.

Member of the Demon King's Army

Intimidating Aura (100 CP)

Your aura is so intimidating that those weaker than you will lose the desire to fight you. However, the effect only works if your strength is significantly greater; if you are nearly equal or the difference is not substantial, they will not be affected by this perk.

I resign (100 CP)
Generally, you can't leave the demonic army (and some clandestine organizations) at will. But you're a special case; as long as you don't betray them or divulge classified or secret information, you can leave any organization without repercussions.

Law of the Jungle (200 CP)
Monsters are simple beings; the strongest rules. Any opponent you defeat or demonstrate your superior power to will submit to you, becoming loyal and subservient. However, this Perk's effect will only work if you are stronger than them. If they become stronger than you, they might rebel and try to subjugate you depending on factors such as their personality, current circumstances, and your relationship with them at that time.

Same Values (200 CP)
Those who are your equals or subordinates (provided they are allies or close associates) will adapt to your moral code if desired, becoming more likely to follow your values the longer they spend time with you, and even in the worst-case scenario, they may tolerate your actions. Therefore, you can transform even the most ruthless person into a merciful being. However, this will not work with those who are your superiors or non-allies.

Manipulator (400 CP)
Like any cunning demon, you are a master manipulator. You know exactly what to say to make people do what you want without them realizing you're manipulating them. All those actions they take of their own free will are actually paths laid out by you, which they blindly follow.
Your smooth talk and cunning can wreak havoc on enemy factions if you know whom to manipulate and guide them correctly toward your goals.

Researcher (400 CP)
You are a genius researcher whose focused intellect ensures you will achieve groundbreaking discoveries in any field you pursue, effectively guaranteeing the satisfaction of your goals; for example, if you undertake the investigation of how to create Kaizer and Grand Kaizer species, you will eventually find the method, though the time required may span decades depending on your available resources, existing research, and support. Crucially, your singular focus on discovery shields you from boredom or stress related to unsatisfactory outcomes; failure does not discourage you but rather intensely fuels your desire to continue researching until the desired result is achieved.

Emperor Class (600 CP)
You possess a very powerful ability, like all Emperor-class individuals. You can absorb subordinates of the same species to permanently increase your Combat Power and stats. To use this ability, you would normally need to be in a critical, life-threatening situation, but we'll give you the premium version, allowing you to use it whenever you want. However, this ability has the limitation that the absorbed subordinates must be of your own species and loyal to you.

Demon King (600 CP)
You're not just a member of the military; you're the mighty Demon King. To begin with, your Combat Power is 1,000,000,000. Second, you can unleash an aura that can destroy the fighting spirit or will to fight against you in enemies weaker than yourself. Finally, as the king, all those of your kind will recognize you as their sovereign, swearing loyalty to you.
As a bonus, once per time jump or every 10 years (whichever comes first), you can avoid death if you find yourself in a dangerous situation. However, the downside is that you will be sealed away, and your subordinates will have to release you. This could be considered a degraded version of a 1-Up that will only trigger if there are no other better alternatives available, such as superior revival methods or other more effective means of avoiding death.

Items

All items are discounted to the appropriate origin. Discounted 100 CP ítems are free instead. You can connect all your properties and facilities to your Warehouse if you want.

Undiscounted

Basic Survival Kit For Another World (Free)
The basics: clothes, a week's supply of food and water for one person, and identification documents from wherever you are. It's not much, but it's enough to get you started.

Kami no Techigai de Shindara Zumi de Isekai ni Hourikomare Mashita Manga (Free)
The manga for this series is not finished, but it's useful for killing time and getting to know a little about this world.

Gold Coins (100 CP)
With each jump you enter, you will receive the equivalent of $10,000 in the currency of the world you are in.

Guild Card (100 CP)
A Rank A guild card, aside from granting adventurer benefits like the ability to undertake Rank A quests or lower, as well as discounts on equipment and lodging, allows you to travel freely throughout the world. You can enter any country without issue, essentially using it as a visa for all countries.

Crystals (200 CP)
Crystals are the materials obtained from defeated monsters. They are used to create items (weapons, equipment, potions, food, etc.). There is a wide variety of crystals, totaling 100. The majority (60%) come from low-level monsters, a considerable number (30%) from mid-level monsters, and a minority (10%) from high-level monsters.

Adventurer Equipment (200 CP)
A high-level set of equipment for adventurers of any profession (mage, swordsman, etc.). It's not in the legendary or overpowered category, but it's useful against monsters and opponents below level 70. While it doesn't require maintenance, it's not indestructible.

Position of Power (400 CP)
A high-ranking position that will grant you significant influence (as well as a good income) in any kingdom or country where you are located. The position will be one of importance, such as Minister of a nation or a member of an executive team in a company.
Your position is permanent, so the only way to remove you is by going against the interests of the organization or government where you are, or by leaving of your own accord.
Keep in mind that you are an influential figure but not a key one, so don't interfere with people of higher authority than yourself.

Dungeon (400 CP)
Your own dungeon. It has one hundred floors and is filled with monsters, so you can level up by defeating them. You can customize the monsters' power to match your own.
Although you won't receive any rewards, it's a useful place to increase your level and the levels of others.
If you or someone you invite dies inside the dungeon, you will respawn at the entrance, but you will suffer a penalty, losing 5 levels. If your level is below 5, it will drop to 1. You can customize the dungeon to your liking.

Cheat Set (600 CP)
A set bestowed by the Goddess of Creation herself. This set will be your equipment to increase your power. This allows you to customize your set in the "Cheat Set" Section.

Supreme Jewel (600 CP)
This jewel is the most powerful and rare of its kind. By using it and absorbing its power, you will multiply your stats, including your Combat Power, by one hundred times. Another effect is that it allows you to control all members of your species and their variants, making you their emperor. Finally, all your allies and subordinates of your species will have their stats and Combat Power increased by 1000% when fighting alongside you.
This item is single-use, so if you absorb it, it will be treated as a Perk. If you use it, another one will not appear in subsequent jumps. You also cannot duplicate or clone the item.

Drop-In

Royal Slave Collar (100 CP)
A bondage collar that can be used on any person or being. But contrary to logic, this collar can only be used with consent, so you cannot force anyone to wear it against their will. The collar allows the wearer to quintuple the experience gained from defeating monsters, acting as an experience booster for leveling up. The downside is that once put on, the wearer becomes your property, preventing others from using them for their own personal benefit.
You will receive ten at the start of each jump.

Rings (100 CP)
These rings allow you to communicate with the wearer regardless of distance. Through telepathic means, you can communicate with them without the risk of the conversation being intercepted. You will receive ten rings each time you initiate a jump.

Elixir (200 CP)
A miraculous potion, it cures any disease or curse of any nature, as well as any type of wound, even amputations. The medicine also restores vitality and magical power to 100%. Another side effect is that it rejuvenates the user's body, restoring the youthful appearance of a 20-year-old.
You will receive six potions each time you start a jump.

Royal Seal (200 CP)
This royal warrant allows you to carry out any sentence without a trial, regardless of the person's status or the punishment you impose. However, after issuing your sentence, you must present evidence; otherwise, you run the risk of the judgment being overturned, or facing punishment for the harm you inflicted on an innocent person, along with compensation if you lack the power or position to protect yourself from reprisal.
It's a double-edged sword, so use it with caution.

Mansion (400 CP)
This grand, three-story mansion provides expansive accommodation for up to two hundred people, covering an impressive 10,000 square meters. The estate includes superb outdoor facilities such as a large garden, a dedicated greenhouse, and a professional training ground. Inside, the mansion is fully equipped for ultimate comfort, featuring multiple kitchens, luxurious guest suites, comfortable staff quarters, offices, libraries, a master bedroom, a game room, spacious bathrooms, and critically, a basement dungeon protected by an inescapable security system for detaining adversaries. The structure blends classic grandeur with modern convenience, integrating amenities like lighting and water supply systems that are adapted for magical artifacts, giving the feeling of living in the year 2025. Furthermore, powerful enchantments protect the entire mansion. These spells ensure a perpetually pristine environment by automatically eliminating all stains, dirt, unpleasant odors, and structural deterioration of the building and its contents. Any damage or breakage to the building or the exterior property will also be automatically and instantly repaired.

Treasure (400 CP)
The treasure from a dungeon raid in a faraway place. First, a dragon-like robot with a Combat Power of 100,000. This dragon is powered by an unlimited magic generator, so you don't have to worry about maintenance since it uses magic to power it.
Second, a bracelet that can shapeshift at the wearer's will into any type of melee weapon. The weapon's power depends on the user's Combat Power. The bracelet is indestructible.
Finally, a fortune in gold coins equivalent to 30,000 gold coins. With that amount, one could live a life of extravagance for a hundred lifetimes. Post-Jump, that will be equivalent to 1 billion dollars in the currency of the world you're in.

World Tree (600 CP)
The Seed of the World Tree serves as a vital ecological and mystical catalyst, designed to fundamentally nourish and revitalize its surroundings. Its core function is to infuse the world with life force and mana (magic), thereby accelerating the growth and significantly enhancing the quality of all vegetation and crops. Additionally, the seed acts as a powerful global purifier, eliminating dangerous contaminants such as radioactive waste that pose a threat to the ecosystem's health.
The most profound effect of the seed is that upon being planted, it instantly begins to generate mana in the environment, making the practice of magic possible for the inhabitants of that world. As an added benefit, the fully grown tree annually bears three special fruits that, when consumed, grant the user eternal life and eternal youth. However, this effect is limited strictly to longevity; the consumer remains susceptible to death from physical injury or disease.

Prison (600 CP)
This maximum-security prison is contained entirely within its own pocket dimension, which you can connect to just by willing it, with entry and exit completely controlled by you alone, guaranteeing absolute control and restricted access. The facility is a masterful magical invention, designed as a virtually inescapable holding cell capable of containing any captive, from common mortals to the most powerful cosmic entities. The entire operation is overseen by an omnipresent being within the prison that is loyal to you, eliminating the need for any internal personnel and thereby ensuring zero risk of security breaches.
The prison offers unlimited, scalable capacity and features custom-tailored cells that suppress each inmate's unique powers—be they magic, reality warping, or other abilities—making escape practically impossible. Beyond simple containment, the facility is equipped with advanced systems for intelligence extraction, including specialized interrogation chambers, alongside sophisticated brainwashing and indoctrination tools. Connected to your warehouse, or located somewhere else where no one uninvited may reach it, this pocket dimension serves as the ultimate, secure solution for neutralizing threats and converting your most dangerous enemies into loyal, obedient pawns.

Harem Member

Comfortable Clothes (100 CP)
A comfortable set of clothing that adapts to your measurements and will be comfortable to wear (giving you protection from both cold and heat).

Sexy Set (100 CP)
This sexy outfit will enhance your beauty, even increasing the desire of those who see you. But be careful; arousing the lust of the wrong person is not a good idea.

Recipe of the Mana Potion (200 CP)
Mana regeneration potions are a new feature in this world, and luckily you have the recipe to create them. This recipe details precisely how to create a mana potion, and you can update the recipe depending on the world or location you are in.
Post-Jump: You will also have recipes to regenerate other types of energy, such as Ki, Nen, etc.

Village (200 CP)
A village with two hundred houses, most of them dwellings. This small plot of land has many amenities to allow its inhabitants to be self-sufficient, including fertile land, a lake, a place for animals, and other useful infrastructure.
The place is empty, but you can invite people to live there, turning them into your followers.

Magic Barrier (400 CP)
A powerful barrier capable of covering any surface up to 10,000,000 km². This magical barrier can withstand attacks from beings with a combat power of 1,000,000,000 (an attack from such beings can easily destroy an entire kingdom).

The barrier requires no magic or other energy source to function, and you can grant permissions to determine who enters it. It is useful for preventing attacks and intruders. Another function is that you can locate anyone within the barrier who harbors ill intentions towards you.

Family Support (400 CP)
You are a member of an influential family or the nobility, so you have no shortage of funds. You have at your disposal a budget equivalent to $10,000,000, as well as your family's political support and connections. Aside from money, this item is useful for leveraging your family's influence in certain situations, such as dealing with nobles or merchants, as well as bureaucratic matters.
Post-Jump, you can choose any canonical family (other than royalty or its equivalent), becoming a recognized member and having their support. However, you would be adopted, so this item alone will not grant you any unique traits or special powers from that family.

Legendary Weapon (600 CP)
A weapon of your choice. Indestructible and easy to use, this weapon is so powerful that it will greatly increase your Combat Power (stats). It will even have special abilities, such as summoning a powerful area attack to damage a large number of enemies, or inflicting a debuff on your enemy that will significantly decrease their Combat Power. Another option is to summon powerful monsters like dragons to fight for you, their Combat Power being a fraction of yours.

Apex Sphere (600 CP)
This item allows you to evolve into a superior race, doubling all your stats and Combat Power. It will also grant you control over races inferior to your own, allowing you to control pre-evolved stages of your species.
Each year, you will receive one of these items, and you can accumulate them. However, you cannot use it more than five times on the same person or being.

Local

Crystal (100 CP)
A simple crystal ball that, when touched, reveals whether you have a criminal record or have committed a crime. A perfect object for checking a person's criminal record.

My house (100 CP)
It's a simple house, nothing special, but it's yours. All the paperwork is in order, and all the taxes are paid. It also has all the comforts you could call home.

Nobility (200 CP)
Congratulations, Jumper! You are now part of the nobility of any kingdom or nation you choose. You will hold the title of Baron, but you can climb the ranks and become King. In countries without a noble system, you can choose an equivalent position or status.

Shop (200 CP)
Your own business. Spanning the size of a mansion, this establishment is equipped to accommodate numerous clients, complete with guest rooms and offices for your staff. The type of business you may choose is entirely up to you, but the mansion will be fully furnished with everything you need to sell your products or services with a quality that sets you apart from the competition. All the paperwork is in order, and you'll even have twenty assistants to manage your business operations.

Castle (400 CP)
This castle, whose size rivals the holdings of the great nobles, is furnished with every luxury and convenience imaginable, capable of satisfying even the most capricious aristocrat. The interior is equipped with a complete infrastructure, including kitchens, storage, entertainment areas, and rooms, ensuring a comfortable life for the owner and their entire entourage. Its vast expanse allows it to comfortably accommodate a maximum of five thousand people, consistently maintaining a spacious and uncrowded environment.
Beyond its capacity and opulence, the fortress incorporates advanced functionalities. It features an automatic maintenance and cleaning system for effortless management. Defensively, it is protected by a formidable magical barrier, capable of flawlessly withstanding destructive arcane attacks. Finally, the castle possesses the unique ability to adapt to the specific time and place in which it resides, ensuring its presence blends with the surroundings to avoid standing out.

Church (400 CP)
A church that will serve as your base of operations for your religion. It will have everything necessary for you to spread your faith (or your interests disguised as faith), attracting devotees who will become your followers. You have staff such as priests and nuns (or their equivalent), as well as people who will take care of other things for its operation. As a religion, you are exempt from taxes, and it will be recognized as a religious cult in the kingdom or country where you are located.

Adventure Guild (600 CP)
Your own adventurers' guild. Like any guild, you can take on jobs requested by your clients and gather several adventurers to complete them. You'll earn commissions per mission and have the typical benefits and obligations of this business.
But what gives this option its value is that you can gather powerful people in your guild and recruit them as your followers (or companions in future adventures). Since this will be a place that strong and talented people will use as a base of operations for their lives as adventurers, even important or high-potential individuals in this world, as well as in future ones, will register with your guild.
The guild will have members, who will be your followers, to manage it and handle administrative matters. All you have to do is appear professional and represent the guild as its Master.

Kingdom (600 CP)
You reign supreme over a magnificent kingdom of unparalleled scale, spanning 17.1 million km², an area comparable to Russia. This nation operates at a first-class level across all major domains, including technology, culture, military strength, economics, and scientific research, securing its position as a dominant global power in the world you inhabit. The

kingdom boasts a robust population of 70 million intensely loyal subjects. This loyalty is universal, extending to every inhabitant, and is complemented by highly competent personnel strategically placed in all key governmental and professional positions. Furthermore, any individual choosing to settle within your borders automatically pledges allegiance and is considered a devoted follower of your reign.

Member of the Demon King's Army

Cannon fodder (100 CP)
One hundred weak monsters, on par with a Goblin. These types are weak and stupid, but they are useful as cannon fodder and obedient lackeys (but don't give them complex orders).

Surveillance Orb (100 CP)
A crystal ball that allows you to monitor anyone without being detected. You can see what the person is doing through the ball, as if it were a live stream.

Summoning Spell (200 CP)
It looks like a card at first glance, but when activated, it summons a creature with a power level of 10,000. Once summoned, it will obey all your commands until it fulfills its objective or is destroyed. You can summon it as many times as you like.

Demon King Airship (200 CP)
A ship that can magically levitate and sail through the skies. Protected by a thick layer of steel, this means of transport operates with magic and can carry up to 500 crew members.

Kaizer Research (400 CP)
All the research that allows you to force the evolution of monsters into Kaiser (Emperor) and Grand Kaiser. These are just the research steps, so you'll have to work to assemble the equipment and find the ingredients to generate these calamities.
The research will provide specific details; you'll just need to follow the instructions step by step to have your elite warriors under your command.

Emperor's Potion (400 CP)
You have five of these potions (which will be replenished at the start of a new jump). When poured on any monster, they will grant it intelligence, evolving it into a more powerful, thinking being. Like all monsters of this category, they will control members of their species who are inferior to them, potentially forcing them into a more powerful evolution (though not to the level of an emperor).
Monsters affected by your potion will obey and be loyal to you, allowing you to give them orders to achieve your objectives. Furthermore, these monsters can continue to evolve, becoming stronger, but this will depend on them and the circumstances.

Army (600 CP)
Your army of one hundred thousand monsters is under your control. Obedient, loyal, and fearless soldiers who will fight to the end. There will be a wide variety of races, the majority

being the most common, with other, more powerful races in the minority. You will also have some Kaiser monsters in your ranks who will be the commanders of your army; there will even be ten at the Grand Kaiser level, with a Combat Power of 1,000,000.
All will be considered followers, and you can customize your army to your liking, while still adhering to the theme of a Demon King's army.

Cloning Capsule (600 CP)
A capsule that can contain a three-meter-tall giant, you can store DNA within it, allowing you to clone the person. They will retain their power and memories from before, allowing you to command an army of elite soldiers.
You will receive 12 of these capsules, with a cloning time of one month. Unfortunately, you will not be able to clone powerful beings like the Demon King or beings who have achieved godhood like Tomoya Sadoshima.

Sections

Cheat Skill Section

Your broken skill; you can customize it however you like and create the one you like best or that suits your style. Take +1200 SP (Skill Points) for you to use at your discretion. You may gain further SP by exchanging your CP for SP at a 1:2 ratio.
To be clear, you won't start out as a god on earth who can destroy the world with your skill; you can be creative, but do it reasonably.

Name (Free)
Your broken ability name should be cool and unique, so get creative and come up with the coolest name in the world. If you prefer not to choose, a fitting name that matches your tastes and preferences will be automatically assigned.

Import (Free)
Import any power or ability you want; it will benefit from all the options you purchase here. No Perk allowed.

Type (Free)
Do you want your ability to focus on supporting your allies, boosting your stats, or being a powerful attacker? You can choose the type of ability: Support, DPS, Tank, etc.

Source (Free)
You can choose the type of energy that will be the cost to use your ability; it can be mana, ki, etc. The activation time will be zero, so there will be no cooldown.

Intuitive (Free)
You know how to use your ability, as its operation is very intuitive (for you). You understand your ability and know how to use it, as well as its weaknesses and limitations.

Manual/Automatic (Free)
You can choose to have your skill activated automatically or manually. Or you can choose both and toggle manual mode on and off as you wish.

Elemental (50 SP)
Your ability is related to an element; it can be fire, earth, air, water, lightning, light, or darkness.

Manipulation (50 SP)
Your ability allows you to control and manipulate an element or object. This could be people, body parts (your own or someone else's), the senses, objects, etc. Depending on what you purchased in this section, you will be able to manipulate it freely.

Transformation (50 SP)
Your ability allows you to transform into anything—a monster, person, object, etc. But you'll only have the appearance; if you want to gain abilities, you'll have to purchase additional options.

Attribute Buff (50 SP)
Your skill allows you to significantly increase one or two specific stats. You can increase your strength, or your intelligence, etc.

Range (50 SP)
You can choose whether your ability has short, medium, or long range. You can also choose the number of targets you can affect with your ability.

Buff/Debuff (50 SP)
Your ability allows you to increase the stats of your allies or yourself, and also decrease the stats of your enemies. This can also be applied to items, monsters, etc. You can be selective in choosing whose stats you increase or decrease.

Bound (100 SP)
Your ability allows you to forge a connection with your targets (whether allies or enemies). This could involve sharing senses, forming contracts, sharing skills, and so on. The connection must arise from an action such as making contracts, naming, etc. This will allow you to be linked to the other party or parties, whether they are people, beasts, objects, or beings..

Versatile (100 SP)
Your ability is versatile; it can be support, DPS, tank, etc. Its range can also be broad, allowing you to master many elements, all your stats, etc. Basically, your ability won't be limited to a single aspect, and you can enter creative mode when creating it (taking into account all the options you purchased in this section).

Exchange (100 SP)
Your ability allows you to obtain or give something in exchange for a price, whether it's energy (like mana), a material object (like money), or some other resource gained by performing certain actions (like karma points for good deeds). This also applies when you share your ability with others or give them something or some temporary benefit. If you don't have the means to pay, the ability won't activate, but if the other party doesn't have the means to compensate, you can activate it, but you will both become debtors, obligated to pay the amount owed with interest or provide something else of equivalent value.

Ego (100 SP - Free if you purchase “Support System”)
Your skill has its own ego and personality, allowing you to customize it to your liking (both its character and appearance). This will make it easier to use your skill, even when multitasking. It will also support you in analyzing, reasoning, understanding, and deducing problems and finding solutions (basically an AI that is loyal to you, but more sophisticated).

Materialization (100 SP)

Your ability allows you to materialize objects or beings. Even replicate them. Of course, the greater the complexity, the greater the cost.

Command (100 SP)
Your ability allows you to give orders and communicate with other people, beasts, beings, and even objects. They will obey your orders or fulfill your requests (depending on your relationship with them).

Creation/Modification/Destruction (200 SP)
Your ability allows you to create, modify, and destroy any object you desire. Unlike materialization, you cannot use it on something that doesn't exist, but only on something that does.

Enhance (200 SP)
Your ability allows you to enhance objects, beasts, people, and even beings. This can be through increased power, improved skills, or by granting other benefits.

Parasite (200 SP)
Your ability will implant itself in your targets like a parasite within the host. It doesn't have to be your actual ability; perhaps some effect or consequence of it will implant, as long as you retain your ability. If you wish, you can be the parasite yourself and infect the host (for better or for worse).

Transmutation (200 SP)
Your ability allows you to transmute the properties of things, whether it's changes in state, elements, effects, etc. Don't get confused; it's not a modification, it's more of a complete change.

Permanent (200 SP)
The effects of your ability are permanent, unless you choose to deactivate them. Once activated, its effect will remain active until you deactivate it. Of course, you won't need to spend mana or any other resource to keep the ability active.

Fusión/Separate (200 SP)
Your ability allows you to merge and separate objects, people, beasts, or beings. Depending on the options you've purchased in this section, you can create a powerful combination or separate evil spirits from the bodies they possess.

It affects…. (400 SP)
Your ability can affect not only the tangible, but also the intangible and conceptual. Be it physical objects, magic, skills, or concepts.

Evolution (400 SP)
Your ability can evolve or advance to a higher rank for any person, object, beast, being, etc. But you will need other options to complement it, and when you evolve or advance in rank, these can continue to improve (when they evolve, it's like returning to level 1 but in a more powerful class or being).

Rejection of Damage (400 SP)
When you activate and use your ability, it cannot be interrupted, and any damage to you will be negated during its activation.

Growth (400 SP)
Your ability can become more powerful, adapting to your power level and increasing with each development. Of course, there will be requirements, such as reaching a certain level or performing specific actions. This will be complemented by other options in this section.

Usurp/Copy/Seal (400 SP)
Your ability allows you to Usurp, Copy, or Seal any ability, stat, experience (XP), or power of your target. However, certain requirements must be met before you can do so. You can choose all three options, but they have different requirements. Stealing is the broadest but has the strictest requirements, while Copying and Sealing are less restricted.

Gamer Power (400 SP - 200 SP if you purchase “Support System”)
This option allows you to purchase items in the "Gamer Power" section to customize your gaming skills. Of all the options in this section, this is the only standalone one that doesn't require the other options as a complement, although you can purchase and use them to enhance this one.

Gamer Power Section

Take +3000 GP (Gamer Points) for you to use at your discretion. You may gain further GP by exchanging your CP for GP at a 1:2 ratio. Each option you purchase in this section affects the other options you purchased in the same section, so the benefit of one may give you another benefit from another option you purchased.

Window (Free)
The famous window that shows all the information of a person related to the System. Shows all the Level information, Attributes, Skills, and everything you will buy in this section.
It is only visible to the user
The user can also open the window and close it as many times as he wants, and every command he makes can be done by thought.
The design of the window is at your discretion, so you can replace the usual blue color with a red one.

Integration (Free - Only Jumper)
If you had previous jump systems, such as Danmachi's Falna or any system from Isekai Jump or others, you can integrate it into this system. You will be able to use this option in future jumps.

Gamer’s Mind (Free - Only Jumper)
Like an avatar in a video game, you are immune to anything that affects your mind, whether from internal causes (mental problems, depression, etc.) or external ones (mind control, substances, mind reading, etc.). As an added bonus, you have great emotional self-control, preventing you from losing your judgment or concentration due to feelings, and always

allowing you to think things through calmly. Also, it is impossible for your abilities to be stolen or degraded by external causes (other than by your own volition), so you are not at risk of losing them.

Gamer's Body (Free - Only Jumper)
You possess the durable physiology of a video game character: your body's functionality remains unimpaired regardless of injury, and while stamina depletion is possible, a thirty-minute rest fully restores you without the need for sleep or sustenance. Moreover, you can instantaneously fall asleep, and a minimum of six hours of rest provides complete healing and rejuvenation, effectively removing all negative status effects, including illness, paralysis, and even limb loss, while also making using the bathroom entirely optional. Finally, you have the ability to prevent yourself from physically aging once you reach your preferred maturity, ensuring perpetual youth at the age you choose.
As an extra, when consuming food or any object with properties, you can benefit from them, such as eating a sandwich and recovering 10% of your HP.

MP (Free)
MP (Magic Points or Mana Points) quantifies your available magical power, but its utility extends beyond traditional magic, as it can substitute for any internal supernatural resource—such as mana, ki, psionic energy, or soul power—to fuel abilities requiring such energy. If you already possess an internal supernatural resource, that amount will be factored into your total MP calculation, which is a required resource for using certain skills and will automatically recover over time when depleted.
If you've purchased Gamer's Body, then depleted MP will recover completely after six hours' sleep.
If you've purchased Level System , then when you level up, your MP is restored to full, and its max amount is increased.

HP (Free)
Your physical health is quantified by HP (Health Points), which is at maximum when you are unharmed and depletes as you take damage, resulting in death if it reaches zero. Fortunately, depleted HP will automatically recover over time, and as an added ability, you can visually perceive the HP status of other individuals displayed floating directly above their heads.
If you've purchased Gamer's Body, any injury you sustain, even a lethal one, is instantly repaired as long as you maintain sufficient HP. Furthermore, reaching zero HP no longer results in immediate death; instead, if your HP is fully depleted (with any excess damage bleeding over), the instant regeneration feature temporarily ceases for sixty seconds, after which your HP begins to recover naturally, achieving full restoration after six hours of sleep.
If you've purchased Level System, then when you level up, your HP is restored to full and its max amount is increased.

Uncapped (Free)
Limit, what is that? Unless the option explicitly states otherwise, you can increase any of the options in this section through training or other means.

Miscellaneous Settings (Free - Only Jumper)
Common options in a video game that are minor include first- or third-person view (far or close), subtitles, a camera to take photos or record to make videos, background music, and you can even change your appearance as long as they are minor changes (hair color, eyes, skin, hairstyle, etc.).

Journal (Free - Only Jumper)
A section containing notes and detailed information on various important topics. This may be related to several of the options you purchased in this section.
If you purchased Minimap, there will be notes related to the places you've previously visited, highlighting important locations and those of interest to you.
If you purchased Quest, there will be notes on past and current quests, linked so that any important information can be integrated into your notebook.
If you purchased Observe, the skill will be linked to your notes, containing the complete information you've gathered.

Level System (Free)
You will start at level 1 but can level up by gaining experience points. These experience points can be acquired when you defeat or kill an opponent. In the case of defeating a person, it does not have to be in a fight; it can be by defeating him in a game of chess, in a race, etc. The number of people or beings you defeat and kill in group confrontations will gain experience for each one you defeat or kill.
Like any level system, the higher the level, the more difficult it will be to raise it. Another clarification is that simpler challenges will give you little experience points, while extremely difficult challenges will give you a large amount of experience. So it won't be easy to level up.
When you level up, you are completely and totally healed and rejuvenated. You can see a person’s level to know how strong they are.

Stats System (Free)
A statistical measurement of your attributes. The basic statistics will be Strength, which encompasses the weight you can lift and your physical attacks. Intelligence that will be related to your intellect, everything related to IQ; it can also be related to magical attributes such as the amount of Magic Points or Mana Points (X10). Wisdom, that will increase your mana regeneration or magical regeneration. Dexterity will encompass speed, agility, and everything related to mobility. Vitality will be related to Health Points (X10) and recovery of Health Points. Resistencia, related to your defense and the damage you can withstand or reduce. Luck, this will be related to luck, meaning that fate will be more on your side. Charisma, related to your social and beauty.
To increase these statistics, you will need to do training that is related to its nature. An example is if you lift weights, it will increase your strength. If you study a lot, your intelligence will increase. You are free to choose which type of training increases one or more attributes, but try to be consistent with the choice. But it does not mean that increasing statistics is easy; the higher an attribute is, the more difficult it will be to increase it, so lifting weights every day will not make you increase your Strength every day.
Another advantage is that these statistics can increase each time you level up, gaining 10 points to use on the attributes you want.

Unlike the limit that the Level System has, the attributes will not have a fixed limit, but they will have a Soft-Cap, so it will not be easy to have an intelligence of 9999.
If you purchased the Skill system, for every 50 stat points, you will obtain a skill related to that stat, such as super strength in the case of Strength.

Skill System (Free)
There are skills that have different effects. This can encompass different types such as support, attack, defense, etc. But if there is something they have in common, it is that they are all of the Active type. Also, the power or effectiveness of these skills can be related to the number of points you have in an attribute; for example, the strong fist skill will have damage equivalent to 50% of your strength.
To acquire a skill, you will have to train or do a relevant action in order to obtain it. For example, if you do several kicks, you will get the skill "Kick". How many skills a person can have is unlimited.
These skills, when acquired, will be at Level 1, but by training and using them constantly, you can gain experience points to level up. Each time the level is raised, it will increase its efficiency, such as reducing the cost of Magic Points, reducing its use time, increasing the percentage of its power, etc. The maximum level will be 100.
When you reach level 100 in a skill, you can evolve it into a more powerful skill, increasing its power, as well as gaining some extra benefits. For example, if you evolve the level 100 "Kick" skill to "Powerful Kick", this as an extra effect can cause a momentary fainting to the opponent when the skill is used against them.
Finally, these skills can be separated into categories or types. You are free to organize it however you want.
You can also create skills by taking tests or trying to combine two or more skills.
Also, this option incorporates Passive Skills into the system, those that do not consume MP and are permanently activated. These Skills grant advantages to the user; for example, the "Low Fire Resistance" skill will allow the user to resist 5% of a Fire attribute attack.
These Passive Skills can vary depending on how many Passive Skills there are, and the user will not have a limit on how many Passive Skills they can have.
Passive Skills can be obtained in different ways; you can obtain them if you get certain classes, or if you evolve into a certain species, etc. You can be creative.
The Passive Skills do not have levels, but you can access more powerful Passive Skills if you meet certain requirements. For example, if the user has the "Low Fire Resistance" skill and the "Mage" class, if the user manages to promote to "Fire Mage", its "Low Fire Resistance" skill will transform into "Fire Resistance" which will allow the user to resist 10% of a Fire attribute attack. You are free to be creative in how these skills evolve.

Attribute (Free)
You can assign attributes to yourself, objects, abilities, your enemies, etc. Each attribute will have its effectiveness against others, its resistance, weakness, null attack, and normal damage or resistance (like types in Pokémon).

Scoring System (Free)
Any action, creation, etc; you perform will be evaluated on a scale from F to SSS, with F being the lowest grade and SSS the highest. Depending on your grade, you will receive a bonus or extra reward beyond what you would normally receive.

Tutorial (Free - Only Jumper)
The classic tutorial provides guidance and assistance in understanding each of your abilities, not only in this section but also your Perks, Powers, Items, etc.
The instructions will be easy to understand, explaining in detail how to use them. Don't confuse this with mastery; it's more of a guide or aid.

Streaming (Free)
You can broadcast your adventures (or what you're doing) live to everyone in your Party or Faction (if you purchased the options). You can control the streaming as you wish, and even receive gifts from those who stream through the system.

Titles (25 GP)
This option incorporates the Title System into your system; these Titles can be acquired by achieving different tasks or overcoming different challenges. These Titles could be either unique or generic; for example, a unique title can be "The First Hero" and a generic title like "Hero" can be obtained by several people who meet the requirements to obtain that title. These titles will grant different advantages when obtained, such as increased statistics, skills, specific classes, etc. Depending on the difficulty of the achievement, the higher the difficulty, the more advantageous, powerful, or unique the reward will be.
You can obtain as many titles as one can achieve, so there is no limit.

Equipment (25 GP)
Any clothing, accessory, armor, and anything else wearable can be equipped through this window. Each piece will be divided into torso, head, hands, feet, pants, rings, earrings, pendant, and cape. Equipped items automatically resize themselves to fit you perfectly.
If you purchased stats, each piece will have its own set of stats.
If you purchased attributes, each piece will have an assigned attribute or type.

Classification (25 GP)
Your system will have a rating or rank across several options in this section. You can have just one rating or several (one per option). The rating or rank can be the classic F to S, Beginner to Master, etc. The higher the rank or category, the more powerful or effective it will be.
Depending on the purchases you made in this section, these ratings may influence items, skills, etc.

Combo (25 GP)
You can perform a chain of attacks, up to 10 consecutively. Each hit or damage you inflict will increase the previous hit by 10%, with the final attack being boosted by 100% in addition to the previous bonuses.

Inventory (25 GP)
Your own infinite-dimensional space where you can store your things. Inside this space, everything stored will be in a state of suspended animation, or not flow within it. If you stored a hot pizza, you can take it out whenever you want, and it will be in the same state as when you stored it, unspoiled and freshly made.

You cannot store living beings, or things attached to the ground. You can divide your inventory into sections to make searching easier; inventory items will also be in separate spaces, preventing them from interacting with each other.
If you purchased the Drop option, all the loot will appear in your inventory.
If you purchased the Equipment option, you can equip items from your inventory directly.

Secondary Life Bar (25 GP - Necessary HP)
You will have a secondary health bar in addition to your HP, with the same amount. All damage you receive will first reduce this bar; when it reaches 0, damage will then affect your main health bar.

Minimap (25 GP)
You can access a map interface (either 2D or 3D) where you can see everything around you. This map will be very detailed and accurate, showing roads, buildings, etc. You can also zoom in on the image to see in more detail, as well as zoom out to see the territory. There will be a map for each place you visit, including buildings, dungeons, etc. Each map generated will be saved in the system. You can mark important places on the map, to have them as a reference.
If you purchased the Threat Cursors option, you can identify beings around you that are in the range shown on the map. Depending on whether they are enemies, allies, who have murderous intentions, or are neutral, these will be identified as points with a color (whichever you choose).

Threat Cursors (25 GP)
You can identify dangerous and more powerful opponents than yourself. Depending on the options you purchased, this section will take into account levels, statistics, etc. If you purchased the Observe option, you can see information about the threat level that person or being represents.

Observe (25 GP)
A very useful ability, it allows you to see the information of the target (be it a person, object, or being). Depending on the options you have purchased in this section, you will be able to see the information of the aforementioned, as well as others such as age, gender, etc.
If you purchased the Classification option, Skill System and Levels System, you can increase the power of this ability, making it easier to improve, being able to obtain information from beings that can distort or block the use of this ability in them.

Skill Books (25 GP - Required “Skill System”)
These can be books, digital repositories, etc. By interacting with them, you can learn their content, provided it involves a skill or knowledge that can be applied practically, thus acquiring the necessary abilities. You'll gain a basic, novice level of knowledge, but you can improve it through training, practice, or other means, increasing your mastery.
This method is ineffective if the content is hypothetical. In some cases, you may need to meet certain requirements to learn skills using this method.

Traits (25 GP)
These are advantages that are not classified as Passive Skills, such as talents, charisma that affects a certain group (like greater sympathy towards vampires), etc. They don't have levels, and their effectiveness cannot be increased. Traits that can be useful.
Depending on the options you purchased in this section, you can obtain related traits.

Drops (25 GP)
When you defeat or kill something, it will drop items that you can loot. Depending on how powerful your opponent is, the item will be rarer and more useful. The items can vary and include money, mundane items, special items, weapons, etc.
If you purchased the Skill Book option, you can obtain these items by defeating these opponents.

Quest (25 GP)
Quests are missions or objectives that you must complete. In return, you will receive rewards proportional to the quest's difficulty. These can be accepted or declined, so they are not mandatory. Failing a quest will not result in a penalty from the system. You can undertake several quests at once, but some may have a time limit or require you to complete others before accessing a new quest.
If you purchased the Journal, you will receive quest instructions, as well as helpful tips to assist you.
If you purchased the Mini-Map, the map will show you the quest's location, as well as other places you will need to visit to complete it.
If you purchased Levels, you will receive experience points as a reward, proportional to the quest's difficulty.
If you purchased Traits, you may receive some related to the quest as a reward.
If you purchased Titles, you may receive one or more titles related to the quest. If you purchased Skill Books, you will be able to receive Skill Books upon completing quests.

Daily Tasks (25 GP - Required “Quest”)
Each day you'll have the option to complete a quest. Its difficulty shouldn't be too challenging. Upon completion, you'll receive a reward.
If you purchased Attributes, you'll receive three points to allocate as you wish.
If you purchased Levels, you'll receive the equivalent of 50% of your experience points to advance to the next level.
If you purchased Inventory, you'll receive a random but useful item as a reward (it won't be anything rare or powerful, just useful items like potions, food, etc.).

Sub-Stats (25 GP - Required “Stats System”)
You can include substats related to your statistics. Each stat will also have its sub-stats; for example, Luck will influence Critical Damage, increasing the chance of critical damage and increasing the critical damage you can do. Wisdom will have a sub-stat like Magic Defense, or Intelligence will have the sub-stat of Magic Attack. Dexterity will also have the sub-stat of Attack Speed. Charisma can have sub-stats like Leadership, Diplomacy, Charm, Loyalty, etc. You can customize this to your liking. Keep in mind that each stat point will increase the substat point by 0.5.

Challenge Mode (25 GP - Required “Quest” and “Instant Dungeons”)
This option allows you to enter a separate dimension within your ID to complete various challenges. There are different types of challenges, each with a time limit. Challenges include Protect, where you must protect a target from an attack by multiple opponents; Horde, where you must fight and defeat multiple enemies; Deal a large amount of damage; or fight powerful monsters or enemies like a Boss Fight (and meet certain victory conditions). Other challenges include defeating enemies in specific ways or using one or more abilities in specific ways.
The challenges are varied, so you can choose from a wide selection. Of course, depending on the options you purchased in this section, you can obtain rewards, titles, and more.

Max Attack (50 GP - Requires “Skill System”)
A bar that fills by 1/5 for every hit you receive or block. When full, you can choose one of your preset skills (up to 10) to triple its power and effectiveness. This can be an attack, a support skill, or anything else you can think of. Once used, the bar will empty.

Relationships (50 GP)
You will be able to see, on a scale from -100 (lowest) to 100 (highest), the strength of your relationship with a person or being. Your actions and interactions can earn you negative or positive points, improving or worsening your relationship with that person. Once you reach up to 100, that relationship will be permanent, so no matter what you do, the bar will not decrease. There will be different types of relationships, such as love, friendship, submission, rivalry, etc. It will be up to you to increase or decrease those numbers.
Upon reaching level 100 with someone, you can obtain skills, traits, items, stat points, achievements, or titles, depending on the options you have purchased in this section.

Reputation (50 GP)
This option is more focused on groups or factions, with values ranging from -100 to 100. Depending on your actions, you can increase or decrease this number. This depends on your relationships with those factions; if you have a good relationship, you can gain advantages from them, such as items, protection, etc. If your relationship is bad, you will be their enemy.
Upon reaching level 100 with some faction or group, you can obtain skills, traits, items, stat points, achievements, or titles, depending on the options you have purchased in this section.

Karma (50 GP)
This option will enable the karma system, which is the classic D&D alignment system. Each alignment will have a distinct ideology, with good, neutral, and evil tendencies. Your actions will define which alignment you fall into. There will be a rating from -1000 to 1000, with 1000 being Lawful Good and -1000 being Chaotic Evil.
If you purchased Observe, you will be able to see people's alignments.
If you purchased Relationships, people more aligned with your alignment will start with positive relationships.
If you purchased Reputation, factions with your alignment will be more likely to see you as an ally.
If you purchased Skill System, there will be skills that are enhanced depending on your alignment.

Choices (50 GP - Only Jumper)
In certain situations where you have to make important choices, a window will appear where you can choose which decision to make. Each decision will have its consequences, good or bad. If you purchased any of the options, such as Relationships, Reputation, and Karma, these decisions will influence those variables, potentially affecting their meter or value.

Instant Dungeons (50 GP)
You possess the ability to enter and exit 'IDs,' or Instant Dungeons, at will, with the understanding that you are either creating these spaces or simply gaining access to naturally existing ones. By default, IDs are barren, exact reflections of the real world; entry and exit occur at the same corresponding real-world location. You can bring consenting individuals into the ID, and upon your departure, everyone you brought in will automatically return to the real world with you.
Through dedicated practice, you can significantly enhance the functionality of these IDs. You gain the capacity to generate non-sapient monsters for combat training, progressively increasing their power level as your proficiency grows, which may eventually culminate in a boss monster appearance. Further practice allows you to modify the ID's environment, creating new locales like forests, mountains, or classic fantasy-style dungeons. Ultimately, you can even manipulate the flow of time within the ID, causing it to pass faster than the real world, thereby enabling highly efficient training and skill development.

Pet System (50 GP - Required “Inventory”)
You can equip "Pets" in your equipment slot. These pets will be useful, such as attacking enemies, granting bonuses, serving as transportation, and so on. As part of your equipment, they will be treated as objects, not living beings, but rather as support. Each pet has a durability limit; if it reaches 0, the pet will disappear.

Minigames (50 GP - Only Jumper)
The classic side games, like card games, sports, or practicing a sport, etc. These aren't mandatory, but depending on the options you purchased in this section, they'll give you useful rewards (items, skills, experience points, stat points, etc.), as well as titles or achievements (if purchased) or increases in Relationships and Reputation. You can also receive quests to complete and earn rewards.

Achievements (50 GP)
Upon achieving a feat, the system will register it as an accomplishment. This will be rewarded depending on its difficulty. Rewards may include titles, skills, classes, experience points, stat points, traits, etc., depending on the options you purchased in this section.

Sim Mode (50 GP - Only Jumper)
If you purchased the Craft Menu and Build Menu options, this option allows you to modify anything you've created or built, as well as move them around. Think of it like the menu in The Sims, where you can move and rearrange objects, as well as modify them (both objects and terrain). You can also do all this inside, such as modifying rooms or structures. You cannot move buildings or houses to another location within the city or neighborhood; all of this can only be done within the property where the building or construction is located.
If you purchased the Store option, you can buy and sell items to modify, decorate, and build within the selected property or on the selected item.

Taming (50 GP)
By incapacitating beasts, creatures, or monsters, you can tame them and make them your familiars. You can also form a bond with another familiar. Familiars will be obedient and loyal to you, and as such, will be incapable of harming you and will not be hostile towards you. These familiars cannot be intelligent beings like humans or other sentient creatures. The limit for familiars is twelve (being considered as followers). You can give them orders through mental commands (telepathy) for them to carry out.
Depending on the options you purchased in this section, your familiars will have access to features such as the Leveling System, Stats System, etc. If you purchased the Evolution System, as they evolve into more powerful races, they will gain reasoning and intelligence on par with or surpassing that of the average human. Familiars can be released or replaced by others; if they die, they will leave an empty slot. Once released, they will lose access to the system, but will retain everything they gained.

Party (50 GP)
You can invite others to form a party, which cannot exceed ten people (including yourself). Once the group is created, they will be able to access the system and benefit from all the options you purchased in this section. Communication between members can be via text or audio message (as if they were on a call or in an online game), through a special screen. While they are members of the party, there is no risk of friendly fire, and any magic or support ability will go to the party members without needing to select targets, unless you choose to select specific members.
The distribution of experience points (if you purchased the option) will be equitable based on the work done by each member, although you have a guaranteed minimum of 20% of the experience for yourself, regardless of whether you did nothing and were a burden.

Skill Tree (50 GP - Required “Level System”)
You can access a skill tree, and depending on the options you purchased, this will grant you benefits as you invest points in them. For each level you gain, you'll get a point to spend in this skill tree. The options can be extensive, such as increasing a stat, enhancing a trait, unlocking a skill or class, boosting your familiars/equipment, etc. You can divide it into sections to separate these benefits.
You can customize this as you wish, choosing the classic Skill Tree, the Sphere Grid from Final Fantasy, the one from Albion Online, or any other that suits your preferences.

Safe Zones (50 GP)
You can designate safe zones at specific points in the city or wherever you are. The requirement is that these areas are your property. Fighting is prohibited in these zones, and these will not be targets of attacks or collateral damage. However, you can train and use your skills within these zones.

PVP (50 GP - Required “Instant Dungeons”)
You can trap one or more people or beings within your ID to fight (or compete) without interference from third parties. You will set the conditions, but they must not be abusive or give you unfair advantages, such as only you being able to attack. No one can leave the ID until the fight or competition is over. Everything that happens within the ID can be seen by third parties (if you so choose).

Another feature of this option is that upon defeating your opponents, you can claim their equipped items or items they were carrying when they entered the ID (such as consumables, non-equippable items, etc.). You can also claim other more conceptual things, such as their abilities, accumulated experience points, and any powers or skills they possess. All of this you obtain can be acquired for yourself or given to a member of your party, tamed beasts or faction (if you purchased the options). This does not apply to you, so if you lose you don't have to worry.

Link (50 GP - Required “Party”)
When you or members of your party have an affinity with each other (friendship, love, etc.), you can use a combined attack or special ability. This can be used by a minimum of two members and a maximum of five. As it is a special attack or ability, it will be enhanced, dealing damage by combining the attack power of both members and doubling their abilities. It can be an attack or a support, defense, or other type of ability. To accurately measure your affinity, a list of each party member and their affinity score will appear in your window, ranging from 0 to 100. To use this option, the minimum affinity required is 60.
If you purchased other options in this section, they will also be affected by this option

Hero System (100 GP - Only Jumper)
This option allows you to select people or intelligent beings to assign as Heroes or main units. A status window will display information about the selected Heroes, allowing you to level them up, assign stat points, and so on, as you see fit. Unlike Party members, these Heroes will not have control over their stats, levels, etc. You will have to manually assign and improve them, as well as equip them with items and weapons. There is no limit to the number of Heroes you can have, but unlike Party members, they cannot train with you. Instead, you will have to send them to train or give them resources from the Store, Gacha, Skill Book, Drops, etc., to increase their level, stats, and so on.
Depending on the options you have purchased, you can receive quests, obtain titles, earn achievements, and so on. Keep in mind that these are your subordinates and will be considered followers. These will start at level 1, but if you purchased Classification, the higher their rank or classification, the higher their stats will be, and they may have some abilities or traits.
If you purchased the Gacha option, you can obtain Heroes and summon them.

Dating Simulator (100 GP - Only Jumper)
This option lets you see the dialogues from your conversations with people. It also gives you several options, which are responses to questions or conversations with those people that you may freely pick. Each option will indicate whether it will add or subtract points from your relationship or reputation, allowing you to predict the impact your response will have.

Shop (100 GP)
Through your status window, you can access a shop where you can buy and sell various items, including options you've purchased in this section (experience points, stat points, classes, titles, traits, skill books, etc.). This section uses a unique currency that you can obtain by completing missions, achieving feats, completing minigames, using Gacha, or earning daily rewards. You can also obtain this currency by selling items from your inventory.

The price of items in this section will vary depending on the power or usefulness of what you buy. If you purchased the Classification option, the higher the rating or rank, the more expensive it will be.
If you purchased other options in this section, they will also be affected by this option

Craft Menu (100 GP)
You can use resources to create items, weapons, materials, potions, etc.; or improve them if you purchased them, depending on the options you bought in this upgrade, such as Options and Advantages, Classification, etc.
You can also dismantle items to separate them into their raw materials.
If you purchased the Inventory option, you can select resources from it and store your creations there.
If you purchased other options in this section, they will also be affected by this option

Build Menu (100 GP - Only Jumper)
You can use resources to create buildings, structures, and facilities on any land you own. Their creation will be instantaneous, so the only cost will be the resources themselves.

Options and Advantages (100 GP - Required Craft Menu)
You can upgrade your weapons, equipment, and other items. For reference, consider all the options in the Cheat Set and Cheat Weapon sections. These upgrades will also depend on the options you purchased in this section, so if you want a weapon to have skills, you'll need to purchase the Skill System option.

Equipment Slots (100 GP - Required “Equipment” and “Inventory” - Only Jumper)
In addition to your inventory window, you'll have five extra slots for each piece. Equipping these slots will grant you all the benefits of the items they hold. Since items equipped in these slots are in a separate inventory space, you won't need to carry them; they'll remain in your inventory.
If you purchased the Sim Mode option, some furniture you have in a room you own will give you benefits such as stat increases, a bonus to experience gained, an increased probability of rare or specific class items being dropped by defeated enemies, etc.; depending on the options you purchased in this section.

Auto-Mode (100 GP)
You can activate this mode to make your body move on its own, becoming more efficient when using your abilities. In this mode, you can do things like train, fight, etc. The time it takes to activate this mode and when you finish what you're doing will feel like only a second has passed. The risk is that, being automatic, your body will move and act in the most efficient way, so if your allies are in danger and the best option is to flee, you'll run away, leaving them behind.

Gacha (100 GP - Required “Classification”)
Once every twelve hours, you can spin the gacha, with three attempts. Depending on the options you purchased, you can obtain skill books, classes, experience points, stat points, traits, money to spend in the store, more gacha spins, etc.
Your luck will depend on the rarity of the item. The good thing about this is that you won't get useless items; they'll always be useful.

Weapon System (100 GP)
If you like the Zanpakutō from the Bleach series or the Legendary Weapons from The Rising Of The Shield Hero, this option might interest you.
You have a weapon or tool that is linked to you. This link will be spiritual, so these will be connected to the soul of the users (in case it does not have a soul, it can be the consciousness if it is a sentient being). Being a spiritual link, the weapon could be materialized at will, as well as dematerialized. The cost to invoke or materialize them is zero, as is the cost of dematerializing them.
These weapons or tools will be compatible with some type of energy that predominates, as well as any element or similarity that has an affinity. For example, if you use Mana or Magic as a source of energy, the summoned weapon will be magical, and if you have an affinity for fire magic, the weapon will have the same affinity as the user, and may have fire attacks.
Another advantage of these weapons or tools is that they can evolve. These have levels starting at Level 1, and upon reaching Level 100, these can evolve into a higher-rank weapon. To level up these weapons or tools, you must combine them (or rather absorb them) with rare minerals, important parts of beasts (they can be Forest Wolves such as Red Dragons) or other existing weapons or tools to increase their potential and statistics.
Depending on the material supplied, this weapon or tool could specialize in some aspect; for example, a sword that absorbs several fire stones could be converted into a fire-resistant sword as well as one that can launch bursts of fire at your opponent. You can be creative with combinations, but the higher the rank of the weapon, the more materials, weapons, or tools will be needed for it to evolve. It is the same for skills; for a weapon to have skills, it will be necessary for it to absorb many materials, weapons, or tools to acquire them, it being normal for it to gain a skill every ten levels or, in rare cases, when the material it absorbs is so powerful or rare that it can obtain one or more skills. In some cases, to have a certain skill, there will be conditions to acquire it, so the more specialized the weapon or tool is in an area or element, the more powerful its skills will be. So it is not a good idea to make a sword compatible with several elements, and it is better to specialize it with one or two elements at most.
These weapons, being part of their user, can be destroyed but will be repaired automatically, but it will be necessary for the user to use MP for the process. Depending on the amount of MP necessary for their repair, it will be faster if they use the MP necessary at the moment or slower if they use little by little to reach that amount. Also take into account the power and quality of the weapon or tool; if it is very powerful, a lot of MP will be needed; if it is one that is in its first stage, the amount will be minimal.
By evolving to a superior weapon as soon as it levels up, this weapon or tool will start out as a simple one, so it will not be possible for someone to start with a legendary weapon that can defeat 90% of the beings that inhabit your empire. The more levels and evolutions the weapon or tool has experienced, the more powerful it will become.
These weapons can only be used by the user, nor can they be stolen, but they can be sealed or temporarily disabled if a skill that allows it is used. The user can only have one weapon or tool.
These upgrades will also depend on the options you purchased in this section. If you purchased other options in this section, they will also be affected by this option.

Partner System (100 GP)
Would you like to have your own Kurama, or your own Stand?

This option allows the user to have his own partner to fight alongside him and protect him. This being will live within the user, or rather will be connected to the user; it can be a spiritual connection or through another means that you choose. Being connected to you, you can invoke or materialize it when you need it, as well as dematerialize it. The cost is zero, being part of you.
These partners will at first be normal animals or very weak fantastic beasts, but they can evolve to become more powerful beings.
These partners will be affected by the type of energy that predominates, as well as those related to it. For example, if you have a Wolf partner, and you use mana or magical energy, this wolf will be a magical being. If the user specializes in water magic, this wolf will specialize in that same magic, since it is linked to the user.
This partner will have levels, starting at Level 1, being able to level up to Level 100, where he can evolve into a more powerful being. To gain experience to level up, you will have to defeat or kill opponents in battles. The more powerful they are, the more experience they will give. The user will be able to share the experience gained with his or her partner, the distribution being at the discretion of the user. Their evolution is linked to their species or characteristics of these partners; for example, a lizard that has an affinity for fire can evolve into a Fire Salamander.
These partners will also be able to gain skills; every ten levels they will be able to acquire a skill. These abilities will be closely related to the nature of this partner, so a fire wolf will have abilities related to fire and others related to its species, such as roaring or attacks with its claws.
These partners cannot be killed unless they kill you. But if they are wounded, causing them to be very badly wounded, they will dematerialize. You will need to use MP for them to recover, so if these companions are powerful beings, a large amount of MP will be needed for them to recover. If you have the necessary amount, they will recover instantly; if you do not have enough MP, the recovery will be slow until that amount is reached.
But if all this doesn't convince you, the main advantage of this option allows the user to temporarily merge with their partner. Thanks to this, the user can combine their statistics with their partner’s, as well as obtain their abilities while they are fused. This fusion is not something that is easy to achieve, so someone of level 1 with a partner of the same level will find it impossible to achieve it. Depending on the bond they both have, as well as the training they do and the amount of MP you have, the fusion could be maintained for a month.
These partners are loyal only to the user; they cannot be stolen, but they can be temporarily disabled if a skill that allows it is used. The user can only have one partner.
These upgrades will also depend on the options you purchased in this section. If you purchased other options in this section, they will also be affected by this option.

Classes System (100 GP - Required “Level System”)
With this option, your system will have the Classes System incorporated. The classic system where the user can acquire different classes to specialize in an area or become stronger. As an example, classes could be named Warrior, Mage, etc.
These classes will be varied, but if they have something in common, it is that when the user reaches Level 100 in one of these, he can be promoted to a more powerful class, starting at Level 1 in that class. For example, a Level 100 "Warrior" can advance to "Great Warrior" Level 1, a more powerful class, without losing the attributes or skills previously gained with his "Warrior" class.

Depending on the type of class, when leveling up, they will increase certain stats that are related to it; for example, the warrior class will increase the stats of Strength and Vitality when leveling up.
Another advantage is that each class could offer different skills when leveling up or acquiring that class. For example, if a user acquires the Warrior class, he will obtain the skills "Resistant Body" which will increase his Vitality for a short period, and "Strength Increase" which will increase his Strength for a short period. At Level 30 you can acquire the "Intimidation" skill, which will cause your opponents to enter a state of confusion for 1 minute.
Some classes will have very complex requirements to be able to acquire them; for example, if your system has the Evolution System incorporated, some classes can only be obtained if you manage to evolve to a certain stage. Another condition could be having a certain class or other requirement. You are free to choose the requirements for each class you imagine.
The user has a limit on 10 classes they can be active at the same time. Increasing to one additional every 10 levels.
Experience points for leveling up can be distributed among each class of your choice, so it's important to choose which class you want to level up.
If you wish, you can divide each Class-Advance into twelve phases: Novice, Intermediate, Advanced, Expert, Master, Great, Lord, Arch, King, Emperator, Legendary, God.
These upgrades will also depend on the options you purchased in this section. If you purchased other options in this section, they will also be affected by this option.

Evolution System (100 GP - Required “Level System”)
This option allows the user to evolve into a more powerful species when they reach Level 100. For example, a Level 100 Goblin will be able to evolve into a Level 1 Hobgoblin.
These evolutions will have the advantage of a great increase in attributes, as well as being able to access different Skills and other things that could increase the power of the user.
Another advantage is that it eliminates the natural weaknesses that the previous stage had, so if a "Vampire" evolves into a "Noble Vampire", it will lose its weakness to sunlight or will be more resistant to blessed objects.
The number of stages in a species' evolutionary chain is at your discretion, but keep in mind that weak species like Goblins will have several stages, while powerful beings like Dragons will have two or three stages at most.
You can also incorporate different variants for an evolutionary stage; for example, a "Slime" that has fire attributes or that has adapted to an environment where there are volcanoes, can evolve into a "Fire Slime", acquiring skills related to that type. The requirements for it to evolve into a variant are at your discretion, so you can be as creative as you want.
Those who are hybrids of two or more races can choose to evolve to one of the stages of the races they have, to evolve to a variant of a race, or to evolve to a new species. Your creativity is the limit.
Experience points for leveling up can be distributed for your race.
These upgrades will also depend on the options you purchased in this section. If you purchased other options in this section, they will also be affected by this option.

Card/Rune System (100 GP - Required “Stats System”)

This option will give you two systems. The first is the card system. By equipping these cards (up to a maximum of hundred), will increase some of your stats by 1%, depending on the type of card you have. Each card represents one stat. If you purchased the Options and Advantages option, Skills System and Levels System, you can upgrade the cards from level 1 to its maximum level 100, allowing a single card to have power the benefits (up to a maximum of 100% of increase in statistics and other benefits include increasing the power of certain skills such as fire magic, combat skills, etc.). Apart from the increase in statistics, it provides an additional effect for every ten levels, with a maximum of 10..
The rune system, like the previous one, will have a maximum of hundred runes to equip. These runes will also have the advantages of the cards.
If you purchased the Drop, Gacha, or Store option, you can obtain cards or runes by buying them, through the gacha, or as drops from defeated opponents. If you purchased the Quest option, you can earn them as rewards.
If you purchased other options in this section, they will also be affected by this option.

Bloodline (100 GP)
This option allows you to acquire the famous Bloodlines. You can choose any type of mythical beast, such as Dragons, Phoenixes, etc. This option grants you the benefits of these races, such as elemental power and increased magical and physical power if you choose the Dragon Bloodline, as well as intrinsic or unique abilities of the species. It also allows you to temporarily transform into the beast, increasing your power. You can also summon a projection of the chosen beast to intimidate your opponents or boost the morale of your allies.
Depending on the options you purchased in this section, you can increase the power of this option by leveling up the Bloodline and increasing certain stats that represent it. You can also evolve the Bloodline into a higher form of the beast you have, evolving from Dragon to Ancient Dragon or to a higher element or several.
Depending on the options you purchased in this section, you can obtain various benefits that will affect this option.
You can apply these benefits to any familiars you've tamed, as well as your Heroes. If you purchased the Faction option, you can share this with your Faction members (yours followers and Companions).
You can only choose one Bloodline. For reference, consult the manhua that mentions this.

Boss Monsters (100 GP - Required “Instant Dungeons”)
In each ID you enter and face the creatures there, more powerful monsters will appear, known as Boss Monsters. These monsters are special variants of the monsters that appear in the ID, possessing powerful abilities and high stats.
There will be different types of these variants: those that appear in specific areas, sub-bosses, final bosses and hidden bosses. The reward for defeating them will be much greater than what you would obtain from normal monsters. Once defeated, you can consider that you have completed the ID you summoned.
The disadvantage is that once you start the fight with these monsters, you will not be able to leave the ID until you kill them or they kill you.

Depending on the options you purchased in this section, you can obtain various benefits that will affect this option.

Extra Life (200 GP - Only Jumper)
The classic 1-Up. It will appear in your status window as a heart symbol. If you die, the heart will be removed and the attack will be canceled, allowing you to continue. You can use it once every jump or every ten years, whichever comes first.

Puzzle (200 GP)
With this option, you can turn situations or challenges into puzzles. Whether it's a date or an investigation, even situations where you're trapped or find no solution will become a puzzle, creating a solution and allowing you to escape.
Like any puzzle, you'll have some help. If you purchased the Mini-Map, it will mark the puzzle's location. If you purchased the Journal, it will give you tips for solving the puzzle. If you purchased the Gacha or Store, you can buy or obtain special items that will give you the solution to any puzzle.
Also, by solving puzzles, you can earn Titles or Achievements. You can even gain stat points (like intelligence or wisdom) by solving puzzles.

Collectibles (200 GP - Only Jumper)
With this option, you'll find useful items scattered around the map or your current location. These items are only visible to you. Depending on the options you purchase in this section, they can be consumable items, equippable items, and so on. The items you find will appear brand new and unused; even if you find a potion, it will be full, and there will be no signs that it has been opened.
If you purchased Sim Mode, you can find collectible items to decorate your house or room. If you purchased Titles or Achievements, you can earn titles or achievements for finding specific collectibles or completing a collection.
If you purchased Quests, you will have missions related to these items.
Depending on the options you purchased, you can receive rewards for finding these items, or you can purchase them or receive them as rewards.

Character Selection (200 GP - Only Jumper)
The system will allow you to use other avatars besides your main avatar. These avatars will have all the benefits of this section (unless otherwise stated). You can switch between avatars as you wish, but each avatar's progress is unique to that avatar. So, if your main avatar is level 30, your other avatar at level one will have the power of a level one avatar. You can have up to 5 different avatars, including your main avatar (that is, you).

Management (200 GP - Only Jumper)
With this option, you can manage all your properties (territories, dungeons, magic towers, academies, etc.), using screens to manage resources, construction, freely move buildings, and more. Another advantage is that this option has mechanics similar to any game focused on controlling, managing, and administering territories or kingdoms, armies, etc. Depending on the options you purchased in this section, you can level up your subordinates and

employees, manage trade (if applicable), and handle any type of macro-level administration. Think of games like Age of Empires, Civilization, EVE Online, Master of Magic, Dungeon Keeper, etc.
If you purchased the Faction option, you can manage your faction, including resources, properties, subordinates, and so on.
If you purchased the Stats System and Options and Advantages, you will receive stat bonuses and other benefits for buildings or properties, among other things.
If you purchased other options in this section, they will also be affected by this option.
As an added bonus, you'll also have the option of investments, allowing you to view, in addition to your businesses, other investments such as shared properties, businesses, etc.

Blessing System (200 GP)
This option will allow the user to receive Blessings from gods. These blessings can be stat increases, Traits, Skills, classes, etc. Varying the advantages acquired depending on how powerful the Blessing is.
Also, depending on the rank or power of the God or Goddess, the more powerful the Blessing will be, so a Blessing from a High-Rank God will be more powerful or offer more benefits than a Blessing from a Low-Rank God.
You can have several blessings, without being limited to a certain amount. The conditions for acquiring these Blessings are at your discretion, but it must be an act that deserves that Blessing.
As a clarification, Blessings are permanent. These upgrades will also depend on the options you purchased in this section. If you purchased other options in this section, they will also be affected by this option.

Rank Up System (200 GP)
Leveling up to level 100 is great, but that would limit the growth of one of the users of this system. This may be more noticeable when the Class System and the Evolution System are taken into account.
Like the Stages of these Cultivation works, the Rank-Up System divides the same stage of evolution or a Class into four stages or four categories. To give an example, a class like "Swordsman-Novice" if you reach level 100, will become "Swordsman-Intermediate". But with this option, the "Swordsman-Novice" class will be divided into four stages: Low, Middle, High and Pinnacle. To pass each stage, you will have to raise the previous stage to level 100, so if the class "Swordsman-Novice (Low)" reaches Level 100, you can go to "Swordsman-Novice (Middle)" Level 1, so if the class "Swordsman-Novice (Middle)" reaches Level 100, you can go to "Swordsman-Novice (High)" Level 1. And when you reach "Swordsman-Novice (High)" Level 100, you can go to "Swordsman-Novice (Pinnacle)" Level 1. And when you reach "Swordsman-Novice (Pinnacle)" Level 100, you can advance to "Swordsman-Intermediate (Low)" Level 1.
The advantage of this option is that it increases the limit of how strong users can be on your system. So with this option, an Intermediate-level Class will be stronger than the same Class but without this option.
If you purchased other options in this section, they will also be affected by this option, such as Hero System, Equipment, etc.

Faction (200 GP - Only Jumper)

You can create your own faction, with no limit on the number of members. As a leader, you can send messages to all members, groups, or specific individuals. You can customize your faction's emblem, flag, and uniforms. Depending on the options you purchased in this section, you can implement them in your faction, such as assigning quests to your members and rewarding them, or creating general faction quests. Members and the faction as a whole can also be ranked. Your faction can encompass a specific group, a territory, or an entire country, with each member (or citizen, if it's a country) able to access the benefits of this system. You can also limit the benefits each member receives.
You can also create sub-factions within your main faction, assigning them specific roles or tasks. You can create as many sub-factions as you like.
You can expel members at your discretion, and they will lose the system's benefits (but not those they earned before their expulsion).
Each member of your faction is considered a follower.
If you purchased other options in this section, they will also be affected by this option.

Administrator (200 GP - Only Jumper)
You can give a copy of this system to anyone you want. The copy will be subject to all the options you purchased, which you can limit as you wish. You can give as many copies as you want, and you can customize each one by removing options.
You can lock or remove the system you gave out, as well as interfere with it if you wish (for example, if you purchased the "Quest" option, you can give quests to the users of the system you gave out).
The following options cannot be given to others for the system: Difficulty Choice, Save and Load, Wait, I'm checking my inventory, It can Wait, Skip, New Game+, NPC World - NSFW, and World System.

Awakening System (200 GP)
The Awakening System is more linked to the path to achieving divinity or a similar state. In the previous options, only ways to achieve greater power or achieve greater versatility in skills were offered. But this option offers the way to achieve immortality and become a transcendental being.
If you purchased the Evolution System and Rank Up System options, each evolution and stage of it will not only make the user more powerful, it will also prolong their life expectancy as well as becoming a more advanced form of existence (something similar to Awakening from Tensei's Shitara Slime Datta Ken).
The stages of this process are: Mortal, Demi-Spiritual Lifeform, Spiritual Lifeform, Demi-God and God. Each stage will give an increase to the user's statistics. The increases will be:
- Demi-Spiritual Lifeform: 4X stats
- Spiritual Lifeform: 6X stats
- Demi-God: 8X stats
- God: 10X stats.

You can customize what the system will be like for this way of reaching divinity. You can use a system like Tensei Shitara Slime Datta Ken, any Xianxia system, or any system you want or like.
If you purchased other options in this section, they will also be affected by this option.

Reset (200 GP - Requires Skill System and Stats System - Only Jumper)
Up to level 400, you can reset your level to level 1, freeing up all the stat points you gained from leveling up so you can reassign them to your attributes as you wish. This allows you to level up faster, since you'll have high stats for your level and the experience required to level up won't change, making it easier to gain more stat points with each level increase. You can only use this up to 400 times, and always ensure your level doesn't exceed 400. Note that this only applies to your overall levels, not your race or class levels.

Super Mode (200 GP)
On your screen, you'll see two special bars. The first is the Super Mode bar, which doubles your base stats. You'll need to meet certain requirements to fill the bar, such as making attacks or receiving hits. This mode lasts until the bar is empty (5 minutes).
The second bar is the Ultra Mode bar. To enter this mode, you must be in Super Mode. During this mode, all your base stats will increase fivefold. To enter this mode, you must meet the same requirements as the previous mode until the bar is full. This mode lasts for 5 minutes. If you reach the time limit, you'll switch to Super Mode, which also has a 5-minute time limit.

Daily Rewards (200 GP - Only Jumper)
Each day, you'll receive a daily reward. Depending on the options you purchased, you could obtain Skill Books, items, and more. The rewards will also become more generous as the days go by, with end-of-month, end-of-term, end-of-semester, end-of-year, and end-of-year rewards being more substantial than those received on regular days.
If you don't claim your rewards, you can claim them later without risk of losing them.
If you purchased other options in this section, they will also be affected by this option.

Events (200 GP - Only Jumper)
Once a month, for one week, there will be special events that affect the system. Depending on what you purchased, these events will grant you benefits such as double experience, discounts in the shop, more chances to spin the gacha, more generous daily rewards, a higher probability of obtaining rare items, special quests, and more.
Each event may be the same or have a specific theme, such as discounts on certain skill books.

Dungeon (200 GP - Required “Instant Dungeons” and “Boss Monsters”)
You can enter an isolated space. This place is a hundred-floor dungeon, teeming with monsters. You can adjust its difficulty. The dungeon will have treasures, rest areas where monsters won't attack, and secret rooms with hidden bosses (and valuable treasures). Each floor will have its own boss, each one more powerful than the last. The dungeon will also have different ecosystems, such as a classic dungeon, a water floor, a lava environment, and so on. Each ecosystem will have monsters suited to it (like aquatic monsters in aquatic ecosystems). You can enter and exit the dungeon whenever you want, with a save point every ten floors so you don't have to start all over again. The lower the floors, the stronger the monsters and the greater the treasures will be. Upon completing all the floors, you will receive a bonus reward.
Depending on the options you purchased in this section, you can obtain various benefits that will affect this option.

Good and Bad Ends (200 GP - Required “Choices”)
Every decision you make will have consequences, but this option will allow you to anticipate them based on your choices. You'll be able to see the probabilities of each type of ending that will occur depending on your selections. Each choice will also have a distinctive color to indicate the type of ending you might have (good, bad, or neutral).
To be clear, there will be different types of conclusions: good, bad, and neutral. Therefore, you won't be limited to just three endings. Also, the endings won't be the conclusion of everything; think of them as the closing of a situation or stage (mission).

Turn-Based (400 GP - Only Jumper)
You can activate or deactivate this option at any time to ensure everything uses turn-based mechanics, whether it's combat, competition, etc. Besides what's already been mentioned, it will help you in multiplayer battles, one-on-one encounters, or even as many opponents as you want to face. Of course, this will apply to all the options in this section, so you'll have plenty of time to think about your strategy.
The downside is that it also affects you, so you'll have to predict your enemy's movements or have some advantage that allows you to dodge their attacks or cause them to miss.

Combined Attack (400 GP - required “Party”)
Together with your party, you can perform a chain attack. Each of you can attack your target (ensuring a guaranteed hit) and then launch a combined attack that combines the power of all of you, making it a very powerful attack.

Skip (400 GP - required “Auto-mode” - Only Jumper)
You're not interested in certain interactions; you want to skip all the filler until something interesting happens, or you just want to get strong and skip the training time? You can activate Auto-Mode to do all this for you, allowing you to "skip" all that time and come back when it's time for action.

Zero Point (400 GP - Only Jumper)
You can activate a mode at will that allows you to see everything in slow motion, making your opponents' movements appear slow to you. Both your mind and body will benefit from this, so during the time this mode is active (15 seconds from your perceived time), you will face people who move in slow motion. It doesn't matter how fast they are or if they are unaware of concepts like time; they will be affected indiscriminately. This has a cooldown time of ten minutes.

It can Wait (400 GP - Only Jumper)
A perfect option for those who enjoy side quests. If you have any pending quests, there's no time limit, so you can leave them for later. And don't worry about the consequences of inaction; until you act and there's a result, everything will remain in a neutral state, where the status quo remains unchanged.

Fast Travel (400 GP - Required "Safe Zone”)
You can make instant trips from one Safe Zone to another, instantly and without interruption. If you purchased the "Party" option, you can travel with them.

Respawn (400 GP - Only Jumper)
Another 1-Up. When you are killed or die for any reason, you will respawn in a safe zone or your Warehouse. You can use it once every jump or every ten years, whichever comes first.

Wait, I'm checking my inventory (400 GP - Only Jumper)
This is the pause option. The world, the universe, etc.; wherever you are, time will stop, with only your consciousness remaining unaffected. While in this state, you can explore all the options you purchased and analyze your surroundings without interruption. You can activate and deactivate the pause at will.

Save and Load (400 GP - required “Safe Zone”)
In your window, you'll have the option to Save and Load. You can save a point in time (Save), and then return (Load) to retain all your memories before loading the saved point whenever you want. The downside is that everything you've acquired (items, skills, etc.) will be lost. Don't confuse this with 1-Up; this option must be performed in a safe area (both saving and loading). Your time in the jump passes normally, so if you go back a year in time, that year will not be deducted from your jump stay time.

Difficulty Choice (400 GP - Only Jumper)
When you begin your jump, you can choose the difficulty of the world you'll be in. Depending on the difficulty, the rewards you get from the options in this section will be greater, with those obtained in easier modes being less generous.
Note: the normal mode will adjust to how dangerous the world or universe you're in is, so the normal mode in a Slice of Life game will not be the same as in Warhammer 40,000.

Glitch Expert (400 GP - Only Jumper)
The world you're in has some glitches, similar to video games. By performing certain actions, you can exploit them to pass through walls, multiply money, or create objects (excluding items that are attached to the ground or are very large, like vehicles, machines, etc.). However, this is a double-edged sword, as there's a risk of losing objects or getting stuck in the wall. So don't overuse it, because the more times you repeat the action, the higher the probability of failure. You may choose to toggle this ability at any time to avoid accidentally triggering glitches.

New Game+ (400 GP - Only Jumper)
Did you defeat the final enemy and achieve everything you wanted? And of course, your time in the Jump isn't over. Don't worry, you can return to the beginning of your Jump, with all your skills, memories, and everything else you acquired previously, except for world-specific items, properties, and relationships. You can start all over again with the aforementioned advantages. If you want to do everything perfectly or differently, this option is for you.

NPC World - NSFW (400 GP - Only Jumper)
You can activate this mode to make the system more like hentai. You might want the fights to be sex battles, or for the people in the world to act as NPCs for a period of time so you can do perverted things to them. Any hentai game system you can think of can be replicated with this option. But nothing too extreme, and keep in mind that the options you purchased in this section will give you more freedom to replicate that system.

Modded (400 GP - Only Jumper)
Just like PC game mods, you can alter certain aspects of the world you're in. You can modify the appearance of its inhabitants, or include powers from other series (adapting them to the power system of the world you're in). You can also make other modifications, such as bringing storylines from other series into your world, adapting them to the world you're in, as if it were a crossover.
This will have its limitations, so you can change the appearance of elves from Harry Potter to resemble Tolkien's elves, but the powers and powerful items from Tolkien's books will have to be adapted to fit the Harry Potter Jump.

Save Point (400 GP - Required “Quest” - Only Jumper)
During missions, you can save your progress at a specific point of your choosing. This allows you to rewind time to that same save point to repeat the mission if you fail or are unhappy with the outcome.
Keep in mind that if you die, this option is useless, so it's not a one-up. You can only use one save point per quest, so you can replay it as many times as you like, but once used, it cannot be overwritten until you start another quest. This also applies to sub-quests. Time flows as usual, so don't overuse this option, as you could reach your stay's time limit if you're not careful.

World System (400 GP - Required Faction, Administrator, and Management - Only Jumper)
This option is the enhanced version of Faction, Administrator, and Management. You're not limited to just one territory; your reach is now global or universal, encompassing an entire galaxy or more. Another option is that you can create your own races, modifying and customizing them to your liking. Depending on the options you purchased in this section, these species will have evolutionary lines, blessings, and so on.
If you purchased the Hero System option, you can have your own gods or powerful beings to protect your territory. These beings can also grant blessings if you purchased the Blessing System option.
You can create and destroy worlds at will, as well as modify them. You can also create your own Realm, as well as other dimensions (like Heaven or Hell).
If you purchased the Blessing System, those gods can bestow blessings upon the citizens of your worlds or universes. You can also assign people and make them apostles, granting them more advantages than someone with a regular blessing.
As the supreme administrator, you can remove the system's benefits from anyone you expel (as well as everything they earned before expulsion). Another advantage is that with this benefit, they cannot harm or betray you, and you can detect any hostility or rebellion against you.
If you purchased other options in this section, they will also be affected by this option.

Cheat Set Section

Your own set will initially be one piece and won't have many options, but you can add some improvements with the options in this section. Take +1200 EP (Equipment Points) for you to use at your discretion. You may gain further EP by exchanging your CP for EP at a 1:2 ratio.

Import (Free)
Import any set you want, it will benefit from all the options you purchase here.

Name (Free)
Your set name should be cool and unique, so get creative and come up with the coolest name in the world. If you prefer not to choose, a fitting name that matches your tastes and preferences will be automatically assigned.

Type (Free)
You can choose the set that best suits your style. If you're a mage, it will be a robe; a swordsman, a lighter set; a paladin, an armor set, and so on. The set will be one piece, but you can purchase options in this section to add more pieces, if you purchased all the bottom part options, this part will represent the chest piece or armor. Regardless of the type of set you have, it will fit you perfectly, providing a comfortable and fluid movement.

Aesthetics (Free)
Design your own set, all according to your imagination, although with just this option it will be something aesthetic.

Spiritual Bond (Free)
Your set is linked to you, so you can summon it whenever you want (as if it were in dimensional storage), and it can only be used by you.

Neutral (Free)
Your set will have a natural resistance to any type of attack, element, etc. If you purchase the “Cheat Weapon” option, it will deal neutral damage.

Base Stats (50 EP)
Your set has its own stats, so equipping it will increase your overall stats. Depending on its function (defense, weapon, etc.), it will have stats such as attack, defense, and so on.

Enhance (50 EP)
Your set can be improved through various methods, such as forging it, or any other mechanic you can think of (it's up to you). This can increase stats and also applies to other options in this section.

Attribute (50 EP)
Your set will have an affinity for a particular element (water, fire, earth, air, lightning, light, and darkness). Your set will have 100% resistance to that element and some of its derivatives (for example, ice in the case of water). If you have a weapon in your set, it will deal an additional 100% damage to those weak to your chosen element.

Self-Maintenance (50 EP)
Your set is in excellent condition, but it does require maintenance. While it's not indestructible, you won't have to worry about your armor rusting or your weapons becoming dull.

Levels (50 EP)
Your set has levels, so upgrading it will increase its level. This is a very important option for other choices in this section. It also works in conjunction with the "Enhance" option. The level cap is 100. The higher the level, the harder it will be to advance to the next level.

Helmet (50 EP)
The headgear, depending on the set type, can be a helmet, headband, etc. This part will take advantage of the benefits of the options you purchased in this section.

Additional Effects (100 EP)
Your set will have additional effects such as increased critical hit chance, damage reduction X%, increased damage, attack reflection, etc. Your set can have up to 20 Additional Effects.

Base Stats Boosting (100 EP)
The set will increase certain stats by X%, whether they are stats related to defense, or attack (in the case of weapons), as well as other stats you have. Your set can have up to 20 Base Stats Boosting.

Shoes (100 EP)
The footwear. This part will take advantage of the benefits of the options you purchased in this section.

Gloves (100 EP)
The gloves. This part will take advantage of the benefits of the options you purchased in this section.

Pendant (100 EP)
A neck accessory. This part will take advantage of the benefits of the options you purchased in this section.

Pants (100 EP)
The pants. This part will take advantage of the benefits of the options you purchased in this section.

Ignore Attack (200 EP)
With your set equipped, you can reflect attacks from weaker enemies or those with lower stats than yours. Therefore, the damage received from their attacks, as well as any other effects, will be nullified.

Bracelets (200 EP)
A pair of bracelets for each wrist. Those will take advantage of the benefits of the options you purchased in this section. If you want, you can give each bracelet a different ability or stats.

Set Bonus (200 EP)

With your entire set equipped, you will receive a huge increase of 500% to all your base stats.

Skill Slot (200 EP).
Your set has passive abilities that produce status effects, constant HP or stamina recovery, mana regeneration, constant residual damage to your opponent (if it's a weapon), etc. Don't confuse these with Additional Effects and Base Stats Boosting options. Your set can have up to 10 passive abilities.

Wings or Cape (200 EP)
Another part of the set allows you to fly and protect the user in various locations, such as underwater, in space, etc. The environment doesn't matter. This part will take advantage of the benefits of the options you purchased in this section.

+ Option (200 EP)
Your set, through your chosen method, can incorporate the "+". This "+" will increase your set's base stats by a percentage, depending on how many "+"X your set has. For example, if you have +50, all your set's stats will increase by 50%. The limit is "+"100.

Quasi-Infinite Durability (400 EP)
Your set is very durable, so durable that only a powerful attack (greater than its defense) could destroy it. But don't worry, it will only destroy some parts, which will slowly repair themselves, returning to normal.

Ascension (400 EP - Requires “Levels”)
You can increase the Category or Rank of your Set (for example, from C to B). When your Set's level reaches 100, it will move to a higher category, significantly increasing its stats, as well as boosting other options you purchased in this section, such as Skill Slot, Base Stat Boosting, Additional Effects, and It Affects. Each time you move up a category, it will be harder to level up.

Rings (400 EP)
Ten rings. Each one will take advantage of the benefits of the options you purchased in this section. If you want, you can give each ring a different ability or stats.

It Affects (400 EP)
Your set can defend yourself (or attack if you purchased the Cheat Weapon option) not only the tangible, but also the intangible and conceptual. Be it physical objects, magic, skills, or concepts.

Invisible (400 EP)
Your gear can become invisible to others, allowing you to appear unarmed and unprotected. It will be transparent, so you can confuse your opponents and conceal it.

Cheat Weapon (400 EP)

The offensive part of your set. Besides receiving all the benefits of this section, you can purchase options from the "Cheat Weapon" section to give your weapon additional advantages.

Cheat Weapon Section

Take +2400 WP (Weapon Points) for you to use at your discretion. You may gain further WP by exchanging your CP for WP at a 1:2 ratio.

Import (Free)
Import any weapon you want, it will benefit from all the options you purchase here.

Name (Free)
Your weapon name should be cool and unique, so get creative and come up with the coolest name in the world. If you prefer not to choose, a fitting name that matches your tastes and preferences will be automatically assigned.

Type (Free)
There are different types of weapons: swords, knives, staves, etc. Choose the one that suits you best.

Great Conduit for “Clean” Energy. (Free)
You can imbue your weapon with any type of energy (mana, ki, etc.). Because it's perfectly compatible, energy conduction will be 100%, preventing any waste or underutilization of the imbued energy.

Range (Free)
Each weapon has an attack range; some are short-range for melee combat, and others are middle-range for long-range attacks. Choose the one that best suits your fighting style.

Adaptive (Free)
Your weapon adapts to any type of energy, be it mana, ki, etc. You can use them without problems; if you want your magic wand to use ki to launch techniques of this type, nothing prevents you.

Race Slayer (50 WP)
Your weapon is effective against a specific race. Whether against vampires, orcs, or dragons, every attack against that race and its variants will deal 100% additional damage.

Telekinesis (50 WP)
You can control your weapon as if using telekinesis, being able to use swords as projectiles or pull your weapon towards you if it is taken from you or lost during the battle.

100% Accuracy (50 WP)

Your attacks are 100% accurate, or rather, they will hit the target. The attack can be blocked, but you can use passive abilities that affect contact or deal area damage, and these will affect the opponent.

Shapechanger (50 WP)
Your weapon can change its appearance to something more mundane to blend in. You can change its form whenever you want.

No Lethal Attack (50 WP)
You can limit the damage of your weapon to make it non-lethal attacks, and you can activate and deactivate this option whenever you want.

Limiter (50 WP)
The weapon can temporarily seal its power to pass as a weak weapon, and you can activate and deactivate this option whenever you want..

Min-Max Damage (100 WP)
Your weapon's damage will be determined by a range between a minimum and a maximum. The minimum will be the base damage (plus any increases from other options, excluding this one), and the maximum will be all of that up to an additional 100% of the minimum damage. Therefore, the damage you deal will fluctuate between this minimum and maximum.

Secondary Damage (100 WP)
Apart from the damage you do to your target(s), each attack will do secondary damage that will be half of your base damage.

Automatic Mode (100 WP)
Your weapon can operate in automatic mode, capable of attacking your opponents and fighting for you on its own. However, these attacks will be automatic and predictable.

Defense Penetration (100 WP)
Your weapon's attacks can ignore any defense or skill effects that negate or reduce attack damage, as well as status effects caused by the attack.

Ego (100 WP)
Your weapon has an Ego faithful to you, so it will have an appearance and a personality (both of which you can customize to your liking). Having an Ego makes your weapon a thinking being, helpful and useful for other options in this section.

Skill Slot (100 WP)
Your weapon can have abilities, in this case active abilities. These can include summoning monsters, launching elemental attacks of your chosen element, and so on. Your weapon can have up to 10 abilities.

Combination (200 WP)
You can choose to have a weapon that is a combination of two weapons, potentially creating an interesting combination such as a short-range weapon combined with a long-range weapon. Examples include a staff or wand combined with a sword, resulting in a magical

blade that can both fight in melee combat and cast spells, or any other creative combination you can imagine.

Indestructible (200 WP)
Your weapon is indestructible; it cannot be destroyed or broken by anything.

Transformation (200 WP - Necessary “Ego”)
Your weapon can take on the appearance of a human, a beast, etc. In this state, it can freely use all its abilities independently of you. However, any stat boosts that would normally be based on your base stats will instead be applied to the weapon.

Inferior Replicas (200 WP - Necessary “Ego”)
You can create inferior replicas of your weapon that only have 10% of its power (this applies to all the benefits of other purchased options). You can give these to other people, adapting the weapon to their fighting style and switching to another weapon that is more compatible with their fighting style. You can only give away 12 weapons each year. Also, the weapons you give away will not have an Ego. Due to their origin, these weapons cannot harm you, and you can destroy or remove them whenever you want.

Skill Tree (200 WP - Necessary “Levels”)
Your weapon has its own Skill Tree, divided into sections for Stats, Ability (active abilities), Base Stat Boosting, and Additional Effects. Each section contains 25 nodes. For each level your set gains, you'll receive a point to invest in the Skill Tree nodes. You must use the point to unlock a node and use its benefit to unlock it before proceeding to the next.
If you purchase the "Ascension" option in the Cheat Set section, each time you upgrade your set to a higher tier, an additional 100 nodes (25 in each section) will be unlocked in your weapon's Skill Tree.

Release (200 WP - Necessary “Limiter”)
You can seal your weapon's power in three stages. The first is the dormant stage, where your weapon will appear as an ordinary weapon. The second is the awakened stage, where your weapon will have 30% of its power. The final stage is the released stage, where you can use 100% of your weapon's power. You can release each stage quickly, or go from the dormant stage to the released stage in a single step if you wish. It's not a limitation of your power, but rather a voluntary control.
Although it may seem like a limitation, it's excellent for restricting the use of your weapon and only revealing what suits your opponents. Think of your weapon as a Zanpakutō from Bleach, but without the disadvantages.

Chain Attack (400 WP - Cannot have “Inferior Replicas” Weapons)
Instead of one attack, your weapon will perform three. These attacks will have the bonuses you purchased in this section and those from the Cheat Set. You can disable this option or reduce it to just one or two attacks.

Fusion (400 WP)
You can temporarily merge with your weapon and gain all its benefits. The fusion will last 30 minutes, after which you will return to normal.

Inner World (400 WP - Necessary “Ego” - Cannot have “Inferior Replicas” Weapons)
A world inside your mind where you can interact with your weapon. In this world, you can train with your weapon and fight with it, utilizing all its capabilities. Being a mental world, time here flows one hundred times slower than in the real world.

Devourer (400 WP - Cannot have “Inferior Replicas” Weapons)
Your weapon can destroy other weapons and absorb their abilities or special effects. If you purchased the "Levels" option, you can gain experience by destroying these weapons, absorbing their stats, and converting them into experience points.

Ultimate Attack (400 WP - Necessary “Skill Slot”)
In your Skill Slot, you will have a special slot where the final attack of your weapon will be. This powerful attack can be an area attack or an attack on a target, boosting attack damage by 500%, as well as inflicting status effects on your targets such as burns, freezing, etc. The attack will have a cooldown time of 10 minutes.

Additional (400 WP - Cannot have “Inferior Replicas” Weapons)
Apart from your main weapon, you can have a secondary support weapon. This can be a weapon or a shield. It will have all the options you purchased in this section and in the Cheat Set section, but it will be downgraded to 50% of all the benefits these offer.

Races Customization

This section allows you to customize the new species you create. It must be made clear that this species that you customize will be considered an Alt-Form. To start, you need (Race Points) to buy in this section. Take +3000 RP. You may obtain RP by exchanging your CP for RP at a 1:2 ratio.

General

What Are You? (Free/100/300/400/500 RP)
We are not all born equal. Due to external factors such as upbringing, nutrition, etc.; as well as genetic factors, each person is different. Free, you are one of the many of your race, being within the average.
For 100 RP, either by selective reproduction, training at an early age, etc. You are considered an elite within your race, having reached the peak of your potential. Within the standards of someone average of your race, your base stats are five times the average.
For about 300 RP, you are a mutation, which makes you a rare specimen among your kind. As such, consider your base stats to be twenty times the average. You also have some innate advantages that others of your species cannot access or have that can only be achieved through training or other means.
For 400 RP, you are a pureblood of your species, retaining the best your species has to offer. Your base statistics will be fifty times higher than average. You will also have advantages that only those who share your blood have. This can be a special and very powerful power, be it offensive, support, etc. You are considered a noble within your species, the descendants of the progenitor, so you have authority over those inferior to you.
For about 500, you are unique in your race, or rather the first; you are the progenitor. For starters, your base stats are a hundred times higher than average. You are the king or emperor of your species, being you the absolute ruler.
In case you are a mutation, pureblood, or a progenitor, you can customize your appearance to your liking to differentiate yourself from the rest.

Anomaly (200/300/400/500 RP)
Among equals there will always be some who stand out, and that is your case. Regardless of the options you have chosen in "What Are You " (except the free option), you can choose the kind of anomaly you are.
For 200 RP, you are a specimen who was developed with the best care and training, being able to reach the limit of what your peers can achieve. Your base statistics will be ten times higher than those of your peers.
For 300 RP, you are already a monster among your peers (just taking into account your power), passing the barrier of common sense. Your base statistics will be thirty times higher than those of your peers.
For 400 RP, you are considered a champion or hero among your peers, a being that enters into the absurd and inexplicable. Your base statistics will be fifty times higher than those of your peers.

For 500 RP, you are considered a legendary hero; a talent like yours is something that has not appeared in several generations. Your base statistics will be a hundred times higher than those of your peers.

Loyalty (Free/100/200/300/400/500 RP - Only Progenitor/Pureblood)
How your species views you as their creator, progenitor, or sovereign ruler.
Free, your species recognizes you as important but views you no differently than any other leader. You have no special place in their hearts beyond what you earn through your own actions. They can question, disobey, rebel, or betray you if circumstances align.
For 100 RP, your species holds you in high regard as a respected and admired leader. They naturally trust your judgment, follow your commands, and give you the benefit of the doubt. While they can still disagree or question your decisions, they do so respectfully and are predisposed to support you.
For 200 RP, your species reveres you as a beloved sovereign or honored progenitor—someone deeply special, perhaps their greatest member or creator. They willingly sacrifice for you, follow you into danger, and defend you against threats. They give you tremendous leeway, though sustained abuse or catastrophic failure could eventually erode this devotion.
For 300 RP, your species views you with absolute devotion bordering on worship. You are a messianic figure whose word is law and wisdom beyond question. They believe you can do no wrong, rationalizing any evidence to the contrary as deception or enemy manipulation. They will die for you without hesitation and endure tremendous hardship. Only extreme, prolonged, and undeniable abuse might crack this devotion.
For 400 RP, your species regards you as a god made flesh, an infallible divine being whose every action is righteous by definition. You could commit atrocities, and they would praise you, convinced your actions serve higher purposes. Dissent is virtually impossible—questioners are considered insane or possessed. This loyalty is unshakeable and absolute, even if you deliberately tried to turn them against you.
For 500 RP, your species' loyalty transcends devotion—it is woven into their very existence as a fundamental aspect of their being. Betraying you is as impossible as defying gravity or ceasing to exist. Mind control, reality warping, divine intervention or even perks cannot turn them against you. Their loyalty exists independent of conscious thought and utterly incapable of acting against your interests. This loyalty is absolute, eternal, and cannot be broken by any force.

Biology

Human Appearance (Free)
The race they belong to will have a human appearance. With that aspect, you can enter any human civilization and pass as one of them.

Inhuman Form (Free)
Your appearance is very far from what a conventional human would be. With this option you can choose to have a human appearance but with distinctive features such as horns or cat ears. If you want to be more extreme, you can have a bestial form or look like a demon

straight out of hell. But don't get excited, since it will only modify your appearance; the powers are not included.

Size (Free/100/200 RP)
Free, your species has a size between 60 and 190 cm.
For 100 RP, you can choose for your species to be between 10 cm and 5000 cm tall.
For 200 RP, your species can change its height at will in a range of 10 cm to 5000 cm.

Change Shape (100/200/300 RP)
For 100 RP, if you choose the inhuman option, your species can have a human form to mix with those of that species.
For 200 RP, whatever the appearance of your species, it can change its shape to any other species, as long as it has physical contact with the species it wants to transform into.
For 300 RP, your species can freely change its shape to any other species without requiring physical contact. You may also reshape into any form you can imagine or have knowledge of.

Longevity (Free/100/200/300 RP)
Each race has a certain lifespan; some can live a hundred years and others millennia. Free, the life expectancy of your species does not exceed one hundred years, the average being about eighty years.
For 100 RP, the longevity of your race extends up to a thousand years, with some reaching three thousand years if they had healthy habits.
For 200 RP, the longevity of your species exceeds ten thousand years, and some could live twenty thousand years.
For 300 RP, your species is immortal, meaning they cannot die from natural causes such as aging. They can only die if they are killed through violence or other lethal means.

Aging (Free/100/200/300 RP)
Free, age will be reflected in the appearance of those who belong to your race (as if they were humans).
For 100 RP, like good wine, those of your species will age gracefully, being able to reach a thousand years old and have the appearance of a healthy forty-year-old human. Physical maturity will be equivalent to that of an average human; think that the two hundred years of a person of your species is equivalent to the twenty years of any human.
For 200 RP, the concept of aging is almost non-existent. We could say that at ten years old, these of your species could have the appearance of an eighteen-year-old human. If life expectancy is two thousand years, they will stop aging at one thousand years, having the appearance of a thirty-year-old adult.
For 300 RP, your species experiences what might well be the next best thing to biological immortality in terms of aging. Members of your race quickly mature until they reach the prime of their years, the peak of their capabilities, and then their aging completely halts. This perfect state will last until their natural lifespan runs out.

Fertility (Free/100/200/300 RP)
Free, the fertility of your species is equal to that of humans, but like the aforementioned, you can only have offspring with those of your species.

For 100 RP, your species' fertility remains the same as that of a human, but your species may be compatible with other species, as long as they are humanoid. Additionally, offspring don’t run the risk of being born with or developing genetic disorders that negatively impact them.
For 200RP, your species is compatible with any species, as long as they have biological bodies. The process of pregnancy and childbirth has been perfected by your species' biology; gestation periods can be consciously adjusted by the conceiver from as short as a single week to as long as a year, with no negative repercussions to either parent or child. The birthing process itself is rendered easy and pleasurable rather than painful, transforming what is typically an ordeal into a joyful experience. Sires can temporarily grant these same benefits that last for the duration of that specific pregnancy to any being they impregnate. As an extra, your race can control its fertility, choosing with whom or when to have offspring.
For 300 RP, you have the previous benefits, including the enhanced fertility to have multiple children. Also, all the offspring of your species with other races will not be crossbreeds, but they will be of the same species. This is because the genes of your species are dominant, so it will be impossible to have crossbreeds of both species. But don't worry, because those descendants will inherit the innate abilities of both parents, as well as some other advantages that they have. Giving an example, if you have a child with a Saiyan, they will be of your species, but they will be able to access the advantages that saiyans have, such as the Super Saiyan transformation, as well as other advantages that that race has.

Healing Factor (Free/100/200/300 RP)
Freely, your species is capable of healing superficial wounds as well as bone fractures naturally. But the time it will take to heal will be the same as that of an average human.
For 100 RP, they can recover from any type of wound, as long as it is not fatal, naturally, but the more fatal the wound, the longer it will take to heal. Non-fatal injuries include amputations.
For 200 RP, the recovery speed is monstrous, being able to heal superficial wounds in minutes, fractures at most in days, and amputated limbs in weeks. As long as your brain is intact, there is no wound you cannot heal.
For 300 RP, as long as one of your cells is intact, you can regenerate your body instantly. To kill your kind, they have to destroy the body completely. Your regeneration is on par with Cell or Riser Phenex.

Immune System (Free/100/200/300 RP)
Free, your species has the same resistance as an average human, relying on medications and drugs to cure or be resistant to most mundane diseases.
For 100 RP, your species is resistant to any mundane diseases, as long as they are not rare or incurable. Furthermore, your immune system adapts to any change or evolution of these diseases, being able to fight them and reject them without problems.
For 200 RP, your species is resistant to any type of mundane disease. But it is not the same with diseases of magical origins, ki, etc. The good thing is that despite not having resistance to this type of disease, none will be incurable, so with special medicines they can be combated without problems.
For 300 RP, your species is completely immune to all mundane diseases, no matter how virulent or evolved. Additionally, your species gains strong resistance to diseases of magical, spiritual, or supernatural origins. While not completely immune to these exotic afflictions,

your species can fight them off more effectively and recover faster than other races, making even the most dangerous magical plagues merely inconvenient rather than lethal.

Adaptability (Free/100/200/300 RP)
Free, the people of your race have moderate resistance and adaptability to different types of climates or ecosystems.
For 100 RP, they have immediate adaptability to any kind of environment as long as it's not deadly.
For 200 RP, the people of your race can adapt to any environment, even the vacuum of space. Don't worry about the possibility of physical changes, be it by magic or for another reason; you will continue to retain their physical appearance, and their DNA will not be mutated, if that is what you want.
For 300 RP, your species can adapt not only to environments but also to unwanted substances and effects. This includes developing immunity or strong resistance to poisons, toxins, drugs, chemicals, and other substances that attempt to weaken, paralyze, incapacitate, cause pain, or otherwise negatively affect your species.

Appearance (Free/100/200/300 RP)
Free, the appearance of your kind is average, taking into account human preferences.
For 100 RP, at least your species is an 8 out of 10. As an extra, your species does not generate bad odors such as bad breath and others.
For 200 RP, your kind are considered the most beautiful, being attractive to any species. As an extra, your species does not generate bad odors such as bad breath and others. They will also have perfect and healthy skin.
For 300 RP, your species possesses supernatural beauty that transcends mere physical attractiveness. Members of your race radiate an otherworldly allure that captivates all who behold them. As an extra, your species does not generate bad odors such as bad breath and others.

Physical Abilities (Free/100/200/300/400 RP)
Physical abilities measure the following characteristics of a person: Strength, Endurance, Speed, and Flexibility.
Free, these are comparable to an average human.
For 100 RP, these stats will be ten times higher than those of an average human.
For 200 RP, these stats will be a hundred times higher than those of an average human.
For 300 RP, these stats will be a thousand times those of an average human.
For 400 RP, these stats will be ten thousand times those of an average human.

Basic Needs (Free/100/200 RP)
An average human needs to sleep, eat, drink, and breathe to live.
Free, your race will have the same needs as a human.
For 100 RP, your race only needs a tenth of the average amount of food and water to survive. You will also only need about two hours of sleep at most. Another advantage is that your species will be able to hold their breath for two weeks without any problem.
For 200 RP, your race is not dependent on those human needs; feeding and drinking are things done for pleasure. Sleeping is not necessary, and breathing is optional. Additionally, your species produces no waste whatsoever; their bodies achieve perfect efficiency, converting everything consumed directly into energy with zero byproducts. This means no

need for restrooms, no unpleasant bodily functions, and no hygiene concerns related to waste elimination.

What Doesn't Kill You Makes You Stronger (300 RP)
Like the saying goes, your species has something special, something that makes Saiyans recognized as a powerful race; they have something similar to a Zenkai.
Your species receives an increase to all of their power stats each time they recover from any situation that puts them on the brink of death. It can be a battle, an accident, an illness, etc. The best thing is that they will also gain resistance to those elements that could have mortally wounded them, such as increasing their resistance to fire if they were burned, resistance to a poison that they were exposed to, etc.
The more lethal the wounds, the more power and resistance they will gain after recovering.

Heightened Senses (100/200 RP)
For 100 RP, your species excels in one or more of the five senses. Having such a sharp ear to be able to hear what is happening miles away or being able to see clearly in the dark. The best thing is that they can control this at will, avoiding the disadvantages that come with having to hear the bustle of a city in broad daylight.
For 200 RP, your species possesses all five senses enhanced to superhuman levels without suffering from sensory overload. Not only can they see, hear, smell, taste, and feel with extraordinary precision and range, but they also develop a sixth sense, an intuitive awareness of their surroundings that borders on precognition. This manifests as an uncanny ability to detect danger, sense hostile intent, or perceive hidden threats before they become apparent.

Bio Armour (Free/100/200/300/400 RP)
Your kind is special, so special that they do not need armor, since their own bodies are armor.
Free, the hardness of the skin, muscles, organs, and bones of your species will be that of an average human, needing protection to resist forceful blows.
For 100 RP, the hardness of the skin, muscles, organs, and bones of your species will be very resistant, to the point that they can withstand blows from clubs or cuts from knives without problems.
For 200 RP, the hardness of the skin, muscles, organs, and bones of your species will be very resistant, to the point that they can easily withstand direct shots or the impact of a train traveling at 80 km/h.
For 300 RP, the hardness of the skin, muscles, organs, and bones of your species will be very resistant, to the point that they can easily withstand the impact of a bomb, but only the impact.
For 400 RP, the hardness of the skin, muscles, organs, and bones of your species will be very resistant, to the point that they could withstand the impact of a meteorite without problems.

Biological Advantages (100/200/300 RP)
For 100 RP, your species possesses basic natural weapons integrated into their biology. Choose one: retractable claws, powerful fangs, horns/spikes, a weaponized prehensile tail, barbed appendages, or comparable physical weapons. These weapons are as durable as the rest of their body and regenerate if damaged.

For 200 RP, your species can produce substances that it generates completely naturally. These substances can be poisons, paralytics, sleep agents, burns, acids, adhesives, pheromones (weakening, distracting, aphrodisiac effects), and so forth. How you expel these substances is up to you (through bites, claws, skin contact, breath, etc.).
For 300 RP, your species possesses advanced biological weaponry. This could manifest as energy projection (laser eyes, lightning breath, plasma spittle), sophisticated venom with complex effects (mind control toxins, mutagenic compounds, corruptive substances), biological ranged weapons (bone spikes fired from the body, acidic blood that sprays when wounded, explosive organic grenades), weaponizing any body part through rapid shapeshifting, and so on. You can purchase this option multiple times.

Mental

Social Structure (Free/100/200/300 RP)
Free, your species is individualistic like humans, with no strong instinctual social hierarchy. They form relationships and societies based more on choice and culture rather than biological imperative.
For 100 RP, choose your species' natural social structure and instincts. Options include: pack hierarchy (alpha/beta/omega dynamics with clear dominance structures), hive mind connection (shared surface thoughts and emotions among nearby members), swarm intelligence (individuals are simple, but groups become brilliant), tribal collectivism (strong loyalty to clan over self), solitary nature (prefer isolation, only gathering for reproduction), or eusocial structure (queen/workers/warriors with specialized roles). Your species gains natural competence at cooperation styles suited to their structure.
For 200 RP, your species has a flexible social structure that adapts to circumstances. They can seamlessly shift between individualism, pack dynamics, or collective thinking as the situation demands. This allows them to work alone as independent agents or unite into coordinated groups with frightening efficiency. They instinctively understand which social mode is optimal for current conditions.
For 300 RP, your species shares a psychic or empathic connection that transcends physical distance. All members can sense each other's locations, emotional states, and surface thoughts. In groups, they can share sensory information in real-time, making ambushing them nearly impossible. They can pool their mental resources for problem-solving or coordinate complex plans without verbal communication. This connection cannot be severed by outside forces, does not negatively impact your species, and grows stronger with proximity.

Mental Maturity (Free/100/200 RP)
Free, your kind will have a mental maturity like that of humans, evolving as they go through different stages of their growth: childhood, adolescence, adulthood, and old age.
For 100 RP, mental maturity will be faster; the average well-educated teenager will have the maturity of an adult.

For 200 RP, the mental maturity of those of your race is almost immediate, with an average child of your species being able to have the maturity of an adult. You might confuse your kids with your average reincarnated anime protagonist.

Learning Speed (Free/100/200/300 RP)
Free, the learning speed of your species is similar to that of an average human. That means that you will have to be studying for several hours, days, weeks, or years to be able to learn different types of knowledge, be it science, martial arts, culture, etc.
For 100 RP, the learning speed of your race is impressive, being able to learn in weeks what an average human would take months.
For 200 RP, that speed increases on par with an average manga protagonist, being able to learn in days what would take a human months.
For 300 RP, your race has an almost monstrous learning speed, to the point that they can learn in days what would take an average human years.

Intelligence (Free/100/200/300 RP)
IQ measures a person's cognitive abilities and intellectual capacity (intelligence).
Free, those of your race will have an IQ equal to that of an average human; that does not mean that there are no geniuses, but the majority will be average.
For 100 RP, your kind are considered intellectual, having an IQ of 140, much higher than that of an average human.
For 200 RP, they are considered geniuses, having an average IQ of 250.
For 300 RP, they are considered super geniuses, having an average IQ of 500.

Self-Control (100 RP)
Your race is not prone to fall into the temptation of worldly desires easily, avoiding falling into a state of decadence.
This self-control will make your kind know the time and place to satisfy any desire and not take it to the limit, as well as any type of bad habit. It can be lust, laziness, anger, etc.
This will cause your kind to have moderate discipline, avoiding committing errors or crimes due to such vices.

Morality (Free)
Each race has its characteristics; some are more libertine, others are more benevolent, and there are others like the human race that can be somewhere in the middle.
You can choose how empathetic your kind are among their own and with other races, as well as what type of alignment (Dungeons & Dragons) they are most adept at.

Courage (200 RP)
Your kind could be many things, but they are not cowards. With this option, your kind has great willpower, being able to look death in the face and not retreat.
Don't be confused; being brave does not mean being reckless, so they will not be battle maniacs or suicidal madmen.

Other

Evolution (200/500 RP)
As in a certain universe where a salaryman reincarnates into a slime. There is the concept of evolution in your race, but this is different from the conventional evolution of Charles Darwin; it is more similar to that of anime and light novels. Your race can evolve when it reaches the peak of its potential, gaining various advantages and diminishing or eliminating previous disadvantages. These advantages can be increased physical abilities, expanding one's longevity, etc. Of course the advantages of evolving will not be so significant; you will not go from a normal human to a god. For 200 RP for your first evolution, your statistics will increase about ten times more than your previous stage. You will also gain some advantages that you didn't have, but nothing extraordinary. For 300 extra RP, you will access a second evolution. Like the previous one, your statistics will increase about a hundred times. You will also gain advantages far superior to your previous stage, such as powerful abilities, achieving immortality, etc. You are free to customize your race however you like, but limit yourself to the options offered to you. You can customize the appearance to your liking, so you have free rein to be as imaginative as you want.

Transformations (200/500 RP)
Not to be confused with evolution, unlike evolution, which is permanent (unless you evolve again), this transformation is temporary, and will consume a lot of any type of energy you use, be it stamina, vital energy, mana, etc. To get an idea, imagine that it is that type of transformation that some video game boss or the Saiyans have. Like evolution, your base statistics will increase, you will access some skills that you can only use in this state, etc. For 200 RP, your base stats will increase by about twenty times, and you will temporarily gain some buffs. For an extra 300 RP, your base stats will increase about fifty times, and you will temporarily gain very powerful buffs. As I mentioned before, these transformations will consume a lot of energy, so as a novice you will only last a few minutes at most, but with training and a lot of effort, you can maintain your transformation for an entire month. You can customize the appearance to your liking, so you have free rein to be as imaginative as you want.

Elemental Affinity (Free/100/200/300/400 RP)
Free, your species has no particular elemental affinity.
For 100 RP, choose one element (fire, water, earth, air, lightning, light, darkness, ice, nature, or metal). Your species has a strong affinity with this element and takes reduced damage from it, naturally understands how to manipulate it if they learn magic, and feels comfortable in environments dominated by their element.
For 200 RP, receive a dual elemental affinity with two elements that synergize well (fire/lightning, water/ice, earth/metal, etc.), gaining the benefits of the previous tier for both. Alternatively, your species can switch their primary elemental affinity through a ritual, meditation, or consuming elemental materials, allowing them to adapt to different environments and threats.
For 300 RP, affinity with all standard elements gains resistance and manipulation bonuses across the board. Alternatively, you may create a custom unique element (blood, shadow,

crystal, void, time, sound, etc.) that only your species naturally manipulates, with complete immunity and generation at will.
For 400 RP, your species embodies their element. They are completely immune to their element, can control it instinctively within a large radius, can transform between physical and elemental form at will, and can exist comfortably in environments that would be lethal to most beings (inside volcanoes, deep ocean, vacuum of space if appropriate to element).

Racial Power (100/200/300 RP)
Your species possesses a special supernatural ability beyond standard physical or magical capabilities—signature powers that define them as a distinct race.
For 100 RP, choose one minor racial power from the following or create your own equivalent: natural charm/fascination aura (people find your species naturally appealing and persuasive, though not overwhelmingly so), minor shapeshifting (alter appearance within your species' general body plan), enhanced emotional reading (sense others' feelings accurately), minor illusion generation (create small convincing illusions), pheromone manipulation (produce scents that influence emotions), or phase through solid matter for brief moments.
For 200 RP, choose one moderate racial power: supernatural charm (as powerful as succubi/incubi, can entrance weak-willed victims), significant shapeshifting (take forms of similar-sized creatures), create thralls through bite/blood exchange (victims become loyal servants, though can resist with strong will), infect others with your nature (bitten victims slowly transform into your species over weeks), project fear/calm/lust auras, possess corpses or weakened living beings, drain life energy through touch, create minor constructs from your element/energy, and so on.
For 300 RP, choose one major racial power: master-level charm (can enthrall even strong-willed individuals with effort), complete shapeshifting (any form of similar mass), create true converts (transform others into full members of your species, loyal to you), corruption spread (physical contact or fluids slowly corrupt victims into demonic/monstrous versions), ghost possession (take control of living beings), vampiric siring (create subservient spawn of your kind), lycanthropic infection (bite spreads curse/blessing that transforms victims), reality warping within a small radius, summon/command lesser beings related to your nature, etc. You can purchase this option multiple times.

Superpower (Free/100/200 RP)
Free, people of your race will not go beyond the mundane. No superpowers.
For 100 RP, people of your race will be compatible with an energy type or something similar (be it magic, ki, mutant gene, etc.). These can learn different skills related to these branches of energy or powers. Your race's power control is average.
For 200 RP, people of your race are adept at various types of energies or other powers. Your species will have several magicians, martial artists, etc. The power control that your race has is excellent, to the point that energy is not wasted unnecessarily when performing any type of skill.

Awakened (only if you bought some of the 100 or 200 RP options of Superpower) (Free/100/200 RP)
Free, only 30% of people of your race will be able to awaken these powers. The same goes with transformations, evolutions, and Energy Reserves.
For 100 RP, 70% of people of your race will awaken this kind of power. The same goes with transformations, evolutions, and Energy Reserves.

For 200 RP, any person of your race will awaken their powers. The same goes with transformations, evolutions, and Energy Reserves.

Energy Reserves (only if you bought some of the 100 or 200 RP options of Superpower) (Free/100/200 RP)
Regardless of the type of energy or power source of your species, they are always limited to how much energy they have to use their powers.
Free, the energy pool will be modest at best. Giving a practical example, an average mage of your species can cast at most three basic magic spells consecutively before becoming exhausted and having to wait a while to recover. Energy recovery will be natural but slow, and you can recover all your energy in one day.
For 100 RP, the energy pool will increase considerably. Giving a practical example, an average mage of your species can cast ten intermediate magics (those that consume a lot of energy) consecutively before becoming exhausted and having to wait a while to recover. Energy recovery will be natural and fast, being able to recover all your energy reserves in a matter of hours.
For 200 RP, the energy pool you have should rather be called ocean. As a practical example, an average mage of your species can cast ten advanced magics (those that consume a huge amount of energy) consecutively before becoming exhausted and having to wait a while to recover. Energy recovery will be natural and very fast, being able to recover all your energy reserves in a matter of minutes.

Control (Free)
If your species has the same power as a Viltrumite, there is a chance that hugging a normal person could destroy their spine.
Your species has great control to limit its powers or some physical characteristic that is superior. If they are adept at magic, they will not unconsciously generate fire that burns everything around them or invoke a bad spell that hurts both their opponent and themselves. If they have super strength, they will not break everything they touch.
In short, they will know how to limit their powers so as not to cause unnecessary damage.

Stat Boosts (200 RP)
Your species can receive a boost that doubles their stats if they are exposed to some external factor. It may be due to exposure to the sun, during the night, in an aquatic environment, when in danger or life-threatening situations, etc.

Epidemic (500 RP)
It would be lonely if you were the only one of your kind. You can convert others to your kind, be it your companions, followers, inhabitants of any empire you own (whether the one purchased in this jump, one you imported, or one from future jumps), or anyone else.

Import (Free/50 RP)
You can import any special skill, trait, or power you have. This will become an intrinsic ability of your species. But no very broken powers; try to make it something more balanced, like the sharingan, or something similar, otherwise they will be nerfed to a more reasonable degree. The first purchase is Free. You can purchase this option multiple times.

Companions

Import (free/100 CP per or 400 CP for eight)
You can import up to 8 people for free, but by paying 100 CP for each, they will receive 300 CP to spend on this document.

Canon Companions (free/100 CP per)
If you manage to convince them, you can recruit any character from the series as a partner. If you pay about 100 CP, you will have a favorable first meeting, which in a short time will turn into friendship.

Childhood Friend (100 CP)
A childhood friend, whether from your original world or an Original Character, will have a special bond with you. Like any good friend, this person will be loyal but will point out your mistakes. If they are an OG, you can customize their appearance and personality.

Pet (100 CP)
Do you have an animal from your home world that you miss, or do you want a pet to accompany you on your adventures? You can use this option to bring that dream pet by your side (a normal pet, nothing like dragons or fantastic beasts).

Super Maid (200 CP)
A competent maid, excellent at all kinds of household tasks, capable of single-handedly managing a mansion. But the best thing about this person is that she's a former S-Rank adventurer with a Combat Power of 10,000. You can customize her appearance and personality to your liking. She is completely loyal to you and will gladly obey your orders.

Noble (200 CP)
A noble who can be useful for handling business matters and other social tasks. This person has the "Manners" perk and the "Nobility" item. You can customize their appearance and personality to your liking. They will be completely loyal to you.

Support System Body (400 - only if you purchase “Support System”)
A body for your Support System. Besides serving as support, it will be your adventure companion, helping you when you need it. It will receive the usual companion benefits, such as the ability to pick their gender, age, origin, and race, as well as +800 CP to use in this jump, with restrictions on the following sections of this jump: Cheat Skill, Gamer Power, Cheat Set, Cheat Weapon, and Races Customization.
You can customize it to your liking, both their appearance and personality.

Grand Kaiser (400 CP - Free if you purchase “Army”)
A powerful Kaiser of your choice. Their Combat Power will be 3,000,000, making them a walking disaster. This character will have the "Emperor Class" perk. You can customize their appearance and personality to your liking.
If you purchased the "Army" option, you can assign them their own unit to command.

Hero (600 CP)
A hero summoned from another world by the goddess herself. This is no ordinary person; they possess an overpowered skill and unwavering loyalty to you. This hero will receive the Perk Cheat Skill, Basic Knowledge, and System perks.
You can customize them to your liking, both their appearance and personality. An excellent companion for your adventure.

One of the Two Twin War Gods (600 CP - discount if you purchase “Army”)
A being on par with the Demon King's generals. This powerful demon will be your faithful servant, obeying all your orders and remaining completely loyal to you. This demon will receive the Basic Knowledge and System perks. Its combat power will be 100,000,000.
You can customize them to your liking, both their appearance and personality. An excellent companion for your adventure.

DRAWBACKS

You may take any amount of drawbacks you like.

Crossover (+0)
Are there any manga that you are interested in and want to add to this jump?
You can add other series to this world, as long as they are medieval fantasy. You can add as many series as you want. In case they have different power systems, these will adapt to the magic and class system of this world.
If you are only interested in some characters and not the plot, you can bring only those characters. As for powerful items that exist in those plots, such as magic or very broken powers, these cannot be incorporated.

Supplement (+0)
If you are not in the mood to spend 10 years on this jump for a Perk, Item or Power, you can use this jump as a supplement and buy whatever you want. But you will not have the benefits of discounts. If you wish, you can combine this jump with another one you are doing, being able to take Drawbacks from this jump, but without discounts.

Extended time (+100 CP)
If you want, you can spend an additional 10 years in this jump. It can be taken multiple times, up to 10 times.

10 years old (+100 CP)
Your body and age are out of sync; you can be 40 and look like a 10-year-old, or 5 and look like a 20-year-old. This will create very awkward situations.

You need to work (+100 CP)
Any item that gives you money or allows you to generate money passively will be restricted during your stay. If you want money, you'll have to earn it the old-fashioned way: by working.

They're not to my liking (+100 CP)
Any Companion or follower you have from previous jumps will lose their appeal. It's not that their appearance changes, but from your perspective, they're a 3 out of 10, regardless of whether they're the same goddess of beauty.

Generic (+100 CP)
This world is so generic it's almost predictable. The characters will have one-dimensional personalities, and everything in it will be a cliché. The world will be a carbon copy of any mediocre isekai, fun at first but boring after a while.

Ugly (+100 CP)
On a scale of 1 to 10, you're a 2, or at least that's how people in this world see you. So you'll have to work hard if you want a harem, or even a girlfriend.

Harem life is not easy (+100 CP)
If you want a harem, you're going to have to put in the effort. Your lovers won't be the typical conformists who just want to be by your side; they'll be real people with their own goals and interests. You'll have to spend time with them and show them that they're not just toys, but people you love. If you don't make this effort, they'll leave you, and no perk will help you keep them.

Sadistic (+100 CP)
You have a sadistic and ruthless personality. You enjoy making others suffer and derive pleasure from their despair. Although you can control these impulses and choose your victims, once a day you will feel the need to cruelly torture someone (though you don't necessarily have to kill them).

Culture Shock (+100 CP)
It's normal to feel quite shocked when you suddenly appear in a strange place with a culture completely different from your own. No matter how many years you're in this jump, you won't fully adapt to this world's culture, so you'll feel like a fish out of water. That doesn't mean you should reject everything, but there will be things that make you feel uncomfortable.

Lust (+100 CP)
You have a very strong sex drive. At least once a day you'll need to satisfy your desires, whether through sex or by pleasuring yourself.

Please, protect us (+200 CP)
You have a hero complex; you're capable of helping helpless people. No matter how dangerous the situation, your priority will be to save as many people as you can, even if you have to fight the Demon King.

Discrimination (+200 CP)
You are not a welcome person, suffering discrimination from others. Whether it's because you're from another world or for some other reason, you'll be treated with condescension at best, and at worst, you won't even be allowed into the cities.

Monogamy (+200 CP)
Forget the harem lifestyle; you can only have one lover, and must be loyal to that lover. And no open relationships or infidelity —you will only have to be faithful to one person.

Time is Money (+200 CP)
Slacking off is not allowed, jumper. You are only allowed to rest one day a week; the rest of the time you will have to work, or rather, a situation will arise that requires your presence, and you will be occupied for a minimum of twelve hours.

I Like your Woman (+200 CP)
Your girlfriends/wives/lovers are desired by many, especially by perverts who want them as their playthings. Your goal is to protect them and prevent them from falling into their clutches. If you fail, you will suffer the same fate as a character in a netorare manga, watching helplessly as things are done to your beloved.

I Want you (+200 CP)
This is bad news, jumper. Perverted guys want to do disgusting things to you, so perverse they're sickening to even mention. During your stay, you'll be their target, and they'll be very aggressive. If they catch you, I guarantee you'll have a bad time.

Unrequited Love (+200 CP)
Upon entering this realm, you will meet someone with whom you will feel a deep connection, falling in love with that person. But unfortunately, that love will not be reciprocated. During your stay, you will have to endure watching the person you love most be happy without you, suffering their rejection, and being unable to be a part of their life.

They Are Ugly (+200 CP)
The people in this world aren't attractive at all; on the contrary, their appearance is completely unattractive to you. At best, the most beautiful person will be average by your standards.

Arrogant (+400 CP)
You're an arrogant bastard; you think you're better than everyone and that you have everything under control. Your overconfidence makes you do stupid things, like not giving it your all in a fight against the Demon King or openly insulting a king in the throne room.

Bandits' Bait (+400 CP)
You have a problem with bandits; you're like a magnet for them. Every time you leave town, a group of bandits will be on your tail. At best, they'll rob you if they defeat you; at worst, they'll kill you if they get the chance. So I suggest you get stronger.

Homeless (+400 CP)
During your stay, you are restricted from owning any item that is property, such as a house, business, etc. Even if you own a territory or country, it will be restricted. However, you can purchase a property for your stay.

Corrupt Nobles (+400 CP)
The nobles in this world are, for the most part, corrupt scum who will do anything to gain more wealth or power. These types will have no scruples when it comes to achieving their goals. If you're caught in their crosshairs or targeted by them, they'll be capable of the most vile and amoral acts to accomplish them.

Like a Virgin (+400 CP)
Forget all those perks that boost your technique or sexual performance; they'll be useless during this jump. Every time you have sex, you'll have problems like not lasting long enough or making mistakes that will ruin the mood. You can be sure you won't be able to satisfy your partner.

Single (+400 CP)
Forget about having a harem, or even a girlfriend, since the only life you'll have is that of a single man. The downside is that you won't be able to have a special someone or start a romantic relationship, but at least you're allowed to have casual encounters.

After the 4 Divine Generals come the 3 Gods of War (+400 CP)
Be careful when you defeat someone, because afterward, someone of equal or greater power will attack you to get revenge, and this will repeat until you defeat the leader of the organization or the strongest person. I suggest you don't get involved in fights.

Transcendent Magic Seal (+400 CP)
During this jump, you'll be restricted by a seal that will only allow you to freely use 20% of your power, but once a day you can use your full power for 5 minutes. The downside, or rather the worst part, is that during those 5 minutes you'll enter a berserker state where you'll attack everyone, unable to distinguish allies from enemies.

Thug Heroes (+600 CP)
The Goddess of Creation isn't the only one who summons people from other worlds; several gods summon random individuals and grant them power. That doesn't sound bad at first, but there are cases of summoned beings who have committed various misdeeds. Unfortunately for you, this world has ten summoned beings with truly awful personalities, who see this world as a game and other people as mere NPCs.
It's up to you whether you want to stop them or not, but they will see you as a threat, so if they find you, they will use their god-granted abilities to destroy you. The good news is that none of them will have power granted by the Goddess of Creation.

No Kill (+600 CP)
During your stay, you are forbidden from killing, not even insects, and you are unable to perform lethal attacks. This is complicated because to level up, you need to kill monsters or other creatures to gain experience. Good luck.

Solitary Jump (+600 CP)
During your stay in this jump, all your companions and followers from previous jumps will be in suspended animation until the next jump. You will have to do things alone or ask for help from locals in this world.

No Memories (+600 CP)
Upon entering the time jump, you will lose all your memories related to this world, so you cannot use your knowledge as a weapon. For obvious reasons, the item "Kami no Techigai de Shindara Zumi de Isekai ni Hourikomare Mashita Manga" will be restricted during this jump.

Emperor's invasion (+600 CP)
During your stay in this time jump, each year the location you occupy will be invaded by a Kaiser-class monster. This monster will have a Combat Power of 800,000, accompanied by ten thousand subordinates, whose Combat Power ranges from 1,000 to 90,000. Like any good Kaiser, in times of crisis, they can absorb their subordinates to increase their Combat Power, becoming even more powerful.
You will have no option to escape, and your participation in the battle will be mandatory; your role will be crucial. Good luck.

Yandere (+600 CP)
There's someone obsessed with you, a stalker who wants you all to themselves. This is a serious problem, as they'll do anything to achieve their goal, and if you have a lover or several, they'll eliminate them so you're solely theirs. This problematic person has a Combat Power of 100,000,000, making them a very strong opponent.
To stop this madness, you have three options: submit, destroy them, or try to reason with them and bring them to their senses.

No Sex (+600 CP)
It's funny that in an NSFW jump you're forbidden from having sex, and this will be your case. During your stay, you're not allowed to have sex with anyone, being forced into a celibate life. You can satisfy yourself alone, but no toys or sex dolls are allowed.

Power Loss (+600 CP)
Apparently someone cursed you as soon as you entered this jump, being a very powerful spell. Lose the Perks, Powers and Items from previous jumps, or access your Warehouse, at least you still have your Body Mod.

Cunning enemies (+800 CP)
Unlike the generic, stupid enemies in most Isekai games, yours are cunning and ruthless. These guys won't attack you head-on without thinking; instead, they meticulously plan to ensure the operation's success. Don't expect them to be honorable either; they'll use every dirty trick to take you down, no matter how despicable or cowardly the method. Try not to underestimate them, and make sure you have all your weaknesses covered.

Merciful (+800 CP)
You have very strong values, and those are that people can change for the better if given the chance. That sounds nice, but there are despicable beings in this world who are beyond redemption.
Your values will not only prevent you from killing your opponent, but you will also forgive them and let them go if they beg for mercy and promise to be better people. It doesn't matter if they harmed you, your loved ones, or innocent people; you will believe their words and give them a chance.
Whatever the outcome, it could benefit you, harm you, or cost you your life. Therefore, I recommend that if possible, you bring a law enforcement officer or someone in a position of authority to handle the punishment, although, given your nature, you will plead for mercy on their behalf.

Horrible World (+800 CP)
The world isn't as colorful as Isekai stories make it out to be. This world is ravaged by war and disease. Conflict between nations has fueled discrimination and hatred. It's a world where life isn't lived day to day, but rather is a struggle for survival.
Forget your waifus/husbandos and adventures in a fantasy world, because this world will have every aspect of a Grimdark world in it.

Tomoya Sadoshima Enemy (+800 CP)
You've made a dangerous enemy, the protagonist of this series. This guy is an earthly god, so powerful that he has under his control beings as strong as the Demon King, heroes from another world, and powerful individuals who are almost demigods. His combat power exceeds one billion, and he possesses hundreds of abilities, many of them incredibly powerful.
For one reason or another, he sees you as a threat and wants to destroy you, so you'll have to find a way to defeat him or convince him that you're not his enemy. Try to survive if you can, but to avoid being too ruthless, his power will be at the level of chapter 30 of the manga, so you won't have to deal with a guy who gets a power-up every five minutes.

Section, no Thanks (+800 CP)
If you are not interested in the sections of this Jump, you can skip them.

Humanity's Enemy (+800 CP)
Humanity has declared you a far greater threat than the Demon King himself. This means that several kingdoms will want to eliminate you. Luckily, Tomoya Sadoshima won't be interested in you (he already has his hands full with the Demon King), so you'll only have to face a powerful army from all the human nations combined.
As you might expect, you are considered the most dangerous being, so any human nation will reject your presence and try to kill you.

Demon King Target (+800 CP)
The Demon King sees you as a threat, so he will want to eliminate you. Even though he is resting, his loyal generals and all the members of his army will be after your head, using all their resources to eliminate you.
In case you survive, the Demon King himself will return to his full power and try to eliminate you himself. This being has a Combat Power of one billion, along with powerful abilities that have earned him the title of the most powerful being in this world (excluding the gods). Good luck eliminating this threat.

War. (+800 CP)
This is not good news, jumper. The entire world is on high alert. Many powerful beings are organizing their armies to kill each other, and whoever remains will become the master of the world.
The goddess has tasked you with stopping this madness, requiring you to halt each of the three factions involved. Each faction is led by beings with a Combat Power exceeding one billion.
Your objective is to eliminate them or convince them that war is not a viable option for their goals. Should you fail, it will be recognized as a Chain Failure.

Choices

Go Home
Stay
Continue

Notes

Cheat Skill
If you want, you can have many cheat skills, but you cannot use the same option in both skills (unless you buy the option two or more times).

Game Power
Some options might be confusing because they're already listed in other sections, such as Evolution System and Race Evolution Customization. However, they're not the same, so you won't get any discounts. One is for your system, and the other is specific to your race.

Regarding the Game Power Section
I've used some options from this section that are almost a copy of the Generic Gamer jump. Generally, I was mostly inspired by that jump, although I copied from my own Multiverse jump.
If you see similarities, that's why.

Special thanks to Kay Redfield, L “Blackscorp98”, Антон Соколов, Anon, bluesnowmanak, Mads Frandsen, Archer 64, and everyone for fixing my grammar and helping me make this jump.